

**Exalted Rewrite Project
(2009-2010)
Volume 2: Dragon-Blooded and Spirits
By John Frazer**

Chapter One: The Nature of the Exalted

The Exalted start out human, but, at some point in their mortal lives, they're changed. More specifically, they're *chosen*. The details of how a mortal gets chosen to become one of the Exalted differ based on the Exalted type, but all Exalted are infused with divine power, making them somewhat more than human. This has several effects:

- The first Exalted were made with the intent to overthrow the Primordial creators of the world. As a result, they can withstand wounds that would fell a mere mortal. They gain a natural lethal soak equal to their (Stamina)/2.
- By the same token, their supernatural toughness extends to their ability to recover from wounds and Injuries. They heal bashing damage at a rate of 1 level per six hours of rest and lethal damage at a rate of 1 level per week of rest. Furthermore, they cannot be permanently maimed by anything short of actual amputation. When an Exalt heals his last level of lethal damage, automatically convert the character's most significant injury into lethal damage. This does not require a Medicine roll.
- The Exalted are also incredibly resistant to disease. If a disease does not explicitly state that it affects the Exalted, then a character who fails a Virulence roll and contracts a disease does not need to make regular morbidity rolls. Instead, they must endure the disease's suffering effect for one interval before making a complete recovery.
- The Exalted are long-lived. Exactly how long varies between Exalt types. The mighty Solar Exalted can live for up to 5000 years. The Dragon-Blooded begin to die of old age between 250-300 years. Because of their long lives, they often master Abilities far beyond what is available to mortals.
- Exalted are natural Essence users. They may raise their permanent Essence to a maximum of 10, provided they've lived long enough to gain the spiritual insight. They also have the ability to use combos and develop new charms.
- Over time, their bodies and minds can transcend human limitations. Raising Essence also increases an Exalt's maximum Attributes. An Exalt can have an attribute as high as 5 or their permanent Essence rating, whichever is higher.
- An Exalt's soul is so swollen with power that it actually extends for several inches beyond his body. Every time the character spends a mote, a portion of that incredible cosmic force bleeds off into visible light and energy. This aura of power is called the *anima*. Each Exalted type has a different anima manifestation. Animas do not manifest instantly. Instead, the display increases in stages, with each mote expenditure increasing the anima's strength, until it reaches its ultimate expression.

Exceeding Mortal Limitations

The Exalted can raise Abilities, Attributes, and Essence to ratings of 6 or higher. Raising Abilities and Essence is simply a matter of time. Both require accumulated experience and training beyond what a human could possibly attain in a single lifetime. Raising Attributes past 5 requires fundamentally altering oneself to something post-human. Raising a character's Essence to 6 and above is sufficient, though some Exalted have other paths open to them.

For Abilities and Essence, the following chart details the minimum amount of time it takes to raise the trait to superhuman level. The time given is the length of time the character must have possessed the prior trait rating before buying the next rating. *Example: Only someone who has already had a Forgecraft of 5 for at least 75 years may purchase a Forgecraft of 6. Similarly, one would have to have had an Essence of 6 for 150 years before buying Essence of 7.*

The only thing that matters is how long they've practiced the Ability. Even someone 1000 years old will have to wait for 75 years after reaching Ability 5 to buy the 6th point.

To get an Ability/Essence rating of . . .	You must have possessed the prior rating for . . .
6	75 years
7	150 years
8	250years
9	500 years
10	1000 years

For reference, if you assume an Exaltation age of 25, that means that earliest a given character can achieve superhuman ratings is 100 years for rating 6, 250 years for 7, 500 years for 8, 1000 years for 9, and 2000 years for 10. Attribute ratings do not carry a similar limitation. Characters may raise their Attributes to the new cap as soon as the cap raises, even if they were below the maximum before.

Divine Disciplines

Mortals may practice *The Three Worthy Disciplines*, magic so basic and fundamental that it pervades the essence of Creation itself. The Exalted have powers that put these simple magics to shame. Because they were chosen by the gods, they may access *Divine Disciplines*. These powers have their own rules and limitations, but in general are much more powerful than Martial Arts, Sorcery, and Thaumaturgy of an equivalent level.

Chapter 2: The Dragon-Blooded

The Dragon-Blooded are also known as the Terrestrial Exalted, the Exalted of the earth. They are the weakest of the Exalted types. They are also the only Exalted capable of passing their power down through the blood. As a result, there is no fixed number of Dragon-Blooded. Though they are individually weaker than the Celestial Exalted, their magic can enhance and support their fellows, giving them strength in numbers. It was no fluke that the Dragon-Blooded were able to overthrow the Solar Exalted during the Usurpation.

The magic of the Terrestrial Exalted flows from their patrons – the Five Elemental Dragons. These great and majestic beings are the souls of the Primordial Gaea. Thanks to their blessings, their chosen can wield the elements of Air, Earth, Fire, Water, and Wood.

Elemental Aspect

Each Dragon-Blooded possesses a deep connection to one of the five elements. This element informs their personality and aptitudes. Or perhaps the Chosen's personality and aptitudes determine which element they favor. The connection is spiritual, and poorly understood. The element associated with a particular Dragon-Blooded is known as the character's *elemental aspect*, or aspect for short.

Dragon-Blooded characters find it easiest to use charms based on the same element as their aspect. As long as both charms match the character's elemental aspect, a Dragon-Blood may use two charms at once, instead of one. These charms can both be supplemental, or one may supplemental and the other simple or reflexive.

Like all Exalted, Dragon-Blooded can develop Combos. If all the charms of a combo are charms from his elemental aspect, the character does not pay the 1m surcharge to activate the combo. Instead of 1m, 1w, the character pays only 1w. If even one charm of the combo is an out of aspect charm, the character pays the full combo price.

Some powerful charms allow characters to gain a second aspect. In that case, the character may mix and match elements, provided that each charm corresponds to at least one of the character's aspects. *Example: An Immaculate monk was born as an Aspect of Air, but she has spent many years laboriously studying the Water Dragon Style of martial Arts. Once she masters it, she immediately gains a second elemental aspect - water. When she does, she can use one air and one water charm to enhance the same action, or develop a combo that uses only air and water charms. When using that combo, she does not have to spend an extra mote.*

Dragon-Blooded can learn Terrestrial Martial Arts as well as any mortal, and can even learn Celestial Martial Arts with great difficulty. Most Martial Arts charms have no elemental effects. These are not considered to harmonize with a character's aspect, and thus may not be paired with elemental charms without a combo.

Aspect Abilities

Each elemental Aspect naturally resonates with 5 of the 25 Abilities. Dragon-Blooded of the appropriate aspect find these Abilities easier to perform, and gravitate towards careers that utilize those Abilities. Elemental manipulation charms find it easier to affect tasks related to Abilities whose aspect matches their own. The elemental association of the 25 Abilities is as follows:

Air: Awareness, Linguistics, Lore, Stealth, War

Earth: Geomancy, Integrity, Negotiation, Resistance, Unarmed

Fire: Athletics, Forgecraft, Presence, Socialize, Weaponry

Water: Administration, Brawl, Deception, Investigation, Larceny

Wood: Archery, Conveyance, Medicine, Performance, Survival

Characters gain an experience point discount to Aspect Abilities and to charms based off those Abilities. Gaining a second aspect does not give a character new Aspect Abilities.

The Terrestrial Exaltation

Unlike with the esoteric Exaltation criteria of the Celestials, it is fairly easy to predict who will exalt as a Dragon-Blooded. The Terrestrial Exaltation is passed down through the blood. If your parents were Dragon-Blooded, it is likely that you will be Dragon-Blooded as well.

This is not straightforward inheritance, however. The potential exalt must do more than simply be born to inherit the power of the Elemental Dragons. One must be possessed of an extraordinary heroic will. Just like the Celestial Exalted, they are Chosen.

Mechanically, this means that a character is incapable of receiving the Terrestrial Exaltation until he possesses at least 6 points in Virtues. Most members of the Dynasty achieve this sometime in adolescence, thanks to the Realm's demanding educational system. A few never do.

Once a child attains the necessary Virtues, it is usually only a matter of time before he or she Exalts. After reaching the Virtue minimum, a young terrestrial-to-be no longer gains the standard benefit from channeling Virtues. Instead, whenever the character spends a point of willpower to channel a Virtue, the player rolls (Stamina + Integrity) against a Difficulty of 3, adding a bonus to the roll equal to the Virtue to be channeled. If the roll succeeds, the character instantly Exalts, gaining one aspect charm per threshold success. Because people generally only channel Virtues in stressful situations, the Exaltation usually comes exactly when the charms would be most useful. Of course, teenagers being what they are, "stressful" is a fairly broad term. Many Dragon-Blooded have horror stories of the damage they cause upon Exaltation.

Though the Terrestrial Exaltation is not strictly hereditary, it does not rely purely on an individual's Virtue. Breeding does play a part. Dragon-Blooded can mate with normal mortals. Doing so decreases the chance of the offspring exalting. Done through enough generations, the potential can become completely dormant. All Dragon-Blooded characters have an additional trait, *Breeding*. A character's Breeding trait adds a number of bonus dice equal to its rating to the (Stamina + Integrity) roll to Exalt. If a character with 0 Breeding at any point botches an Exaltation roll, that character can never Exalt. The standard benefit for channeling Virtues is restored.

When two characters with Breeding have a child, the child's Breeding rating is the average of the parents'. If the parents have the same Breeding rating, roll one die. On a success, the child has a Breeding rating 1 higher. If the die shows a 1, the child has a Breeding rating 1 lower. Due to millennia of taking mortal lovers, most Dragon-Blooded have a Breeding rating of 1 or 2.

The process of Exaltation is poorly understood in the modern day. Though the Dragon-Blooded's lineage has diluted over the years, it is still believed that Dynastic children fail to exalt due to a lack of virtue. This has led to many of the unexalted children of Dynasts being treated with extreme injustice.

Old Age

Dragon-Blooded have a natural lifespan of about 250 years. At the beginning of each decade after the 250 year mark, the character must make a (Stamina + Resistance) roll. The Difficulty of this roll starts at 0 and increases by 1 for each decade that passes. Players may purchase automatic successes on this roll by lowering their traits or sacrificing their charms. Each rating point or charm lost yields 1 automatic success. This does not represent a conscious decision on the part of the character, but rather the increasing decrepitude and senility of age. Once a player sacrifices a point from a given trait, the cost to raise that trait with experience is thereafter double. Characters may not re-learn sacrificed charms. If a character ever fails a roll, she will die sometime within the next decade.

Dragon-Blooded Trait Costs

Dragon-Blooded can buy certain traits and advantages more cheaply than mortals. In addition, they may buy certain traits and advantages that mortals may not. Purchasing the Breeding trait may normally only be done at character creation. Certain high-essence charms may allow Dragon-Blooded to raise their Breeding ratings.

Combos are unique, named moves which allow the character to use more than one charm at once. Generally speaking, developing a new combo requires a significant story event to justify it. This should be treated as a major, character-defining moment. Even powerful, ancient Exalted only have a few combos.

Dragon-Blooded pay less experience to raise their five Aspect Abilities. In addition, at character creation, Dragon-Blooded must choose 3 additional *Favored Abilities*. Favored Abilities share the same experience discount as Aspect Abilities. They also receive a discount on all charms with an Ability Minimum from one of their Aspect or Favored Abilities and on all root charms based on their elemental aspect (characters who later gain a second elemental aspect receive the discount on root charms from any of their elemental aspects).

Trait Type	XP Cost	Training Time
Favored or Aspect Ability	3	(New Rating) Days
Charm	12	(Minimum Ability) Days Root Charms: (Minimum Essence) Days
Terrestrial Spell	12 (10 if from a Favored or Aspect Ability)	(Mote Cost) Days
Favored or Aspect Charm	10	1 Day
Celestial Martial Arts Charm	15 (12 if from a Favored or Aspect Ability)	(Minimum Ability) Weeks
Combo	Sum of the Charms' Minimum Essence	Immediate, but only under special circumstances.
Essence	20	(New Rating) Months
Breeding	10	N/A – can only be purchased in character creation

Dragon-Blooded and Disciplines

Like any mortal, the Dragon-Blooded may learn Martial Arts, Sorcery, and Thaumaturgy at the Terrestrial level. In addition, through special discipline, they may learn Celestial Martial Arts (see **Chapter 4: Dragon-Blooded Martial Arts**). But those are just the beginning of their powers. As Exalted, they gain access to certain Divine Disciplines. They may use Elemental Manipulation, Tactical Magic, and Bloodline Magic. These Disciplines are described in **Chapter 3: Dragon-Blooded Charms**.

Dragon-Blooded Dice Pool Limits

No combination of charms can increase the dice pool of a Terrestrial Exalted by more than the character's Ability rating. Alternately, a Dragon-Blooded may benefit from the entire dice pool bonus provided by any single charm. Ability Specialties count as part of the character's Ability rating for determining the maximum bonus. There is no limit to the size of a Static Value bonus, or to the number of automatic successes added by a charm.

Elemental Anima

The union between fallible human flesh and divine elemental fury is less than seamless. As Dragon-Blooded wield their powers, a small portion of the energies involved escape their control and leak out into the environment. The Dragon-Blooded anima has 3 stages. Each time the character spends a mote, the anima advances one stage. Spending multiple motes on a single charm advances the anima one stage per mote spent. It takes roughly twenty minutes of rest for the anima to revert one stage. Characters have the option to spend one mote without activating a charm in order to set their animas at any stage higher than its current level. Only time can cause an Anima to diminish.

Stage 1: The character is surrounded by wisps of elemental phenomena appropriate to their aspect element. Air Aspects manifest a slight breeze, Earth Aspects manifest a haze of dust, Fire Aspects manifest barely noticeable smoke and heat, Water Aspects manifest a thin fog, and Wood Aspects emit a subtle, spicy fragrance.

Stage 2: The elemental energy surrounding the character becomes severe enough to impede others' actions. Everyone within 5 yards of the character whose $(\text{Stamina} + \text{Resistance})/2$ static value is less than the character's (Essence) suffers a -1 penalty to physical dice pools.

The exact impediment varies by the Exalt's elemental aspect. Air Aspects are surrounded by protective winds, Earth Aspects cause the ground to tremble, Fire Aspects emit a cloud of eye-stinging smoke, Water Aspects cover everything around them in a thin layer of slippery dew, and Wood Aspects entangle their enemies with suddenly sprouting vines. This penalty is an Environmental keyword effect. Terrestrial Exalted of the same Aspect are immune to this effect.

This level of energy is obvious enough that it imposes a -4 penalty to all of the character's Stealth-based dice pools and static values.

Stage 3: The elemental energy surround the character becomes dangerously powerful. Everyone within 10 yards of the character whose $(\text{Stamina} + \text{Resistance})/2$ static value is less than the character's Essence suffers 1 die of Bashing damage, as an Environmental keyword effect, at the beginning of each of their turns. Terrestrial Exalted of the same Aspect are immune to this damage. In addition, each element provides a different bonus power.

Air Animas impose a penalty equal to the characters' (Essence) to all ranged attacks with a physical component. The character's jumping distance is tripled.

Earth Animas increase the characters' Bashing and Lethal soak by an amount equal to the characters' (Essence).

Fire Animas deal (Essence) dice of lethal damage, instead of the single die of Bashing. This is an Environmental keyword effect. While the anima retains this level of power, the character is immune to damage from non-magical fire.

Water Animas allow the character to breathe water and travel through water without impediment. This ability extends to the characters' possessions and attacks, making underwater bow attacks possible. They also gain the ability to walk on the surface, as if it were solid land.

Wood Animas impose a dice pool penalty equal to the characters' (Essence)/2 and deal (Essence)/2 Bashing damage to everyone with a (Stamina + Resistance)/2 static value less than the characters' (Essence). This is a Poison effect and replaces the normal damage dealt by the character's anima.

This level of energy is so blatantly obvious that it imposes a -8 penalty to all Stealth-based dice pools and static values.

Animas and Characters with Multiple Aspects

A character with multiple aspects manifests only one type of anima at once, but the character may choose which elemental effect to manifest out of the ones available. They may change the elemental effect of their anima by taking a Speed 1 Reflexive action.

Dragon-Blooded Character Creation

Dragon-Blooded character creation follows the same process as that for mortals, though the Terrestrial Exalted often have higher traits than even heroic mortals.

Step 1: Concept

The Terrestrial Exalted run the gamut of character concepts. Though they all tend to be heroic, some are great warriors, others are cunning politicians, and some are paragons of spiritual enlightenment.

Step 2: Choose Attributes

Dragon-Blooded get 8 attribute points in their primary category, 6 attribute points in their secondary category, and 4 points in their tertiary category.

Step 3: Assign Abilities

Dragon-Blooded start the game with 30 Ability points. No Ability may be higher than 3 points to start with.

Step 4: Choose Virtues and Intimacies

Dragon-Blooded start with 6 points of Virtues.

Step 5: Calculate Advantages

Most Dragon-Blooded start with an Essence of 2, three root charms, and five charms of any type. If a player wishes to play as an Immaculate monk, his character has an Essence of 3, three root charms, two enlightenment charms, and a single Immaculate martial arts charm. All dragon-blooded have a number of willpower points equal to the sum of their virtues, a number of motes and Panoply slots equal to their permanent Essence, and 9 health level. Three of these health levels impose no wound penalties, three impose moderate wound penalties, and three impose severe wound penalties.

Step 6: Spend Experience Points

This step is optional. Terrestrial Exalted tend to gain many more experience points than mortals.

Step 7: Finishing Touches

This step proceeds as normal.

Chapter 3: Dragon-Blooded Charms

Blessed by the power of the Five Elemental Dragons, created to be the foot-soldiers of the Primordial War, and born of a heritage predating history, the Dragon-Blooded wield potent magic. They practice three of their own Divine Disciplines.

Elemental Manipulation is the largest and most versatile of the Dragon-Blooded Disciplines. By calling upon their connection to the souls of the Primordial Gaea, they are able to wield the very energies of Creation itself. At turns both subtle and brutal, charms of this Discipline often aid an Exalt's actions by shaping the environment around him.

Tactical Magic calls upon the universal brotherhood all Dragon-Blooded instinctively feel for each other. It allows the Terrestrial Exalted to fulfill their initial function as the perfect soldiers of the Exalted Host.

Finally, *Bloodline Magic* is a discipline unrelated to the Terrestrials' original purpose, but intimately tied up with their fundamental character. Discovered in the First Age, it allows elder Terrestrials to exploit the shared power they passed to their descendants, for purposes both nefarious and benign.

Elemental Manipulation

Elemental Manipulation is the art of summoning, controlling, and resisting elemental energy. To the Dragon-Blooded, it comes as naturally as breathing. There are two types of Elemental Manipulation charms. *Root* charms channel the element directly. They create blasts of fire, call forth vines from the earth, or protect the character with an aura of wind. Root charms have an Essence Minimum, but no Ability Minimum. Dragon-Blooded find their use purely instinctual.

The other type of Elemental Manipulation charm is the *Ability* charm. These charms summon small amounts of elemental energy and put them to work at various Ability-related tasks. Ability charms have both Ability and Essence minimums, but their prerequisites are often root charms. Ability charms are a novel development made by the Terrestrial Exalted. Most of the spirits who have access to Elemental Manipulation use only root charms, content to simply let the elements be themselves, but the human perspective of the Exalted has forced the elements to respond to human needs.

New Keywords

Cooperative: Charms with this keyword gain power with synchronicity. Spells with the Cooperative keyword become more powerful the more motes are spent on them. When a character uses a charm with the Cooperative keyword, all other characters within (Essence) x 10 yards *who know that same charm* may spend one or more motes as a speed 0 reflexive action. Those motes add to whatever motes the original user of the charm spent to determine the final effect of the charm. Characters may spend motes from their own pool to power a cooperative charm. This does not require a reflexive action. For the purposes of the cooperative keyword, different elemental versions of a particular root charm count as the same charm.

Dominion: A charm with the Dominion keyword can be used during Dominion Conflicts. Supplemental charms can only be activated if the character provides a bonus to the Dominion Skill supplemented by the charm. Any character associated with a Dominion can activate a single Dominion Reflexive charm per Action-Stage pass. Simple Dominion charms can either be activated during the character stage, or in place of a Dominion action. The charm's description will say when it can be used.

Holy: A charm with the Holy keyword has a heightened effect when used against Creatures of Darkness. The exact benefit will be listed in the charm description. Creatures of Darkness are those being declared abhorrent in the eyes of the Unconquered Sun. Demons and the Undead are the two most common types of Creature of Darkness.

Root Charms

These charms represent the direct channeling of raw, untamed elements. They do not offer the well-behaved utility of Ability charms, but the limitless cascading fury of the Elemental Dragons themselves. Every root charm has five versions, one for each element. Different versions of the same charm must be learned separately. Different versions of the same charm may be placed in a combo together, if their effects are compatible.

If a root charm has another root charm as a prerequisite, the character must possess the version of the prerequisite which matches the elemental aspect of the charm she wishes to buy.

[Element]-Graced Weapon

Cost: - **Mins:** Essence 1 **Type:** Supplemental

Duration: Instant

Keywords: Combo-Ok, Obvious (Optional: Crippling, Knockback, Poison)

Prerequisites: None

Calling upon her inborn connection to the energies of the world, the Dragon-Blooded may charge an attack with elemental power. This charm may enhance any hand-to-hand or ranged personal attack made by the character. It adds a bonus to the attack's base damage equal to the character's (Essence). In addition, each version of this charm provides a unique elemental benefit.

Air: The target is buffeted by high winds, imposing a -2 dice pool penalty on all the target's actions until the end of his next turn. Applying this effect to someone already suffering from it resets the duration, but does not increase the penalty. Air-Graced Weapon has the Crippling Keyword.

Earth: The target is shook by a mighty rumbling. He must make a (Dexterity + Athletics) roll against a Difficulty equal to the Dragon-Blooded's (Essence) or be knocked prone. Earth-Graced Weapon has the Knockback Keyword.

Fire: The damage bonus provided by this charm increases by +2. In addition, the attack does lethal damage, even if it didn't before.

Water: The target finds his lungs inundated with water. He must take a speed 1 reflexive reaction to cough it up. When taking that action, the target must roll (Stamina + Resistance) against a Difficulty of 3 or suffer one level of Bashing damage. That damage ignores soak. Water-Graced Weapon has the Crippling Keyword.

Wood: The character's blade is coated with a Quick Poison. It has a Deadliness equal to the character's (Essence) and its effect does 2 dice of soak-bypassing Lethal damage.

[Element] Bolt Attack

Cost: - **Mins:** Essence 2 **Type:** Simple

Duration: Instant

Keywords: Combo-Ok, Cooperative, Obvious (Optional: Crippling, Knockback, Poison)

Prerequisites: [Element]-Graced Weapon

The character shoots a bolt of pure elemental energy from the palm of her hand. The attack's base damage is equal to the character's (Stamina + Essence)L, and its range is (Essence x 10) yards. The dice pool used to hit with the bolt is (Dexterity + Ability). The Ability is decided by the elemental version is being used. *Air:* Awareness. *Earth:* Unarmed. *Fire:* Weaponry. *Water:* Brawl. *Wood:* Archery. This attack has an additional elemental effect, depending on which version the character uses. These additional effects are identical to the ones provided by [Element]-Graced Weapon.

Cooperative: This charm has the Cooperative keyword. The attack's base damage receives a bonus equal to the character's (Essence) for each mote spent. In addition, if any of the assistants knows a different elemental version than the one being used, that character may add a second elemental effect to the attack. Any attack may have at most one elemental effect of each type. Any given character (including the original user) may only spend 1m on a single activation of this charm.

[Element] Burst Attack

Cost: 1wp **Mins:** Essence 3 **Type:** Simple

Duration: Instant

Keywords: Combo-Ok, Cooperative, Obvious (Optional: Crippling, Environmental, Poison, Stackable)

Prerequisites: [Element] Bolt Attack

The character creates a powerful explosion of elemental energy. Because of the sheer amount of concentration involved, activating [Element] Burst Attack reduces the character's defensive state by one until the end of her turn. [Element] Burst Attack bypasses RDV.

When using this charm, the character rolls (Charisma + Ability), adding a bonus to the attack roll equal to the character's (Essence). The results of this roll are compared to the ADV of every person within (Essence) x 5 yards of the attack's initial target. The range of [Element] Burst Attack is (Essence) x 10 yards. Its base damage is equal to the character's (Essence)L. This attack has the Artillery-1 tag.

This charm has an additional effect, based on which elemental version is used.

Air: The energy created by this charm is quick-moving and difficult to see. The defensive state of any valid target is lowered by one against the attack.

Earth: The target is infused with a debilitating earth-aspected Essence. He must roll (Stamina + Resistance) against a Difficulty equal to the character's (Essence). If the roll fails, the target's physical dice pools are penalized by 1 until the end of the scene. Multiple applications of this effect are cumulative, although the maximum penalty cannot rise above the Dragon-Blooded's (Essence). This version of the charm has the Crippling and Stackable keywords.

Fire: The attack is blindingly bright. Regardless of whether the attack hits or misses, everyone in the area of effect suffers a -2 penalty to vision-based dice pools and static values for the next 3 ticks. This version of the charm has the Crippling and Environmental Keywords.

Water: The attack seeps through armor. It ignores up to (Essence) points of armor-based soak.

Wood: The attack gains the Poison and Stackable Keywords. Everyone who suffers at least one level of damage from the attack is automatically inflicted with the following poison:

Treated Morbidity: (Essence)/2 **Untreated Morbidity:** (Essence)

Treatment Difficulty: (Essence)/2

Interval: 1 hour

Success Cost: 2 per dose **Max Success Cost:** 20 (this remains constant, regardless of how many doses the victim suffers)

Suffering Effect: The victim suffers a -1 penalty to all Strength-based dice pools and static values. This effect does not increase with multiple doses.

Failure Effect: The victim permanently loses 1 point of Strength.

Cooperative: This charm has the Cooperative keyword. Each mote spent on this charm adds +2 to the damage, increases the area by (Essence) yards, and increases the attack's Artillery tag by 1. If any of the assistants knows another version of this charm, that character may add a second elemental effect to the attack. Any attack may have at most one of each type of elemental effect. There is no limit to the number of motes a character may spend on this charm.

[

Element] Protection Form

Cost: 1 slot **Type:** Panoply **Mins:** Essence 1

Duration: Indefinite

Keywords: None

Prerequisites: None

The character's spiritual harmony with the chosen element is such that she gains a degree of protection from the excesses of its power. Specifically, this charm provides additional soak against attacks made with the chosen element and lowers the damage dealt by appropriate environmental effects.

[Element] Protection Form provides (Essence) x 2 Bashing and Lethal soak against elemental attacks, and lowers the Severity of element-based environmental hazards by the character's (Essence). An environmental effect whose Severity is reduced to 0 is harmless. It also lowers any Dice Pool or Static Value penalties imposed by an appropriate environment by an amount equal to the character's (Essence).

The specific hazards protected against by different versions of the charm are as follows:

Air: This version protects against wind, cold, and electricity. The soak also applies against falling damage and against all ranged attacks with a physical component.

Earth: This version protects against stone and metal, including most weapons (but never against weapons made of the five magical materials).

Fire: This version protects against heat, flame, and smoke. If a fire-aspected Exalt activates this charm while her anima is active at the stage 3 level, it doubles her effective essence for the purposes of determining who is harmed by her anima.

Water: Protects against water, acid, and all other threats that manifest themselves in liquid form. In addition, this version allows the character to breathe water if she couldn't before. Water aspected-exalts gain may apply the soak provided by this charm against any attack if their anima is active at the stage 3 level and they are completely submerged in water.

Wood: This version protects against wood and plant-based effects. This includes attacks made by weapons made primarily of wood (such as most arrows and spears). In addition, the soak applies against “natural” attacks of all kinds, provided those attacks do not receive technological enhancement (thus, it will protect against a punch or a bite, but only so long as the attacker is not wearing a gantlet or using false teeth).

A second purchase of this charm at Essence 4 lowers its cost to 0 and changes its Type and Duration to Permanent. Characters may only upgrade the version of [Element] Protection Form which matches their elemental Aspect.

Extension of the [Element] Dragon's Blessing**Cost:** - **Type:** Simple **Mins:** Essence 3**Duration:** 1 Scene**Keywords:** Obvious (At Essence 5: Cooperative)**Prerequisites:** [Element] Protection Form

The character's understanding of her chosen element increases to such a degree that she may now protect others with her power. Extension of the [Element] Dragon's Blessing may only be activated if the character has the appropriate version of the prerequisite currently active. It extends the benefits of that charm to a number of allies no greater than the character's (Essence).

A second purchase of this charm at Essence 5 allows it to be used on Mass Combat units. The charm gains the Cooperative keyword. The charm protects a Unit whose magnitude is no greater than the number of motes spent. Each Dragon-Blooded can spend only a single mote to power this version of the charm. If any of the assistants knows a different version of this charm, that character may add an additional elemental effect to its activation. Any given elemental effect may be added only once.

[Element] Shelter Generation

Cost: - **Type:** Simple (10 minutes) **Mins:** Essence 4

Duration: 1 day

Keywords: Obvious

Prerequisites: Extension of the [Element] Dragon's Blessing

The character infuses an area with a portion of her elemental power, allowing it to act as a bulwark against the hostility of nature. Activating this charm creates an immobile effect roughly (Essence) x 10 yards in radius. Environmental effects matching the charm's element will not penetrate that area. Anyone standing inside is completely safe, regardless of the environment's fury.

Different versions of this charm may be used on the same area, providing a potent layered protection. However, a character may not use this charm in area already protected by the same version of the charm. *For Example: A Fire-Aspect uses Fire Shelter Generation to create a 30 yard zone protected from fire. That character may also use Air Shelter Generation to make the same area immune to deadly wind, but he could not walk almost to the edge of the effect and use Fire Shelter Generation a second time. To protect a larger area from fire, the character must actually leave the area of protection long enough to use the charm a second time.*

Each elemental version of this charm provides its own unique benefit:

Air: Air Shelters perfectly protect against high winds, cold, lightning, and any sort of gaseous hazard. This version will also protect against wind-borne dangers like sandstorms, but not against rain or snow (except insofar as it protects against the dangers of cold).

Earth: Earth shelters protect against falling rocks, mudslides, avalanches, earthquakes, and other hazards of the earth. In addition, it can prevent an underground cavern from collapsing and provide breathable air to those trapped within.

Fire: Fire shelters protect against extremes of heat, up to and including actual fires. In addition, the shelter itself provides whatever level of ambient illumination the creator desires.

Water: Water shelters protect against all forms of precipitation, whether it is normal rain, or those far fouler and more dangerous types of weather available to the magically active. The power of this charm may turn aside floods or tides. In addition, at the user's discretion, Water Shelter Generation may either create a solid platform on the surface of the water or a sphere of breathable air underneath the water.

Wood: Wood shelters protect against plant-based hazards, and prevent natural animals of all types from entering the radius unless directed by a sentient being. In addition, all plant and food-based poisons are negated within the area of effect. Thus, characters may eat anything even remotely nutritious – lowering the Difficulty to forage for food by 2.

[Element] Defense Technique

Cost: 1 slot **Type:** Panoply **Mins:** Essence 1

Duration: Indefinite

Keywords: Environmental, Obvious

Prerequisites: None

This charm surrounds the character in an aura of elemental energy, similar to, but more locally intense than the Dragon-Blooded anima. This aura of power turns aside attacks, providing a +2 bonus to both of the character's DVs. In addition, anyone who directs a close combat attack at the character automatically suffers 1 level of Bashing damage (this is considered an Environmental hazard with a Severity of 1B and a Trauma of 25). Using a weapon with the Reach tag will allow an enemy to stay far enough away to avoid this damage.

[Element] Defense Technique provides an additional bonus, depending on which version is used:

Air: High winds knock aside ranged attacks. The DV bonus is +4 against ranged attacks with a physical component.

Earth: The elemental aura hardens to form a protective barrier. The character's Bashing and Lethal soak receive a bonus equal to the character's (Essence). This soak counts as armor.

Fire: The flames surrounding the character are especially deadly. The character's close combat attacks deal Lethal damage and the Severity of the environmental effect increases to 2L.

Water: Waves of fresh water surge up to protect the character from hostile blows. The charm provides an additional +1 to RDV.

Wood: The character's immediate area is infused with the healing essence of Wood. Whenever the character would suffer any Lethal damage, convert one level of that damage into Bashing, after it is applied.

Any given character may only have one copy of this charm active upon herself at any one time.

[Element] Armor Technique

Cost: 1 slot **Type:** Panoply **Mins:** Essence 2

Duration: Indefinite

Keywords: Obvious

Prerequisites: [Element] Defense Technique, [Element] Protection Form

The character surrounds herself with a thick layer of protective elemental power. This charm provides the character with a weightless magical armor that increases her Bashing and Lethal soak by 4. Each version of this charm provides a different additional bonus:

Air: The armor's soak is doubled against ranged attacks with a physical component.

Earth: The armor's bonus to Bashing and Lethal soak is +6 instead of +4.

Fire: The armor is blindingly bright, imposing a -2 penalty on all close combat attacks directed at the character.

Water: The armor absorbs damage, granting 4 points of hardness.

Wood: The armor protects the character's life force, providing an additional 2 points of Aggravated soak.

Elemental armor stacks with regular armor, but not with itself.

Unassailable [Element] Body

Cost: 1m, 1w **Type:** Reflexive (Speed 0) **Mins:** Essence 4

Duration: Instant

Keywords: Combo-Ok, Shaping, Obvious

Prerequisites: [Element] Armor Technique

The character becomes so attuned to a single element that she may transform her entire body. For an instant, she literally *becomes* the element, allowing an attack to literally pass right through her. This causes any attack made against her to automatically fail, provided it does not bypass ADV. If an opponent's Simple action contains more than one attack (usually because he is using a charm with the Extra Action keyword), a single activation of this charm will protect against any number of attacks directed at the character, so long as they are all part of the same Simple action.

Each version of Unassailable [Element] Body has a single weakness which renders it useless. The specific weakness varies by element:

Air: The defense is vulnerable to Elemental Manipulation charms using the element of Earth. In addition, it fails against weapons with the Overwhelming or Artillery tags, as the wind created by these weapons' discharge disrupts the Air of the character's body.

Earth: The defense is vulnerable to Elemental Manipulation charms using the element of Wood, and to wooden weapons, but only if the wooden part is the one used to cause damage. A metal-tipped spear is useless if wielded conventionally.

Fire: The defense is vulnerable to Elemental Manipulation charms using the element of Water. It also won't function if any part of the character's body is in contact with water, or is any wetter than slightly damp.

Water: The defense is vulnerable to Elemental Manipulation charms using the element of Air, nor will it function when the character is suffering any environmental penalties or damage due to cold.

Wood: The defense is vulnerable all forms of fire attacks, obviously including Elemental Manipulation charms using the element of Fire.

[Element] Concentration Trance

Cost: - **Type:** Permanent **Mins:** Essence 1

Duration: Permanent

Keywords: None

Prerequisites: None

The character learns to take comfort in the presence of her element, finding within the pattern of its energies a deeper spiritual meaning. To benefit from this charm, the character must be in a situation where she suffers at least one point of environmental penalties from the charm's associated element. So long as that condition holds, the character automatically regains one point of willpower every half-hour. Charms which reduce environmental penalties do not interfere with this charm's function.

Appropriate environments in which to apply this charm are as follows:

Air: Extreme wind or cold.

Earth: While underground without light. While partially buried.

Fire: Extreme heat.

Water: While submerged or in the rain.

Wood: High up in a tree, surrounded by thorns, or while under the effects of a plant-based toxin.

[Element] Succor Method**Cost:** - **Type:** Permanent **Mins:** Essence 3**Duration:** Permanent**Keywords:** None**Prerequisites:** [Element] Concentration Trance.

The character's spiritual harmony with the chosen element broadens to become a physical harmony as well. So long as the character is surrounded by the appropriate element (refer to the prerequisite charm for guidelines) in quantities sufficient to cause penalties, but insufficient to cause damage, the time it takes for her to heal Bashing and Lethal damage is divided by her (Essence). If the character is currently using a charm which eliminates environmental damage, she may benefit from this charm even under the most extreme conditions.

At Essence 4, a character with this charm no longer suffers from environmental penalties of the appropriate type when rolling (Stamina + Resistance) to avoid dying. At Essence 5, any environmental penalties removed in this way instead add to the roll as automatic successes.

Most Beneficent Seed of the [Element] Dragon**Cost:** 1 slot **Type:** Panoply **Mins:** Essence 5**Duration:** Indefinite**Keywords:** None**Prerequisites:** [Element] Succor Method

Once in a great while, one of the Terrestrial Exalted takes it upon herself to study the deepest mysteries of elemental essence. On those occasions, it sometimes come to pass that the would-be student of the mysteries of Exalted existence comes upon a powerful revelation – all 5 of the Gaian elements share a fundamental unity. This charm is the result of such meditations.

While this charm is active, the character's elemental aspect changes to match the one associated with the charm. Her old elemental aspect is suppressed for the duration. This does not change the character's Aspect Abilities, and it doesn't give her an experience point discount on any new charms, but it does change the character's Anima power, and allow her to use two charms of the new element at once. Characters with the foresight to buy combos consisting exclusively of the charms associated with the new element do not have to pay the mote surcharge for those combos while this charm is in effect.

A character may not have multiple versions of this charm active at the same time. If the character has a second elemental aspect, this charm does not suppress or replace it.

Terrifying [Element] Dragon Roar

Cost: - **Type:** Simple **Mins:** Essence 1

Duration: Instant

Keywords: Combo-Ok, Obvious, Emotion, Cooperative (Optional: Crippling, Knockback)

Prerequisites: None

The character learns to unleash the Dragon-fury within her, shouting with an incredible, heart-shattering force. The player rolls (Stamina + Charisma + Essence). Everyone within (Essence x 20) yards with an MDV less than the total successes is afflicted with an emotion effect. The victims experience a sudden, intense fear. They must either spend 2 points of willpower to resist or take a Speed 1 Reflexive action to regain their composure. Dragon-Blooded whose elemental aspect matches the element of the charm are immune to Terrifying [Element] Dragon Roar.

Each elemental version of this charm has its own unique effect:

Air: The shout booms like a burst of thunder. Anyone affected by the charm is deafened until the end of the scene. This version has the Crippling keyword.

Earth: The shout stirs up a cloud of dust. Everyone affected by the charm is made blind until the end of their next turn. This version has the Crippling keyword.

Fire: The shout generates a blistering heat. Anyone affected by the charm suffers one level of Bashing damage. This damage bypasses soak.

Water: The shout hits with the force of a tsunami. Anyone affected by the charm is knocked prone. This version has the Knockback keyword.

Wood: The shout triggers the victims' primal survival instincts. It costs 3 points of willpower to resist.

Cooperative: This charm has the Cooperative keyword. Every mote spent on this charm adds one automatic success to the activation roll and expands the area of effect by (Essence x 10) yards. Characters who know a different version of the charm may add an additional elemental effect. This renders Dragon-Blooded of the appropriate type immune. Each elemental effect may only be added once. Any single character may only spend one mote on this charm.

[Element]-Seared Battlefield

Cost: 2m, 1w **Type:** Simple **Mins:** Essence 4

Duration: 1 scene

Keywords: Cooperative, Environmental, Obvious

Prerequisites: Terrifying [Element] Dragon Roar, [Element] Defense Technique

The character unleashes a massive amount of elemental energy, disrupting the geomantic flow of the nearby environment. Everyone within (Essence x 50) yards with a (Stamina + Resistance)/2 Static Value less than the character's (Essence) suffers a penalty to all dice pools equal to the character's (Essence). This is considered an environmental effect. Dragon-Blooded whose aspect matches the charm's element are immune to this effect. The power of this charm manifests as a storm of the appropriate elemental material: wind, sand, smoke, rain, or leaves.

Cooperative: This charm has the cooperative keyword. For every mote spent on this charm beyond the second, the charm's radius increases by (Essence x 10) yards and the user's effective (Essence) is increased by one for the purposes of determining who is affected by the environmental penalty. Characters who know a different elemental version of the charm add that version's element to charm's effect, rendering Dragon-Blooded of the appropriate element immune.

[Element] Vortex Attack

Cost: 3m, 2w **Type:** Simple **Mins:** Essence 5

Duration: 1 scene

Keywords: Cooperative, Environmental, Obvious

Prerequisites: [Element]-Seared Battlefield

The character unleashes an even more powerful storm of elemental energy. Wind becomes a tornado, dust becomes flying rocks, smoke becomes flame, rain becomes hail, and leaves become thorns. Everyone within (Essence x 50) yards must resist an environmental hazard with an interval of 5 minutes, a Trauma equal to the user's (Essence) and a Severity equal of (Essence)B. Dragon-Blooded are immune to [Element] Vortex Attacks which share an element with one of their aspects.

Each version of this charm has a different additional elemental effect:

Air: The deadly energies are extremely fast and persistent. The Interval changes to 3 minutes.

Earth: The flying rocks can pound even the strongest of defenses. The victims suffer a -2 environmental penalty to their (Stamina + Resistance) rolls.

Fire: The firestorm created is especially deadly. The Severity of the storm is Lethal instead of Bashing.

Water: The hail carries with it a gripping cold. All dice pools suffer a -1 environmental penalty.

Wood: The energies of the storm are especially inimical to living creatures. The storm has a minimum Severity of 1B.

Cooperative: This charm has the Cooperative keyword. For each mote spent beyond the third, the Severity of the storm is increased by 1. If one of the assistants knows a different elemental version of the charm, that assistant can add an additional elemental effect. Each elemental effect can only be included once. This charm will not affect a Dragon-Blooded whose aspect matches any of the charm's elements.

Ability Charms

These charms harness the power of the elements to provide mundane utility. Ability charms can be very potent, but they rarely unleash the direct power seen in root charms. Instead, they call upon the element's symbolic associations to craft effects difficult to distinguish from ordinary skill.

By default, an Ability charm is considered to belong to the element for which it is an Aspect Ability. It is possible for a Dragon-Blooded to develop an Ability charm whose element does not match the Ability's aspect, but only if that Dragon-Blooded has the ability as a Favored Ability. That Dragon-Blooded can teach the charm to others, but it does not offer an experience point discount to those who do not favor that Ability (whether from their elemental aspect or from their discretionary picks).

Every Ability charm has an Elemental Manipulation charm as a prerequisite. Later charms build off of Ability charms, but earlier ones use Root charms as prerequisites.

General Charms

The following charms occur once per Ability. The mechanics of the charms are identical between Abilities, but they may only benefit actions based on their prerequisite Ability. Some charms, particularly the Excellencies, have different prerequisites, depending on which Ability it improves.

[Element]-Blessed [Ability] Excellency

Cost: 1m **Type:** Supplemental **Mins:** (Ability) 2, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Varies

The character learns to infuse her actions with a tiny amount of elemental essence, guiding his hand or thoughts or words to be in greater harmony with the spirit of the elemental dragons. For the space of a single action, the character receives a dice pool bonus equal to her Ability rating. [Element]-Blessed [Ability] Excellency can improve static values as well. When the character wishes to improve a static value, she rolls a number of dice equal to the Ability rating. The static value receives a +1 bonus for each success on the roll.

The prerequisite for this charm depends on the Ability it improves.

[Element]-Graced Weapon: Awareness (Air), Unarmed (Earth), Weaponry (Fire), Brawl (Water), Archery (Wood)

[Element] Protection Form: War (Air), Resistance (Earth), Forgecraft (Fire), Larceny (Water), Survival (Wood)

[Element] Defense Technique: Stealth (Air), Integrity (Earth), Athletics (Fire), Investigation (Water), Conveyance (Wood)

[Element] Concentration Trance: Lore (Air), Geomancy (Earth), Socialize (Fire), Administration (Water), Medicine (Wood)

Terrifying [Element] Dragon Roar: Linguistics (Air), Negotiation (Earth), Presence (Fire), Deception (Water), Performance (Wood)

[Ability] Improving [Element] Infusion

Cost: - **Type:** Permanent **Mins:** Ability 3, Essence 2

Duration: Permanent

Keywords: None

Prerequisites: [Element]-Blessed [Ability] Excellency

The character has learned to pour even more elemental energy into her mundane Abilities. When using the prerequisite charm, she may trade 2 dice for 1 automatic success. She must do this before the dice are rolled.

Terrestrial [Ability] Reinforcement

Cost: 1 slot **Type:** Panoply **Mins:** Ability 4, Essence 3

Duration: Indefinite

Keywords: Stackable

Prerequisites: [Element]-Blessed [Ability] Excellency

The character's ability to harness elemental essence for personal use has improved to such a degree that she emanates an Ability-enhancing aura. Up to (Essence) allies within the Terrestrial's line of sight gain a +1 bonus to dice pools based on the Ability. This charm has the Stackable keyword. Any particular exalt may only have one copy of this charm active at a time, but any single individual can benefit from a total number of bonus dice equal to their Ability rating. Every two dice granted by this charm provide a one point bonus to Static Values based on that Ability.

Air Aspect Charms

Charms of the Air Aspect are based off the Awareness, Linguistics, Lore, Stealth, and War. Air is a cautious, intellectual element, known for complicated plans and sophisticated knowledge. Yet for all its apparent tranquility, Air contains a deep fury, one that can be unleashed at the most unexpected moments.

Awareness

Sense-Riding Technique

Cost: - **Type:** Simple **Mins:** Awareness 3, Essence 2

Duration: Until Disrupted

Keywords: Combo-Ok, Shaping

Prerequisites: Air-Blessed Awareness Excellency

The character's mind becomes ethereal and fluid, pouring outward from her body and into another's soul. This allows her to experience another's senses, as if they were her own. The character must choose another person within her line of sight and make an (Intuition + Awareness) roll against a Difficulty equal to the target's (Composure + Awareness). If the roll fails, the target may make a Difficulty 3 (Wits + Awareness) roll to detect the character's influence. If it succeeds, the character experiences all five of the target's senses, as if they were her own, so long as that target remains within (Essence) miles.

The character must maintain strict concentration in order to maintain this charm. If she attempts any action more strenuous than a slow walk, Sense-Riding Technique ends. While it is active, the character receives a -2 penalty to all of her Awareness-based dice pools and static values.

Sense-Liberating Method

Cost: 1m **Type:** Simple **Mins:** Awareness 5, Essence 3

Duration: (Essence) Actions

Keywords: Combo-Ok, Crippling

Prerequisites: Sense-Riding Technique

The character shoots from her hand a bolt of Air-Aspected essence. This energy infuses one of the target's senses, carrying it away like a leaf on the wind. The character makes a (Dexterity + Awareness) attack roll against any target within (Essence) x 10 yards. Because the attack is an ephemeral bolt of energy, it bypasses RDV and lowers the target's defensive state by one.

If the attack hits and scores a number of threshold successes equal to or greater than the target's Composure, the target completely loses one sense, of the character's choosing. This imposes a -4 penalty to all dice pools and static values which use the sense (for sight and touch, this includes most standard actions).

If the attack hits and scores fewer threshold successes than the target's Composure, the chosen sense is merely obscured. This imposes a -2 penalty to dice pools and a -1 penalty to static values.

This effect lasts for a number of the target's action equal to the character's (Essence). The target's current turn is counted as part of this duration. While suffering under the effects of this charm, a person is immune to all other iterations of Sense-Liberating Method.

Feeling the Air Technique

Cost: 1 slot **Type:** Panoply **Mins:** Awareness 2, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Air Concentration Trance

By tracing minute changes in nearby air currents, the character may become aware of the area around herself. This magical sense can, to a certain degree, substitute for sight, but it can only detect large, obvious shapes. The character cannot use this power to read, or otherwise distinguish fine detail. Penalties due to blindness or darkness are reduced by half. This air sensing ability does not rely on line of sight, allowing the character to detect people and large objects around corners and behind the character's back.

Spirit Detecting Echo Technique

Cost: 1 slot **Type:** Panoply **Mins:** Awareness 3, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Feeling the Air Technique

While this charm is active, the character can hear immaterial spirits. While this is most useful for communicating with various gods, the character may also get a vague idea about the spirits' location and activities by listening to their breathing, footsteps, and other incidental noises. If the character has some ability to touch spirits, she can make attack rolls against them at a -3 penalty.

After mastering the ability to glean spiritual insight from echoes, the character can extend that power to reflections. At Essence 3, the character gains the ability to spend 1m while this charm is active in order to briefly enchant a mirror or other reflective surface. For the rest of the scene, anyone who looks into the surface can see immaterial spirits reflected within. This is a basic action that does not count as a charm activation.

Observer Awareness Method

Cost: - **Type:** Reflexive (Speed 1) **Mins:** Awareness 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Feeling the Air Technique

The Air itself comes to love the Dragon-Blooded, so much so that it will warn her of danger. Activating this charm allows her to make a (Wits + Awareness) roll. The Difficulty of this roll is usually 0, but if those watching her are deliberately trying to conceal their presence, it is equal to the highest (Dexterity + Stealth)/2 static value among her observers. If the roll succeeds, she knows she is being watched. Further threshold successes will pinpoint the exact location of the spies.

Ears of the Snowy Owl

Cost: - **Type:** Supplemental **Mins:** Awareness 4, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Observer Awareness Technique

The air that carries sounds migrates to the character. This charm will supplement any Awareness-based insight roll to improve the character's hearing. It removes all penalties due to physical obstructions, so long as those obstructions are not air-tight.

Linguistics

Wind Carried Words Technique

Cost: - **Type:** Simple (5 minutes) **Mins:** Linguistics 3, Essence 2

Duration: 1 message

Keywords: Obvious, Combo-Ok, Cooperative

Prerequisites: Air-Blessed Linguistics Excellency

The character can breathe his words into the wind, persuading it to carry a message to a destination of the Dragon-Blooded's choosing. The message can be no longer than five minutes in length, and has a range of (Essence) x 100 feet. The character does not need to speak the message out loud, but she does at least need to mouth it silently. The character may make a single social influence attempt through this message.

Cooperative: This charm has the Cooperative keyword. Every mote spent on this charm multiplies its range by 10.

Voices on the Wind

Cost: - **Type:** Simple (1 minute) **Mins:** Linguistics 4, Essence 3

Duration: 5 minutes

Keywords: Obvious, Cooperative

Prerequisites: Wind-Carried Words Technique

The character moves beyond speaking to the wind, and learns to listen to it instead. When activating this charm, the character may name a target. If that target is within (Essence) x 100 yards and currently speaking, the character may hear those words, as if they were being spoken directly to her. The character must declare a specific target by name. She cannot spy on people whose name she does not know.

This charm cannot penetrate an airtight room, nor does it function if the target is protected by supernatural wards against spying. Using Voices on the Wind requires intense concentration, and its power immediately ends if the character takes any sort of action other than listening to the wind.

Cooperative: This charm has the Cooperative keyword. Each mote spent multiplies its range by 10.

Poisoned Words Technique

Cost: 1wp **Type:** Simple **Mins:** Linguistics 5, Essence 3

Duration: Concentration

Keywords: Combo-Ok, Illusion

Prerequisites: Wind-Carried Words Technique

Air is the medium of sound. By controlling air, the character may control the sound of other people's words. The character must be able to hear the speech to be altered, and must be within (Essence) x 100 yards of the targets. This charm affects both sides of a single conversation.

When activating this charm, the character rolls (Manipulation + Linguistics). A success total of 1 allows the character to change minor details of the target's speech. A success total of 3 can change significant details, altering the entire character of the conversation. A success total of 5 or greater gives the character total control over both sides of the conversation.

Poisoned Words Technique is an illusion effect which affects people with an MDV less than the success total of the Linguistics roll. If the roll is insufficient to beat the MDV of an observer, the actual sound of the words is still changed, but that observer realizes that he is being deceived.

Cipher Missive

Cost: - **Type:** Supplemental **Mins:** Linguistics 4, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Air-Blessed Linguistics Excellency

The character calls upon the intellectual nature of Air, and mixes it with Air's invisibility. This allows the character to conceal words within the noise of a code. This charm supplements an attempt to write a code. If the Linguistics roll is successful, the code automatically attains a success cost of (Essence) x 5, instead of the roll's threshold successes. Because the code is magical, it cannot be improved further.

Craft Icon

Cost: - **Type:** Supplemental **Mins:** Linguistics 4, Essence 3

Duration: Instant

Keywords: Combo-Ok (Optional: Compulsion, Emotion, Illusion)

Prerequisites: Cipher Missive

The elemental of Air embodies abstraction. The apparent unity of a single sky conceals deep, but subtle differences within the invisible currents within. This charm allows the character to encode complex information within a single, abstract image.

This charm supplements an attempt to create a written thesis. It removes any Difficulty imposed by creating an abstract message. Furthermore, the thesis rating of the resulting influence attempt is equal to the roll's success total, rather than the roll's success total divided by two.

This can result in incredibly complex messages which look like nothing more than a simple image. Despite the apparent simplicity of the image, it still takes one day per thesis rating to create. The resulting icon occupies one square foot per thesis rating.

If the icon creates a Compulsion, this charm has the Compulsion keyword. If it makes an Emotion, it has the Emotion keyword. If it makes an Illusion, it has the Illusion keyword. Icons that simply convey information are considered Illusions, even if the information is truthful.

Speech Without Words

Cost: 1 slot **Type:** Panoply **Mins:** Linguistics 4, Essence 3

Duration: Indefinite

Keywords: None

Prerequisites: Voices on the Wind, Cipher Missive

The character has learned to communicate with the subtlest of refinement, eliminating the medium of speech entirely and relying only on the air itself. The character and a number of allies no greater than her (Wits + Linguistics) may communicate without making any sound whatsoever, so long as they can see each other. Adding or dropping a member from this communication network is a Speed 0 Reflexive action.

The characters can exchange all but the most complex information in this way. If one of the targets wishes to communicate something especially complex, the storyteller may require a (Wits + Linguistics) roll. The Difficulty of this roll should never exceed 3.

Lore

Spirit Grounding Shout

Cost: - **Type:** Simple **Mins:** Lore 3, Essence 3

Duration: Instant

Keywords: Compulsion, Combo-Ok

Prerequisites: Terrifying Air Dragon Roar

The character's understanding of the flows of essence that comprise a spirit has advanced to such a degree that she may establish an interfering pattern. The character targets an immaterial spirit within (Essence) x 5 yards and makes a (Stamina + Lore) roll against a Difficulty equal to the spirit's MDV. If the roll is successful, the spirit suffers a compulsion effect requiring it to materialize. The spirit may resist this compulsion by spending a number of willpower points equal to the roll's threshold successes.

A Dragon-Blooded may not use this charm against a spirit whose permanent Essence exceeds her own.

Spirit Shredding Attack

Cost: - **Type:** Supplemental **Mins:** Lore 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Spirit Grounding Shout

The Essence of Air permeates a spirit, blowing it apart. This charm supplements an attack against a spirit. If the attack manages to deal at least one level of damage, the character may roll (Lore + Essence) against a Difficulty equal to the spirit's Essence. The spirit loses one mote per threshold success.

This charm does not allow the character to strike an immaterial spirit. The character must either have some way of doing so, or the spirit must be material.

Spirit Chaining Strike

Cost: 1wp **Type:** Supplemental **Mins:** Lore 4, Essence 3

Duration: 1 scene

Keywords: Combo-Ok, Crippling, Stackable

Prerequisites: Spirit Grounding Shout

The character learns to create powerful winds in the realm of the spirits, such that any such creature is buffeted into helplessness. This charm supplements an attack against a spirit. If the attack deals at least one level of damage, the spirit receives a -1 penalty to all dice pools until the end of the scene. Multiple applications of this charm are cumulative. If the total dice pool penalty exceeds the spirit's Essence, the spirit is immobilized. Spirit Chaining Strike does not grant the ability to strike immaterial spirits.

Eternal Mind Meditation

Cost: - **Type:** Simple **Mins:** Lore 2, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Air-Blessed Lore Excellency

The character explores the empty vaults of her mind, pulling a memory to the surface. The character must roll (Intelligence + Lore). The Difficulty of the roll depends on how far back in time the memory is. A decade is Difficulty 1, A century is Difficulty 3, and Difficulty 5 will allow even an ancient Terrestrial to remember her early childhood. If the roll is successful, the character recalls the chosen memory with perfect clarity.

Stealth

Soundless Action Prana

Cost: 1 slot **Type:** Panoply **Mins:** Stealth 4, Essence 2

Duration: Indefinite

Keywords: None

Prerequisite: Air Defense Technique

The character learns to still the air around her, suppressing the sounds she makes, and allowing her to move with almost total silence. For as long as this charm is in the character's Panoply, any sounds made by the character are silenced. This does not directly improve the character's Stealth, but it will remove up to (Essence) points of Difficulty or environmental penalties.

This charm only silences actions made by the character herself. If she smashed a window with a rock, it would make no sound, but if she threw the rock, it would make the normal noise. Characters under the effect of this charm cannot speak, and must communicate through nonverbal means.

A second purchase of this charm at Essence 3 extends its range to (Essence) x 2 yards. Any sound made in that area is silenced. The character may decide, when activating this charm, whether she wants to use the personal or area version of the charm.

As Common As Air Reception

Cost: - **Type:** Panoply **Mins:** Stealth 4, Essence 3

Duration: Indefinite

Keywords: Illusion

Prerequisites: Soundless Action Prana

For some uneducated people, Air does not exist. Though it is everywhere, it is invisible. Though it is common, it is utterly unremarkable. This charm calls upon those properties, to make the character's presence completely unworthy of notice.

While this charm is active, any inanimate traps ignore the character's presence – unless those traps are specifically created with human-level sentience. Any guards or intelligent security systems which look out for generic intruders suffer a penalty equal to the character's Essence to all Awareness dice pools and static values to detect the character. This is an Illusion effect which costs 2 wp to resist.

This charm has no effect on those who are specifically looking for the character.

Distracting Breeze Meditation

Cost: - **Type:** Reflexive (Speed 1) **Mins:** Stealth 2, Essence 2

Duration: Instant

Keywords: Combo-Ok, Cooperative

Prerequisites: Air Bolt Attack

The character learns to use air to create phantom sounds. By using this ability at an opportune moment, she can distract an observer, allowing her to sneak past with ease. The character can only target a single person at a time. The magic of the charm imposes a penalty equal to the character's (Essence) to the target's Awareness-based Static Values. This penalty lasts just long enough for the character to make a single Stealth roll.

Cooperative: This charm has the Cooperative keyword. Each mote spent allows it to target an additional number of people equal to the character's (Stealth).

Dragon Shroud Technique

Cost: 1 slot **Type:** Panoply **Mins:** Stealth 5, Essence 4

Duration: Indefinite

Keywords: None

Prerequisites: Distracting Breeze Meditation, As Common As Air Reception

The character surrounds herself with a haze of reflective air, making herself appear as nothing more than a blur. She imposes a penalty equal to her (Essence) to all Awareness Static Values to detect her presence. The same penalty applies to all dice pools for attacks targeting the character. While this magic is activated, she can spend 1m as a basic action to double these penalties for a single roll. This does not count as a charm activation.

War

Footfall-Lightening Cadence

Cost: - **Type:** Simple (10 minutes) **Mins:** War 5, Essence 3

Duration: 1 day

Keywords: Combo-Ok, Cooperative

Prerequisites: Terrestrial War Reinforcement

With the power of this charm, the Dragon-Blooded can bless her soldiers with Air-pected essence, lightening their steps and allowing them to travel farther with less fatigue. Footfall-Lightening Cadence doubles the out-of-combat movement speed of a Magnitude 1 mass combat unit. For simple journeys, this means the unit travels at about 10 miles per day. If the army's movement is being represented with a travel roll, this charm halves the travel roll's Interval.

In combat, this charm removes the fatigue cost of the Move action.

Cooperative: This charm has the Cooperative keyword. Every mote spent on this charm increases the Magnitude of the unit it affects by 1.

High-Vantaged Overview Technique

Cost: - **Type:** Simple **Mins:** War 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Air-Blessed War Excellency

When it comes to military tactics, seizing the high ground is often of critical importance. It just so happens that Air-Aspected Terrestrials are especially good at it. With this charm, a Dragon-Blooded can survey a battlefield, even from the midst of a mass combat unit. The player rolls (Intuition + War). For each success achieved, the character learns one of the following pieces of information:

- The Magnitude, Drill, and Command of the Unit
- The Unit's highest combat Ability
- One of the unit's tactics
- The bonus tactics and specialties provided by the unit's battle pattern

Signal-Scattering Wind

Cost: - **Type:** Simple **Mins:** War 4, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: High-Vantaged Overview Technique

The character is able to interfere with the enemy's communication. This charm creates a sudden gust of wind that disrupts the visual signals an enemy unit uses to maintain order. The character rolls (Charisma + War) against a Difficulty equal to the unit's command rating. If the roll succeeds, the unit loses one relay. The special character is not hurt, but whatever flags, drums, trumpets, or other signal props that character might have are dropped or suppressed. That same character may later be promoted back into a relay.

Chaos-Spreading Sirocco

Cost: - **Type:** Simple **Mins:** War 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Environmental

Prerequisites: Signal-Scattering Wind

Building off the prior charm, the character learns to disrupt the enemy's plans with a chaotic, but ultimately harmless, wind storm. The character rolls (Charisma + War) against a Difficulty equal to the target unit's (Command + Drill). If the roll succeeds, the target unit's battle pattern loses one tactic or one specialty per threshold success.

Emergent Pattern Construction

Cost: 1m **Type:** Supplemental **Mins:** War 5, Essence 4

Duration: 1 scene

Keywords: Combo-Ok

Prerequisites: Chaos-Spreading Sirocco

Once a Dragon-Blooded learns to harness the chaos of air, she begins to see beyond the unpredictably and into the weather's hidden order. This charm allows the character to apply those insights to her military tactics.

Emergent Pattern Construction supplement's a unit commander's Rally for Numbers action. It reduces the Magnitude gained by one point. As compensation, the unit gains one tactic or two specialty points. These extra traits are considered part of the unit's battle pattern.

Earth Aspect Charms

Earth charms are based off the Abilities of Geomancy, Integrity, Negotiation, Resistance, and Unarmed. The element of Earth is slow to act, but impossible to stop. It possesses a deep strength and a power that endures for long after its opposition has withered away.

Geomancy

Fivefold Resonance Sense

Cost: - **Type:** Simple **Mins:** Geomancy 2, Essence 1

Duration: 1 scene

Keywords: Combo-Ok

Prerequisites: Earth-Blessed Geomancy Excellency

The character learns to sense energies moving through the earth. In particular, she learns to distinguish the tell-tale signs that accompany the presence of jade. If there is jade of any type within (Essence) x 200 yards, this charm will reveal it.

Fivefold Resonance Sense can also detect other materials. Doing so requires an (Intelligence + Geomancy) roll. The Difficulty of the roll is 1 for most common minerals, 3 for uncommon minerals and buried non-mineral substances, and 5 for magical materials other than jade. Use of this charm will automatically reveal the direction of the Elemental Pole of Earth.

If the substance is being actively concealed by magic, add the Essence of the effect's originator to the Difficulty of the roll.

All Encompassing Earth Sense

Cost: 1 slot **Type:** Panoply **Mins:** Geomancy 3, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Fivefold Resonance Sense

The Chosen of the Dragons can learn to achieve a deep connection to the Earth, such that they may feel the weight of those who tread upon it.

While this charm is active, the character can sense the presence of objects within (Geomancy) x 25 yards, so long as those objects are touching the ground. This charm only reveals weight, location, and movement, but even that information is enough to make her immune to surprise from any enemy that moves along the ground.

For the purposes of this charm, the bottom floor of a building counts as the ground, as does any floor of a stone building. The Dragon-Blooded's feet must be touching the ground in order for her to benefit from All-Encompassing Earth Sense.

Feeling the Dragon's Bones

Cost: - **Type:** Permanent **Mins:** Geomancy 4, Essence 3

Duration: Permanent

Keywords: None

Prerequisites: All-Encompassing Earth Sense

The Earth gladly reveals her most hidden mysteries to the character. She automatically detects Demesnes at a distance of (Motes Granted) x 5 miles and Manses at a distance of (Motes Granted) Miles. The character may take a Speed 0 Reflexive action to make a Difficulty 3 (Intelligence + Geomancy) roll. Success reveals the Manse's hearthstone or the Demesne's general character and whether the place of power is currently owned.

Perfect Climbing Attitude

Cost: - **Type:** Supplemental **Mins:** Geomancy 2, Essence 1

Duration: Instant

Keywords: Combo-Ok, Obvious, Shaping

Prerequisites: Earth-Blessed Geomancy Excellency

The character's knowledge of stone and minerals is such that she learns to meld her flesh into any stone surface, allowing her to climb even the sheerest rock face without danger. This charm supplements any attempt to climb a stone surface (whether natural or artificial). It removes all chance of failure. The character still rolls to determine her speed, adding two automatic successes, but she will never fall, even if the roll fails.

This power can be used to carve out hand-holds, granting the automatic successes, but not the falling protection to anyone following the the character. Using the charm in this way permanently disfigures the target surface.

Siege-Breaking Fist

Cost: - **Type:** Supplemental **Mins:** Geomancy 4, Essence 2

Duration: Instant

Keywords: Combo-Ok, Cooperative, Obvious

Prerequisites: Perfect Climbing Attitude

Peering into the heart of a structure, the character discerns its hidden lines of fracture. This charm improves upon the destructive potential of its prerequisite. It supplements any attack made against a Fortification (or other structure), reducing the structure's Hardness by (Essence) x2 points against the supplemented attack. Despite the charm's name, it can supplement any sort of attack.

Cooperative: This charm has the Cooperative keyword. Each mote spent increases the hardness penalty by the character's (Essence)

Ramparts of the Obedient Earth

Cost: - **Type:** Simple (10 minutes) **Mins:** Geomancy 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Cooperative, Obvious

Prerequisites: Siege-Breaking Fist

With the power of this charm, the character may command the earth, causing it to arise of its own accord and shape itself into a form the Chosen desires. Specifically, it can duplicate the Quick Fortification formula without the necessity of additional workers (learning this charm automatically grants the Quick Fortification Formula without cost).

The character takes 10 minutes and rolls (Strength + Geomancy). The magic of the charm will cause the Earth to shape itself into a Fortification large enough to shelter a unit with a Magnitude no greater than the roll's success total.

The Impediment rating of the Fortification is 1, the hardness is 7, and the Profile is equal to its size. The character may elect to create a smaller Fortification than the activation roll allows.

A second purchase of this charm at Essence 5 increases the Fortification's Impediment to 3, grants a bonus its hardness equal to the character's (Geomancy + Essence) and allows the character to reduce its profile by up to 3 points (minimum of 1).

Cooperative: Both versions of this charm have the Cooperative keyword. Each mote spent increases the Hardness by 2 and subtracts 1 minute from the construction time. If the construction time is reduced to 0 minutes, it takes one Speed 5 Simple action instead.

Integrity

Untiring Earth Meditation

Cost: - **Type:** Simple **Mins:** Integrity 3, Essence 2

Duration: Until the character rests

Keywords: None

Prerequisites: Earth-Blessed Integrity Excellency

With this charm, the character takes on some of the tireless stability of stone. While it is active, the character does not suffer penalties from fatigue or lack of sleep. The penalties still accumulate, but so long as the character does not rest, they will not actually hinder her.

The Dragon-Blood may maintain this charm for as long as she dares, but after a number of days equal to her (Stamina + Integrity), she must spend 1 point of willpower per day to remain active. Once she starts spending willpower to maintain the charm, the character can no longer regain willpower through any means.

When the charm's duration ends, all deferred penalties apply immediately.

Righteous Pillar Stance

Cost: - **Type:** Permanent **Mins:** Integrity 3, Essence 3

Duration: Permanents

Keywords: None

Prerequisites: Untiring Earth Meditation

The element of Earth is the slowest and quietest of the elements, but its stability allows all the others to thrive. This charm upgrades its prerequisite, giving the character the supportive power of a deep earthen foundation. Whenever the character activates Untiring Earth Meditation, she may designate up to (Essence) allies. For the duration of the charm, those allies do not accumulate fatigue penalties. Instead, any fatigue penalties they would gain are added to the character's deferred penalties instead.

A character may not be a beneficiary of this charm if he is already under the effects of Untiring Earth Meditation.

Indifferent As the Stones Concentration

Cost: - **Type:** Supplemental **Mins:** Integrity 2, Essence 2

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Earth-Blessed Integrity Excellency

It is very difficult to convince a rock to do something. It is one of the things everyone knows about them. With this charm, the character learns the rock's knack for ignoring social influence. Indifferent As the Stones Concentration supplements the character's MDV, providing a bonus equal to her (Intelligence + Wits). Because she protects herself by adopting the dull character of a stone, she then temporarily loses either one point of Intelligence or one point of Wits. This loss cannot drop her Attribute below 1.

The character may continue to use this charm, losing an additional mental Attribute point each time. If a character with Intelligence 1 and Wits 1 uses this charm, she suffers no further mental degeneration. Instead, the charm automatically negates the social influence attempt.

Lost Attribute points return at a rate of 1 per hour.

A second purchase of this charm at Essence 3 removes the Obvious keyword.

Stubborn Spirit Attitude

Cost: - **Type:** Supplemental **Mins:** Integrity 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Indifferent As the Stones Concentration

A secret known only to practitioners of the most esoteric magic, the stones take perverse delight in their immovability. This charm supplements an Integrity roll to respond to a Social Influence Attempt. If the roll is successful, the character regains 1 mote, instead of the usual point of willpower.

Inviolat Dragon Spirit

Cost: 2wp, 1 health level **Type:** Reflexive **Mins:** Integrity 4, Essence 2

Duration: Instant

Keywords: None

Prerequisites: Stubborn Spirit Attitude

Like the hardest of diamonds, the Chosen of the Dragons are not easily shaped towards others purposes. Using this charm instantly removes any single Compulsion effect currently active on the character, regardless of its source. Because this charm relies more on the innate perversity of stone and less on raw supernatural power, it fails against the strongest forms of influence. Inviolat Dragon Spirit cannot end effects with the Mind Control keyword.

Chaos-Warding Prana

Cost: 1 slot **Type:** Panoply **Mins:** Integrity 4, Essence 3

Duration: Indefinite

Keywords: None

Prerequisites: Inviolable Dragon Spirit

The character learns to call upon the stability of earth to armor her soul against the maddening effects of the Wyld. So long as this charm is active, she adds (Essence) automatic successes to all rolls made to resist effects with the Shaping keyword. If the effect would be opposed by one of the character's Static Values, the charm provides a bonus to that Static Value equal to her (Essence).

At Essence 4, this charm will protect up to (Essence) x 2 of the character's allies.

Negotiation

Equitably Balanced Scales

Cost: 1m **Type:** Supplemental **Mins:** Negotiation 3, Essence 2

Duration: Instant

Keywords: Dominion

Prerequisites: Earth-Blessed Negotiation Excellency

With greater understanding of the properties of stone comes the insight that an unbalanced weight is doomed to tumble. Equitably Balanced Scales can supplement either a Dominion's Trade Resource action or a Dominion's response to a Trade Resource action. Activating this charm eliminates the normal roll. Instead, the initiator of the roll receives an amount of the chosen resource equal to the amount of the offered resource the target receives. The character cannot use this charm if the Negotiation roll is enhanced by some other magic.

Jingling Coins Whisper

Cost: - **Type:** Simple **Mins:** Negotiation 2, Essence 2

Duration: Instant

Keywords: Combo-Ok, Compulsion

Prerequisites: Earth-Blessed Negotiation Excellency

The character learns to listen to the susurrations of hidden coins, even when those coins are just a metaphor. This charm allows the character to determine how much a negotiation partner is willing to concede. The character rolls (Wits + Negotiation) against a Difficulty equal to the target's MDV. One threshold success reveals the target's most unrealistic hope. Two threshold successes reveals what the target reasonably expects to attain. Three threshold successes reveals the most unfavorable deal the target is willing to accept.

If the character subsequently offers the revealed terms, the target is instantly affected by a Dangerous Compulsion, forcing him to accept the offer. Resisting this Compulsion costs 2wp.

Thoughtful Gift Technique

Cost: - **Type:** Simple **Mins:** Negotiation 3, Essence 2

Duration: Instant

Keywords: Combo-Ok, Compulsion

Prerequisites: Jingling Coins Whisper

To improve upon the elegant beauty of nature requires an architect with the deftest touch. So too when one wishes to improve upon the landscape of human relations. This charm reveals the perfect gift or bribe for a single chosen target. The player rolls (Manipulation + Negotiation) against a Difficulty equal to the target's MDV. If the roll is successful, the character learns the target's ideal gift. If the character subsequently provides this gift and the target accepts, the target is instantly subjected to a Dangerous Compulsion. He must find some way to top the character's generosity. Resisting this Compulsion costs 3wp. This charm provides no means of actually acquiring the revealed gift.

Surveying the Political Landscape

Cost: - **Type:** Simple **Mins:** Negotiation 4, Essence 2

Duration: Instant

Keywords: None

Prerequisites: Thoughtful Gift Technique

Whether in construction or in politics, a wise builder conforms her designs to the shape of the land. The character may use this charm whenever she observes a group about to take a vote. The character learns what the result would be if the vote were taken immediately. She does not learn exactly how each person will vote, but she does learn the total number of yeas, nays, and abstentions.

Buried Under Negotiations Style

Cost: 2wp **Type:** Simple **Mins:** Negotiation 4, Essence 3

Duration: Instant

Keywords: Cooperative

Prerequisites: Surveying the Political Landscape

The character learns to call upon the long memory of the Earth to punish an oathbreaker. This charm is activated immediately prior to the signing of a written contract. If any of the signatories intentionally break any of the contract's terms, or if they unintentionally break the contract and refuse to make amends, that person suffers a number of levels of soak-bypassing lethal damage equal to the character's (Essence).

This damage only occurs once, but it leaves behind permanent scarring, recognizable to any familiar with this particular magic. Identifying the scars requires an (Intelligence + Lore)/2 static value of 3 or an (Intelligence + Negotiation)/2 static value of 4.

Cooperative: This charm has the Cooperative keyword. Each mote spent increases the damage dealt by 1 level.

Resistance

Ox-Body Technique

Cost: - **Type:** Permanent **Mins:** Resistance 1, Essence 1

Duration: Permanent

Keywords: None

Prerequisites: Earth Protection Form

The power of the earth gives the character greater than mortal resilience. Ox-Body technique permanently gives a Terrestrial Exalted two extra health levels. One of these health levels imposes a moderate wound penalty. The other health level imposes a severe wound penalty. This charm may be purchased a number of times equal the character's Resistance rating.

Strength of Stone Technique

Cost: - **Type:** Simple **Mins:** Resistance 4, Essence 3

Keywords: Cooperative, Obvious

Prerequisites: Terrestrial Resistance Reinforcement

The character may call upon the power of the Earth to enhance her physical prowess. Strength of Stone Technique gives the character a +1 bonus to all Strength and Stamina based dice pools and static values.

Cooperative: This charm has the Cooperative keyword. Each mote spent allows the charm to affect (Essence) additional people. Any single person can be affected only once. Motes spent on this charm are committed, regardless of their source.

Impervious Skin of Stone Concentration

Cost: - **Type:** Supplemental (Step 7) **Mins:** Resistance 2, Essence 2

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Earth-Blessed Resistance Excellency

The character's skin briefly takes on the texture and toughness of stone. Her Bashing and Lethal soak increase by (Essence) points against a single attack. This charm is compatible with armor.

Soul-Summoned Metal

Cost: 1 slot **Type:** Panoply **Mins:** Resistance 3, Essence 3

Duration: Indefinite

Keywords: Obvious

Prerequisites: Impervious Skin of Stone Concentration

The character's anima hardens into a thin sheath of unidentifiable metal. Her Bashing and Lethal soak increase by her Resistance rating. This additional soak counts as armor, and cannot be used if the character is already wearing armor.

Stoic As the Sands Meditation

Cost: 1 slot **Type:** Panoply **Mins:** Resistance 4, Essence 3

Duration: Indefinite

Keywords: None

Prerequisites: Resistance Improving Earth Infusion

Like the sun-parched sands of the great southern desert, the character needs little but what she gives herself. While this charm is active, the character does not need to eat or drink, nor does she suffer from penalties to hunger or thirst. The character may spend 1m to extend this benefit to up to (Essence) allies for the duration of the scene. This is a basic action that does not count as a charm activation. Further upgrades to Stoic As the Sands Meditation are shared only if the character is currently enjoying their benefits.

A second purchase of this charm allows the exalt to ignore her need to breathe. Doing so makes her incapable of breathing, robbing her of her power of speech. A character may decide whether she wants to accept this benefit when activating the charm.

A third purchase at Essence 4 allows the character to ignore wound penalties. Accessing this power requires her to use a second panoply slot. She may still activate Stoic As the Sands Meditation in its lower-powered version.

Unarmed

Blade-Deflecting Palm

Cost: - **Type:** Permanent **Mins:** Unarmed 2, Essence 2

Duration: Permanent

Keywords: Obvious

Prerequisites: Earth-Blessed Unarmed Excellency

The character's hands toughen, becoming strong enough to turn aside a sword-thrust. A character with this charm may apply her unarmed RDV against an attack which deals Lethal damage. The resulting physical change makes her hands less sensitive, imposing a -1 penalty to touch-based Awareness static values.

Become the Weapon

Cost: - **Type:** Permanent **Mins:** Unarmed 4, Essence 2

Duration: Permanent

Keywords: Obvious

Prerequisites: Blade-Deflecting Palm

The character's hands become even tougher and more deadly. When purchasing this charm she may choose one of the following benefits:

- Become the Hammer: Her Unarmed attacks deal +2B.
- Become the Knife: Her Unarmed attacks deal +0L

Learning this charm further deadens the character's sense of touch, increasing the penalty imposed by Blade-Deflecting Palm to -2.

Iron Hand of Law

Cost: - **Type:** Permanent **Mins:** Unarmed 4, Essence 5

Duration: Permanent

Keywords: Obvious

Prerequisites: Become the Weapon

The character's hands transform further still, incorporating the essence of Earth to such a degree that they become like living iron. Her Unarmed attacks are considered to be made with unforged iron for purposes of harming the Fair Folk.

Fire Aspect Charms

The element of Fire empowers the Abilities of Athletics, Forgecraft, Presence, Socialize, and Weaponry. It is a passionate element, quick to act, quick to destroy, and quick to feel regret. It is intermittently brilliant, and consistently exciting. The dangerous allure of fire belies its potential to be comforting and familiar.

Athletics

Effortlessly Rising Flame

Cost: - **Type:** Supplemental (Step 9) **Mins:** Athletics 2, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Fire-Blessed Athletics Excellency

Like all fires, the character yearns for the sky. If an attack with the knockback keyword has caused her to fall prone, she may supplement her defense with this charm to instantly rise to her feet.

If the character is already prone, Effortlessly Rising Flame may supplement the Reflexive action to regain her feet. It reduces the action's speed to 0.

Incense Smoke Ladder

Cost: - **Type:** Reflexive (Speed 1) **Mins:** Athletics 4, Essence 2

Duration: 1 tick

Keywords: Combo-Ok, Obvious

Prerequisites: Effortlessly Rising Flame

The character becomes as weightless as flame. This charm allows the character to move a number of yards equal to her Move speed up a vertical surface, across a liquid surface, or along a column of smoke.

Spend 1m: The charm's speed is 0 and the character may move up to her Dash speed in yards.

Bellows Pumping Stride

Cost: 1 slot **Type:** Panoply **Mins:** Athletics 4, Essence 3

Duration: Indefinite

Keywords: Obvious

Prerequisites: Fire Armor Technique

The character learns to move as hastily as an advancing flame. While this charm is active, the speed of the character's Dash actions is 0. Powered by the essence of fire, the character's feet light small fires with each step. The fires are extremely minor, but might cause trouble in especially combustible conditions. The character may spend 1m to extend the benefit of this charm to up to (Essence) allies for the scene. This is a basic action which does not count as a charm activation.

At Essence 4, this charm double the character's Dash speed.

Dancing Ember Stride

Cost: 1 slot **Type:** Panoply **Mins:** Athletics 5, Essence 4

Duration: Indefinite

Keywords: Obvious

Prerequisites: Bellows Pumping Stride

The character becomes so filled with the energy of fire that she literally rockets off the ground. So long as she stays within (Essence + Athletics) x 3 yards of a solid surface and takes a Move or Dash action every tick, she can fly at twice her normal movement rate. If she passes over a deep gap or body of water, this charm immediately ends, possibly with disastrous consequences.

Dancing Ember Stride bears a character aloft with the power of hot air updrafts. It is not flying so much as controlled falling. The awkwardness of this form of movement is such that the character suffers a -2 penalty to all physical dice pools while this charm is active.

The character may spend 2m to extend the benefits of this charm to up to (Essence) allies for the duration of the scene. This is a basic action which does not count as a charm activation.

Forgecraft

Forgekeeper's Instinct

Cost: - **Type:** Simple **Mins:** Forgecraft 3, Essence 1

Duration: Instant

Keywords: Combo-Ok (Optional: Shaping)

Prerequisites: Fire-Blessed Forgecraft Excellency

Flawed crafts can become dangerous when exposed to heat. Calling upon the experience of a thousand generations of blacksmiths, and the eternal fire which connects them, the character can discern an object's potential weak spots. The character examines an object for one action and rolls (Intuition + Forgecraft). The Difficulty of the roll is equal to the object's Rating for products of Terrestrial Enchanting, 7 for Celestial Artifacts, and 12 for Solar Artifacts. If the roll succeeds, then the Difficulty of the Athletics roll to attack the object is permanently reduced by half. A given object may only be subject to this charm once.

Spend 1m: The character may instead repair the object. Any damage done to it is instantly undone. The Difficulty of all future attacks made against it is permanently increased by 1. Any given object may only increase its toughness once, though it may be repaired as often as necessary. This version of the charm has the Shaping keyword.

Seeing the Maker's Hand

Cost: - **Type:** Simple **Mins:** Forgecraft 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Forgekeeper's Instinct

The illuminating power of fire can clear even the most obscuring fog of ignorance. The character may activate this charm to identify an unknown Artifact. Doing so requires an (Intelligence + Forgecraft) roll. The Difficulty is 1 for Terrestrial Artifacts, 3 for Celestial Artifacts, and 5 for Solar Artifacts. The character learns one of the artifact's major functions per threshold success.

Charm of Unmaking

Cost: 1wp **Type:** Simple (5 minutes) **Mins:** Forgecraft 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Cooperative, Obvious, Shaping

Prerequisites: Seeing the Maker's Hand

Fire consumes all it touches, but under the tutelage of the Dragon-Blooded, it need not be a force of pure destruction. This potent charm can allow character to reduce any product of Terrestrial Enchanting to its component parts. This will yield an amount of materials whose worth is equal to the cost to create the item at its base time. To use this charm, the character must succeed at an (Intelligence + Forgecraft) roll. The Difficulty of the roll is equal to the rating of the item being disassembled.

A second purchase of this charm at Essence 5 allows the character to disassemble Celestial Artifacts. Doing so costs 3wp and takes 30 minutes. The Difficulty of the activation roll is equal to the (Artifact's Rating) + 5.

A third purchase of this charm at Essence 7 allows the character to disassemble Solar Artifacts. Doing so costs 6wp and 1 health level and takes 6 hours. The Difficulty of the activation roll is equal to the (Artifact's Rating) + 10.

Cooperative: All versions of this charm have the Cooperative keyword. Each mote spent reduces the Difficulty by one. Only the leading character needs to know the higher-essence version of the charm to access its effect. Anyone who knows any version can offer assistance.

Overheating the Forge Method

Cost: - **Type:** Supplemental **Mins:** Forgecraft 5, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Charm of Unmaking

Fire advances quickly, but its speed takes a toll on that which it leaves behind. This charm supplements any Forgecraft-based enchanting roll with a Difficulty less than or equal to the character's (Essence) x 2. It allows the character to skip the normal crafting roll. Instead, the object is created in the minimum possible time – usually one-half the formula's Time Adjustment.

Such a rushed job is not without its price. The cost to create the object is calculated as if the crafting had taken twice the base time.

A second purchase of this charm at Essence 5 reduces the cost to the amount the character would spend if the crafting took its base time.

Presence

Unbearable Taunt Technique

Cost: - **Type:** Simple **Mins:** Presence 3, Essence 2

Duration: 5 minutes

Keywords: Combo-Ok, Emotion

Prerequisites: Fire-Blessed Presence Excellency

The character learns to inflame another's rage. This charm allows the character to make a magical social influence attempt. If the attempt achieves even one threshold success, it creates a Severe Emotion effect – furious anger towards the character.

This emotion, by itself, may be enough to cause the target to act foolishly, but Unbearable Taunt technique imposes an additional supernatural effect. For the duration of the charm, the target suffers a -3 dice pool penalty to all actions except those which seek to harm or embarrass the character.

Resisting this charm costs 2wp

Warm-Faced Seduction Style

Cost: - **Type:** Reflexive (Speed 1) **Mins:** Presence 3, Essence 2

Duration: Instant

Keywords: Combo-Ok, Emotion

Prerequisites: Fire-Blessed Presence Excellency

The Chosen of Hesiesh burn with a primal passion. This can make them irresistibly attractive. Warm-Faced Seduction Style allows the character to make a normal social influence attempt to seduce another as a reflexive action. Because this attempt is a Reflexive action, the character does not need to outwardly show her interest, or even change her behavior in any significant way. The target simply succumbs to her wiles without further prompting.

This charm allows the character to attempt seduction in combat, but the results of such a foolhardy action are sure to be volatile.

Moth to the Candle

Cost: - **Type:** Simple **Mins:** Presence 4, Essence 2

Duration: Until the end of the character's turn

Keywords: Combo-Ok, Emotion, Mind Control

Prerequisites: Unbreakable Taunt Technique, Warm-Faced Seduction Style

The character learns to emulate fire's strange power of fascination. This charm allows her to make a social influence attempt using her (Composure + Presence). If the attempt is successful, the target is subject to a severe emotion effect. He is obsessed with the character, and will do anything to get to her side. The obsession created is a Mind Control effect which forces the target to move towards the character. It does not precisely correspond to any normal human emotion, forcing the target to rationalize it in whatever way is most appropriate to the context.

This charm lasts until the end of the character's turn, but she may extend the length of that turn with Reflexive Actions. Out of combat, it lasts until the character takes an action which requires a dice roll, or 5 minutes, whichever comes first.

Glowing Coal Radiance

Cost: - **Type:** Simple **Mins:** Presence 3, Essence 1

Duration: Until the end of the character's turn

Keywords: Combo-Ok, Emotion, Obvious

Prerequisites: Fire Defense Technique

The character becomes surrounded by a glowing halo of energy, bearing with it flame's power over the instinctual mind. Anyone with an MDV less than the character's (Presence + Essence) cannot voluntarily attack her while this charm is active. Those with a high enough MDV still suffer a dice pool penalty equal to the character's (Essence). Because this is a fear-based effect, Valor adds to MDV for purposes of resisting this charm.

Hostile characters may spend 1wp to ignore the emotion effect and attack without penalty, but usually, only heroic characters will do so.

Auspicious First Meeting Quality

Cost: - **Type:** Permanent **Mins:** Presence 3, Essence 2

Duration: Permanent

Keywords: None

Prerequisites: Glowing Coal Radiance

The character's relationships take on one of fire's distinctive qualities – the tendency to catch on right away. If the character has recently (within the past scene) met another person for the first time, she receives a +2 to all social dice pools directed against that person. These bonus dice do not count as a bonus from charms.

Socialize

Haste of Flame Speaking

Cost: 1wp **Type:** Supplemental **Mins:** Socialize 2, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Fire-Blessed Socialize Excellency

Like a wildfire moving across the land, the character's words show no restraint. This charm may supplement any Join Debate or Join Argument roll. It doubles the roll's successes. It can also double the character's (Manipulation + Socialize)/2 static value for purposes of determining whether the character can interrupt a response.

Scorched Earth Political Tactic

Cost: - **Type:** Reflexive (Dominion) **Mins:** Socialize 4, Essence 3

Duration: Instant

Keywords: Dominion

Prerequisites: Socialize Improving Fire Infusion

Fire's destructive power is a danger to more than just enemies. It can also lay waste to once fruitful resources. To use this charm, the character must be associated with a Dominion. If any of that Dominion's Influence-type fiefs is the target of a successful detach fief action, the power of this charm ensures the fief is destroyed instead.

At Essence 4, the power of this charm can extend to Followers-type fiefs as well (although this simply means that the group will dissolve, not that any particular harm will befall individual members).

Rumors Spread Like Wildfire

Cost: - **Type:** Permanent **Mins:** Socialize 5, Essence 5

Duration: Permanent

Keywords: None

Prerequisites: Scorched Earth Political Tactic

The character's skill with inflammatory political commentary improves. He can now use Scorched-Earth Political Tactic whenever another Dominion successfully detaches an Influence-type fief. That charm still cannot affect Influence-Type Fiefs detached by the character's associated Dominion. Destroying fiefs with one's own Dominion requires a normal Destroy fief action.

Weaponry

Ghost-Fire Blade

Cost: - **Type:** Supplemental **Mins:** Weaponry 3, Essence 2

Duration: Instant

Keywords: Combo-Ok, Obvious (Optional: Holy)

Prerequisites: Fire-Blessed Weaponry Excellency

The character's weapon becomes surrounded by a glowing white nimbus of spiritual fire. It gains the ability to strike immaterial spirits.

Spend 1m: The character's attack gains the Holy Keyword. It deals an additional (Essence) x 2 damage to Creatures of Darkness.

Refining the Inner Blade

Cost: 1 slot **Type:** Panoply **Mins:** Weaponry 3, Essence 3

Duration: Indefinite

Keywords: Obvious

Prerequisites: Ghost-Fire Blade

The character creates a weapon out of solidified Fire. This weapon has the same statistics as a standard example of its type, but its damage statistic increases by +2, and it deals Lethal damage, even if it didn't before.

Water Aspect Charms

The element of water enhances Administration, Brawl, Deception, Investigation, and Larceny. It is a versatile, deceptive element, capable of being both soft and hard, hot and cold. It is the element capable of parting with a child's touch and cutting through a mountain. The Chosen of Water share similar propensities. They are fickle and manipulative, but possess an unmatched endurance.

Administration

There's Only One Ocean

Cost: - **Type:** Permanent **Mins:** Administration 5, Essence 4

Duration: Permanent

Keywords: None

Prerequisites: Terrestrial Administration Reinforcement

Just as all the waters of Creation are connected by the hydrodynamic cycle, so is the character connected to her bureaucratic underlings. This charm improves the character's Terrestrial Administration Reinforcement. It removes the distance limitation.

Expanding When Frozen Method

Cost: - **Type:** Simple (Dominion) **Mins:** Administration 3, Essence 2

Duration: Instant

Keywords: Combo-Ok, Dominion

Prerequisites: Water-Blessed Administration Excellency

One of the strange properties of water is its tendency to be largest when it is least active. To use this charm, the character must declare it during the character phase of a Dominion Conflict. This precludes her from improving a Dominion Skill for that season. When this charm is used, the Dominion does not make the normal gathering roll for the season. Instead, the character's rolls (Intelligence + Administration), adding her (Essence) in automatic successes. The character then chooses a resource.

If she chooses clout, multiply the roll's success total by the number of Influence-type fiefs associated with the Dominion's Administration Skill. If she chooses money, multiply the success total by the number of Wealth-type fiefs associated with the Dominion's Administration Skill. If she chooses personnel, multiply the success total by the number of Followers-type fiefs associated with the Dominion's Administration Skill.

Whatever she chooses, the result goes directly into the bank. The Dominion gains no resources for actual use.

Unexpected Thaw Technique

Cost: - **Type:** Supplemental **Mins:** Administration 4, Essence 2

Duration: Instant

Keywords: Combo-Ok, Dominion

Prerequisites: Expanding When Frozen Method

When the winter snows melt, they can cause dramatic changes for those unprepared to handle them. Unexpected Thaw Technique supplements a Dominion action. It allows the Dominion to pay the cost of the action from its bank. The resources cost is doubled when paid in this way. This charm allows the Dominion to take actions requiring a resource other than the one gathered for the season.

False Spring Rebuttal

Cost: 1m, 1w **Type:** Reflexive (Dominion) **Mins:** Administration 5, Essence 4

Duration: Instant

Keywords: Dominion

Prerequisites: Unexpected Thaw Technique

Water's volatility can disrupt even carefully considered plans. The character may activate this charm only after every Dominion in the current conflict has taken its last action for the season. The character's associated Dominion must have spent the last of its resources. The magic of this charm allows the Dominion to take 1 final action before the end of the season.

Because this charm can only be used when the character's Dominion is out of resources, the cost of the extra action must be paid with Unexpected Thaw Technique (or similar magic). The Dragon-Blooded who activated this charm need not be the one who enables the action's cost to be paid.

Wildly Fluctuating Rapids Speculation

Cost: 1m **Type:** Reflexive (Dominion) **Mins:** Administration 5, Essence 3

Duration: Instant

Keywords: Dominion

Prerequisites: Unexpected Thaw Technique

To the most insightful of the Dragon-Blooded, profit and loss are seen not as opposites, but differing manifestations of the same phenomena. The high tide and the low are inextricably connected to a deeper cycle. If the character is associated with a Dominion in any capacity, she may activate this charm in the resource gathering phase, before the gathering roll is made. The charm imposes a Difficulty on the roll equal to the roll's associated Attribute. If the roll succeeds, its success total is doubled and multiplied by the appropriate number of fiefs to determine how many resources the Dominion gathers.

If the roll fails, its success total is multiplied by the appropriate number of fiefs to determine how many resources the Dominion gathers, but the Dominion's Attribute is permanently lowered by one. The Dominion may later spend resources to raise its attribute, as normal.

Well-Scrubbed Stomach Technique

Cost: - **Type:** Simple **Mins:** Administration 3, Essence 2

Duration: 1 journey

Keywords: Cooperative

Prerequisites: Water-Based Administration Excellency

Water at peace tends to find itself level. The character learns to smooth over the various minor disasters that come from trying to move an army. If the character is leading a unit whose Magnitude is less than her (Essence), she can activate this charm prior to beginning an Administration-based travel roll. The travel roll's interval is doubled, and its success cost is halved. If the army's movement is not being determined by a travel roll, this charm instead negates up to (Administration) botches over the course of the journey.

Cooperative: This charm has the Cooperative keyword. Each mote spent increases the Magnitude of the unit it will affect by 1.

Brawl

Eroding Wave Method

Cost: - **Type:** Permanent **Mins:** Brawl 3, Essence 2

Duration: Permanent

Keywords: None

Prerequisites: Water-Blessed Brawl Excellency

The character begins to understand how a seemingly harmless substance can destroy even the hardest stone. Any improvised weapon the character wields may deal lethal damage, if desired. If the “weapon” is something that does not ordinarily deal damage (an origami crane, a pillow, etc), it deals 1L damage and is destroyed after a single attack.

Penetrates the Stones Eventually

Cost: - **Type:** Permanent **Mins:** Brawl 4, Essence 3

Duration: Permanent

Keywords: None

Prerequisites: Eroding Wave Method

The character learns to emulate water's ability to seep into even the smallest of cracks. This charm permanently increases the character's minimum damage by 1 point (usually to 2). It also increases the damage dealt by Eroding Wave Method's fragile weapons to 2L.

Surf Pounds the Shore

Cost: - **Type:** Permanent **Mins:** Brawl 4, Essence 4

Duration: Permanent

Keywords: Obvious

Prerequisites: Penetrates the Stones Eventually

Over time, a sufficient volume of water may change the very face of Creation itself. This charm permanently improves the delicate improvised weapons made possible with Eroding Wave Method. It changes their damage statistic to +2L. They are still destroyed after a single use. This charm does not affect other sorts of improvised weapons.

Deception

Imposter's Voice Technique

Cost: 1 slot **Type:** Panoply **Mins:** Deception 2, Essence 2

Duration: Indefinite

Keywords: Combo-Ok, Illusion

Prerequisites: Water-Blessed Deception Excellency

Water is the most changeable of the elements, becoming like air when heated and like earth when cooled. When adopting this charm, the character chooses a voice and makes an (Intuition + Deception) roll. The Difficulty is 1 for most humans, 2 for most animals, and 3 for most other things. If the roll succeeds, the character can perfectly imitate that voice for as long as Imposter's Voice Technique is active. It is impossible to penetrate the disguised voice without supernatural hearing magic. Any person may temporarily overcome this Illusion by spending 1wp per scene.

Brother Against Brother Insinuation

Cost: 2wp **Type:** Simple (5 minutes) **Mins:** Deception 4, Essence 2

Duration: 1 scene

Keywords: Combo-Ok, Illusion

Prerequisites: Imposter's Voice Technique

The character learns to spread a deep and corrosive deception, one that can drive apart even the closest of friends. This charm allows the character to make a (Manipulation + Deception) social influence attempt against two people within her line of sight. If the influence attempt is successful, the two characters each suffer a Paradigm-Shattering Illusion. Each comes to believe that the other has offered him an unforgivable insult. How the victims react to this phantom insult depends on their individual characters, but the influence is powerful enough to persuade its victims to begin eroding even the strongest intimacies. Resisting this Illusion costs 2wp.

The magical illusion effect fades at the end of the scene, but the victims may well have committed acts under its influence that will perpetuate their enmity. The magic of this charm conceals the character's role in setting the targets against each other. The victims may pay 3wp after the scene ends to understand that they were duped.

Smoothing Over the Past Technique

Cost: 1wp **Type:** Simple **Mins:** Deception 5, Essence 3

Duration: 1 scene

Keywords: Combo-Ok, Illusion

Prerequisites: Brother Against Brother Insinuation

Water can be almost infinitely changeable, but in the end, it always returns to its original state. This charm allows a character to make a social influence attempt using (Manipulation + Deception). If this influence attempt is successful, the target is subject to an Illusion effect. He forgets a single past encounter with the character. Resisting this Illusion costs 3wp.

The character may use this charm multiple times to cause the target to forget multiple encounters. The target's memories return at the end of the scene, possibly causing serious problems if the lack of memory caused the target to agree to an unfavorable deal.

At Essence 5, the duration of this charm changes to Indefinite.

Wave Rises and Falls

Cost: - **Type:** Supplemental **Mins:** Deception 4, Essence 2

Duration: Instant

Keywords: Combo-Ok, Illusion

Prerequisites: Water-Blessed Deception Excellency

While it is possible to contain a flood, it is useless to push back against one. This charm can supplement a Deception-based social counter. It increases the cost to respond or resist the counter to 2wp. If the counter was made against a Deception-based social influence attempt, the counter costs 3wp to respond to or resist.

Investigation

Submerged Guilt Sounding

Cost: - **Type:** Simple **Mins:** Investigation 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Water-Blessed Investigation Excellency

When people want to lose something, they often sink it to the bottom of the sea. With this charm, the Dragon-Blooded learns to plumb the depths of another's soul, to discern those deeds that others wish forgotten.

Using this charm requires a (Composure + Investigation) roll. A single threshold success allows the Exalt to determine which of the people in her line of sight is currently feeling the most guilt. Generally speaking, people with high Virtues feel guilt more easily, and for less serious acts, than people with low Virtues. Those who recently spent Willpower to suppress a Virtue are especially likely to feel guilty.

More threshold successes give the character more detail about the specifics of the revealed guilt. With two successes, the character learns the extent of the target's guilt (which can range between mildly ashamed and "I don't deserve to live"). With three successes the character learns how far in the past the infraction took place. This charm cannot reveal more specific information than that, regardless of the number of successes on the roll.

Falsehood Dredging Technique

Cost: 1m **Type:** Simple **Mins:** Investigation 4, Essence 3

Duration: 1 scene

Keywords: Combo-Ok

Prerequisites: Submerged Guilt Sounding

The character's attunement to the deceptive nature of water is such that she learns to see the signs of deception in others. When the character uses this charm, she chooses a target and rolls her (Composure + Investigation) against a Difficulty equal to the target's (Manipulation + Deception)/2 static value. If the roll succeeds, then for the rest of the scene, the character can automatically determine whether the target is deliberately lying. This charm does not detect evasions, half-truths, lies of omission, or honest mistakes. Finally, if the target spends willpower to channel a Virtue towards a Deception roll, that statement does not register as a lie.

Tampering Detection Technique

Cost: - **Type:** Simple **Mins:** Investigation 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Water-Blessed Investigation Excellency

Water is malleable and changeable - the slightest touch can create ripples that last long after the disturbance has ended. With this charm, the character internalizes this lesson, and learns to apply it to any object. When she uses it, she chooses a single object and rolls (Intuition + Investigation). For each success on the roll, the character learns of one past incident in which the target has been tampered with, starting with the most recent and working backwards. Moving an object counts as tampering with it, as does each attempt to pick a lock.

The character can use this charm multiple times on a single object, each time seeing farther back into the past, starting with where the previous application left off. Even after multiple applications, Tampering Detection Technique can not reveal events which happened more than (Essence) years in the past, nor can it reveal tampering that was enhanced with evidence-concealing magic.

Clear Water Prana

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

Duration: 1 scene

Keywords: Obvious

Prerequisites: Falsehood Dredging Technique, Tampering Detection Technique

The character concentrates, sending out a ripple of water-affected essence. This essence, attuned as it is to the magic of deception, seeks out anything deliberately hidden, surrounding it with a pale, blue light. The radius of this effect is (Essence) yards, and it will not reveal things which have been lost, only those that have been concealed by the actions of an intelligent being. This charm does nothing to guarantee the relevance of the hidden objects – a child's diary is just as likely to be revealed as a discarded murder weapon.

If another magic conceals an object, Clear Water Prana cannot reveal it.

Revelation of Associates Hunch

Cost: - **Type:** Simple **Mins:** Investigation 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Water-Blessed Investigation Excellency

Just as a river is connected to its source, a person is connected to his friends, family, and coworkers. Using this charm, the character declares a target and rolls (Intelligence + Investigation). The Difficulty of the roll is the target's (Essence). For each threshold success, the character learns the identity of one of the target's allies, contacts, or employers, starting with the most important. If the character works for one or more Dominions, those relationships are revealed first.

Audits Like Cataracts

Cost: 1wp **Type:** Supplemental **Mins:** Investigation 4, Essence 3

Duration: Instant

Keywords: Combo-Ok (Optional: Dominion)

Prerequisites: Revelation of Associates Hunch

A body of water may be contained by the landscape, but when the shape of its basin changes, the water's collapse is inevitably sudden and catastrophic. This charm supplements an attempt to investigate a Dominion. It reduces the time it takes from 1 week to 1 day. This charm can supplement Socialize and Administration-based attempts in addition to Investigation-based ones.

Spend 1m: This charm gains the Dominion keyword. When supplementing an Investigate Dominion action during a Dominion conflict, it reduces the action cost from 3 personnel to 1 personnel. This charm can supplement Socialize and Administration-based Investigate Dominion actions, but only if the character is currently providing a bonus to the appropriate skill.

Larceny

Waters of Honesty Method

Cost: 1 slot **Type:** Panoply **Mins:** Larceny 2, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Water-Blessed Larceny Excellency

Water is murky only when it is contaminated. Properly purified, it becomes clear. While this charm is active, the character adds 25 successes to all rolls to detect cheating in a competition or games of chance. In addition, even if the character is not actively looking for it, she will notice all cheating that takes place within her sight, as if she rolled 25 successes on a (Wits + Larceny) roll.

Flood of Victory Prana

Cost: 1 slot **Type:** Panoply **Mins:** Larceny 3, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Waters of Honesty Method

Water is by nature unpredictable, but it will flow through properly carved channels. While this charm is active, the character will have uncanny luck at games of chance. She will automatically win any game in which luck plays a major role. If another magical effect would deny the character victory, both players roll (Wits + Larceny). The player with the highest success total wins. This charm counts as cheating, but the Difficulty to notice it is 25.

Evidence-Eroding Style

Cost: 1m, 1w **Type:** Simple (5 minutes) **Mins:** Larceny 2, Essence 2

Duration: Instant

Keywords: Obvious

Prerequisites: Water Defense Technique

The character may activate this charm to wash a crime-scene clean of evidence. Tendrils of water shoot out from the character's anima and gently remove any stray fingerprints, strands of hair, or other detritus she might have inadvertently left behind. When its finished, the water harmlessly sublimates into mist. This replaces, rather than improves, the normal roll to conceal evidence. It imposes a Difficulty of 25 to all rolls to discern facts about her identity from clues she left behind.

Naked Thief Style

Cost: - **Type:** Supplemental **Mins:** Larceny 4, Essence 2

Duration: 1 task

Keywords: Combo-Ok, Obvious

Prerequisites: Evidence-Eroding Style

This charm allows the character to shape an exceptional set of thieves' tools out of water-aspected essence. These tools provide a +2 bonus to any Larceny roll which requires a tool. This bonus counts as an equipment bonus, and not a bonus from charms.

Seep Through the Cracks Technique

Cost: 1m **Type:** Simple (Speed 3) **Mins:** Larceny 5, Essence 5

Duration: Instant

Keywords: Obvious

Prerequisites: Unassailable Body of Water Defense

After learning to transform her body into water, the character masters the ability to move in her transformed state. Activating this charm allows the character to move up to (Dexterity + Larceny) yards. Because she is composed of water, she may pass through any opening which offers at least one inch of clearance. She may also leave behind any unwanted restraints or equipment.

Wood Aspect Charms

The element of Wood empowers charms relating to Archery, Conveyance, Medicine, Performance, and Survival. It is the element of life, and of growing things. It is fragile, but persistent. Its energies bring disparate powers together for a greater purpose. A growing tree requires the fire of the sun, the richness of the earth, the nourishing power of water, and clear skies above – but it is none of those things. Wood's dependence and provisionality allow it to exist in harmony with forces that would otherwise destroy it.

Archery

Harvest Of the Hunter

Cost: - **Type:** Simple (Speed 3) **Mins:** Archery 3, Essence 2

Duration: Instant

Keywords: Obvious, Shaping

Prerequisites: Wood-Blessed Archery Excellency

Using this charm, the character may touch any plant and cause it to sprout up to (Essence) arrows. These arrows are strange looking, but otherwise normal. They may be used by the Dragon-Blooded herself or by any of her allies.

A second purchase of this charm at Essence 3 gives the created arrows the same poison effect as Wood-Graced Weapon. This poison counts as a Wood-type elemental effect for purposes of determining how the attack may be further enhanced.

Life Swelling Sap Strike

Cost: - **Type:** Supplemental **Mins:** Archery 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

The character charges an arrow with the energy of life, giving it the power to defy the dead. This charm can supplement any Archery attack against the undead, causing it to deal aggravated damage and allowing it to strike dematerialized ghosts. The undead include zombies, ghosts, and all manner of necromantic creations, but not the Abyssal Exalted. If the attack's damage is sufficient to kill the creature, the life energy burst forth in an unrestrained orgy of growth, consuming the target's remains in a sudden floral bloom.

Ravenous Thorn Technique

Cost: - **Type:** Supplemental **Mins:** Archery 5, Essence 3

Duration: Until the arrow is removed

Keywords: Combo-Ok, Environmental, Obvious, Stackable

Prerequisites: Life-Swelling Sap Strike

The character learns to coax a wooden arrow shaft back to life. This charm can supplement any Archery attack made with a wooden arrow. If the attack deals at least 1 level of damage, the arrow finds purchase in the target. It sprouts roots and immediately begins to lodge itself deeper into the target's body.

This is an environmental effect with an Interval of 5 minutes, a Trauma equal to the character's (Essence) and a severity of 1L. This charm has the Stackable keyword. Each arrow after the first increases the Severity by 1L. If different Dragon-Blooded use this charm against the target, their arrows add to the Severity, and the Trauma of the effect is the highest Essence rating from among the attackers.

The environmental effect continues until the arrow is removed. Removing an arrow enchanted with this charm requires 5 minutes and an (Intelligence + Medicine) roll against a Difficulty equal to the character's (Essence).

At Essence 4, the Severity of the Environmental effect created by this charm increases to 1A if the target is undead.

Stone-Cleaving Roots Technique

Cost: - **Type:** Permanent **Mins:** Archery 6, Essence 6

Duration: Permanent

Keywords: None

Prerequisites: Ravenous Thorns Technique

The tenacity of a growing plant will eventually work apart even the solid face of a mountain. This charm permanently upgrades its prerequisite. When activating Ravenous Thorns Technique, the character may spend 1m. If she does, the arrow will take root after any successful attack, even one which has no chance of dealing damage due to an enemy's harness or soak enhancing magic.

Conveyance

Deck-Striding Technique

Cost: 1 slot **Type:** Panoply **Mins:** Conveyance 3, Essence 2

Duration: Indefinite

Keywords: None (Optional: Obvious)

Prerequisites: Wood-Blessed Conveyance Excellency

A deeply rooted plant has little to fear from storms. This charm allows the character to emulate the plants tenacity and move without impediment under even the most adverse of conditions. While this charm is active, the character no longer suffers environmental penalties to her movement-related actions, so long as she is on or in a ship.

If the ship is made primarily of wood, this charm may, at the character's option, gain the Obvious keyword. This allows the character to treat any of the ship's wooden surfaces as a stable, level floor, enabling her to perform impossible feats of movement such as walking straight up a mast or along the side of the hull.

A character with this charm active may spend 1m to extend its benefit to up to (Essence) other people for the duration of the scene. This is a basic action which does not count as a charm activation.

Sturdy Bulkhead Concentration

Cost: - **Type:** Reflexive **Mins:** Conveyance 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Cooperative

Prerequisites: Deck-Striding Technique

The character can imbue a ship with supernatural resilience. Activating this charm in response to an attack against a ship she is currently on, the character rolls (Stamina + Conveyance) and adds one-half the success total to the ship's hardness and to the Difficulty to damage it with an Attack Object action. If the ship is primarily constructed of wood, the character adds the whole success total.

Cooperative: This charm has the Cooperative keyword. For each mote spent the activation roll receives (Essence) automatic successes.

Wild Heart Riding Technique

Cost: - **Type:** Reflexive **Mins:** Conveyance 3, Essence 1

Duration: 1 tick

Keywords: Combo-Ok

Prerequisites: Wood-Blessed Conveyance Excellency

The element of Wood is the element of life, of the growing, striving energy of the wild. With this charm, the character infuses her mount with some of that same energy. On the tick this charm is activated, the character's mount receives a bonus equal to her (Conveyance) to its move and dash speeds and to the distance it can jump. In addition, the character receives a +2 bonus to all riding actions and mounted attacks made on that tick.

Great Heart Companion

Cost: 1 slot **Type:** Panoply **Mins:** Conveyance 3, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Wild Heart Riding Technique

The character learns to unite her heart with that of her mount. So long as this charm is active, her mount is immune to the negative effects of her anima. In addition, at the beginning of each of the character's turns, the mount's Control Rating falls by 1, to a minimum of 0. Finally, while this charm is active, the character adds (Conveyance) automatic successes to all rolls to avoid being dismounted.

Dance of the Jade Bridle

Cost: 1wp **Type:** Simple (1 minute) **Mins:** Conveyance 5, Essence 3

Duration: Until Dismounted

Keywords: Combo-Ok, Compulsion

Prerequisites: Great Heart Companion

With the power of wood, the Dragon-Blooded can tame even the wildest of hearts. A character can activate this charm after she has successfully mounted a creature she wishes to ride. At that point, she rolls (Charisma + Conveyance) against a Difficulty equal to the beast's control rating (usually 6+ for most wild animals). If the roll achieves even 1 threshold success, the beast is instantly tamed, gaining a Control Rating of 3.

This is a compulsion effect which lasts until the character dismounts (whether voluntarily or not). It only costs 1 wp to resist, but normal animals almost never spend willpower. Dance of the Jade Bridle can affect sentient creatures, but an unwilling person's "Control Rating" is equal to his (MDV + Valor), and all but the most craven of souls will spend willpower before suffering the indignity of being ridden.

Medicine

Infection-Banishing Prana

Cost: - **Type:** Simple (1 minute) **Mins:** Medicine 2, Essence 2

Duration: Instant

Keywords: Touch

Prerequisites: Wood-Blessed Medicine Excellency

While wood is the element of deadly, destructive growth, in its more merciful manifestation it is the element of wellness. This charm will instantly cure any single Infection injury.

Spend 1m: The charm's activation time changes to 6 ticks.

Dread Infection Strike

Cost: - **Type:** Supplemental **Mins:** Medicine 4, Essence 2

Duration: Instant

Keywords: Combo-Ok, Sickness, Stackable

Prerequisites: Infection-Banishing Prana

The energy that allows a disease to prosper and multiply is the energy of wood aspected essence. If an attack supplemented by this charm successfully deals even 1 level of damage, the target must make a Difficulty 3 (Stamina + Resistance) roll. If the roll fails, the target is immediately subject to an Infection injury.

Spend 1m: The Difficulty to resist the Infection is increased by the character's (Essence).

Sweeten the Tap Method

Cost: 1m **Type:** Simple **Mins:** Medicine 3, Essence 1

Duration: Instant

Keywords: Combo-Ok, Emotion, Shaping

Prerequisites: Wood Defense Technique

The Dragon-Blooded's spiritual connection to the vine is strong enough that she can imbue any alcoholic beverage with supernatural strength and quality. Using this charm can change up to (Essence) x 50 doses of alcohol, increasing its effective formula rating by 1.

But its most potent ability is its power to create an "alcoholic thesis." The character rolls (Manipulation + Medicine) and divides the roll's success total by 2 to determine the beverage's thesis rating. Anyone who drinks the beverage is subject to a single mild emotion effect, chosen by the character when this charm is used. Each dose after the first in a given scene increases the drink's effective thesis rating by one for the indulging individual.

Resisting this emotion costs 2wp, but for many, the emotion created by the drink is its primary appeal. Especially potent bottles created by famous Dragon-Blooded often find their way into the private collections of threshold monarchs.

Disease-Banishing Touch**Cost:** - **Type:** Supplemental **Mins:** Medicine 4, Essence 2**Duration:** Instant**Keywords:** Combo-Ok**Prerequisites:** Infection-Banishing Prana, Sweeten the Tap Method

The character's understanding of wood moves beyond the level of blunt application of force. She now intuitively understands the nuances that distinguish one disease from another. This charm supplements any design roll to create a Terrestrial Alchemy formula which treats or mitigates disease. It reduces the Difficulty by up to the character's (Essence) and halves the Interval. Once the design roll is complete, the character instantly learns the formula without having to spend experience points.

Wound Closing Touch**Cost:** 1wp **Type:** Simple (5 hours) **Mins:** Medicine 4, Essence 3**Duration:** Instant**Keywords:** Obvious, Stackable, Touch**Prerequisites:** Wood Succor Method

Healing is growth turned inward, and the Chosen of Wood are masters of growth. This charm converts one of the target's filled in health levels from lethal damage to bashing damage. Wound Closing Touch has the stackable keyword. If multiple Dragon-Blooded use this charm on the same target, all of the applications take effect. A character may not use this charm on herself.

A second purchase of this charm at Essence 5 allows the character to convert Aggravated wounds to lethal. Stacking this charm can either convert the lethal wound further to bashing or convert additional aggravated wounds.

Performance

Invisible Street Performer Technique

Cost: - **Type:** Simple **Mins:** Performance 2, Essence 2

Duration: Until the performance ends

Keywords: Combo-Ok, Compulsion, Cooperative

Prerequisites: Wood Concentration Method

With this charm, the character blends into the background, becoming just another piece of noise to be ignored. So long as she continues to play a musical instrument, the character is completely ignored by all observers with an MDV less than the success total of her (Manipulation + Presence) roll.

To use this charm, the character does not need to know how to play an instrument, but she does need to actually try and play an instrument to the exclusion of all other non-reflexive actions. In combat, playing a musical instrument is a miscellaneous action.

The compulsion created by this charm costs 2wp to resist. Because terrible street performers are even easier to ignore than skilled ones, the cost to resist increases to 3wp if the character lacks a Specialty in the instrument chosen to sustain this charm.

Cooperative: This charm has the Cooperative keyword. Each mote spent will hide up to (Essence) additional people. Everyone who contributes to this charm must play a musical instrument, but additional beneficiaries may contribute to the performance in other ways – by singing, dancing, or simply listening intently. Regardless of how a target behaves, benefiting from this charm precludes taking other simple actions.

The Dragon-Blooded may spend as many motes as desired on this charm, but the activation roll counts as a Stealth dice pool for purposes of suffering anima-related penalties.

Changing Seasons Performance

Cost: - **Type:** Simple (20 minutes) **Mins:** Performance 3, Essence 2

Duration: Instant

Keywords: Combo-Ok, Extra Action, Illusion (Optional: Compulsion, Emotion)

Prerequisites: Wood-Blessed Performance Excellency

Much as the color of the leaves will change between seasons, the character's performance is deceptively inconstant. Activating this charm allows the character to make two Performance-based social influence attempts at once. Each of these attempts suffers a -2 penalty. The character must divide the audience into two, not necessarily equal, parts. One group will be subjected to the first influence attempt, the other group will be subjected to the second. Targets of the first attempt do not notice the second attempt, and vice versa. This is an Illusion effect which costs 1 willpower. Resisting the illusion subjects the target to a dissonance of conflicting messages, rendering him immune to both influence attempts

If this charm creates a compulsion or emotion (through one or both performances), it gains the Compulsion or Emotion keywords. It automatically has the Illusion keyword, due to its primary power, but it is important to remember that imparting information, even if its true, is a separate Illusion effect.

Blossom Hides Thorns

Cost: 1m, 1w **Type:** Reflexive (Speed 1) **Mins:** Performance 5, Essence 3

Duration: 1 scene

Keywords: Combo-Ok, Cooperative, Illusion

Prerequisites: Invisible Street Performer Technique, Changing Seasons Performance

Some of the most beautiful flowers conceal within themselves deadly poisons. With the power of this charm, the character may disguise her activities under the guise of entertainment. When she activates Blossom Hides Thorns, she chooses up to (Essence) targets and rolls (Manipulation + Performance). For the rest of the scene, anyone with an MDV less than the roll's success total becomes convinced that anything the character and the targets do is all part of some sort of play or choreographed dance routine. So long as the participants take care not to involve bystanders, resisting this Illusion costs 3 wp. If a witness would be endangered by the activities of those under this charm, that person may resist for free. The targets of this charm need not be willing, or even aware that the magic is taking place, though a sufficiently disruptive target might well ruin the illusion.

Cooperative: This charm has the Cooperative keyword. Each mote spent beyond the first increases the number of targets by the character's (Essence). Blossom Hides Thorns does not count as a Stealth effect, however anyone who is damaged by the Dragon-Bloodeds' animas may resist for free.

Dance of the Flashing Swords

Cost: - **Type:** Permanent **Mins:** Performance 5, Essence 4

Duration: Permanent

Keywords: None

Prerequisites: Blossom Hides Thorns

This charm permanently improves its prerequisite. It allows it to target mass combat units engaging in battle. The base activation may target two mass combat units, each with a Magnitude no greater than the character's (Essence). Each mote spent beyond the first increases the number of units which may be affected by one and the maximum Magnitude which may be affected by 1. Dance of the Flashing Swords cannot affect a mass combat unit if it is doing anything other than engaging in battle.

Soul-Stirring Performance Method

Cost: - **Type:** Supplemental **Mins:** Performance 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Wood-Blessed Performance Excellency

By calling upon the power of Wood, the character may tap into the universal heartbeat that connects all living souls. This charm may supplement any Performance roll which seeks to create an Emotion. It removes all penalties due to the abstraction of the performance mode. In addition, if the roll is successful, it creates a Moderate, rather than mild Emotion effect. This emotion effect costs 2wp to resist.

A second purchase of this charm at Essence 3 improves it further. The supplemented influence effect now creates a Severe emotion.

Protective Performance

Cost: 1w **Type:** Supplemental **Mins:** Performance 4, Essence 3

Duration: 1 day

Keywords: Combo-Ok, Obvious

Prerequisites: Soul-Stirring Performance Method

With this charm, the character learns to imbue an audience with Wood's unrelenting persistence. Protective Performance supplements any Performance roll which attempts to create a social influence. Everyone who accepts, rather than ignores, the influence attempt receives a bonus to MDV equal to the character's (Essence) for the rest of the day.

Survival

Quarry Revelation Technique

Cost: 1w **Type:** Supplemental **Mins:** Survival 3, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Wood-Blessed Survival Excellency

The character's instinctual connection to the wild places of the world makes her an implacable tracker. This charm supplements a roll to track a target. It adds 25 automatic successes.

Trail Concealing Measurement

Cost: 1w **Type:** Supplemental **Mins:** Survival 3, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Wood-Blessed Survival Excellency

The character's respect for the wild is such that she may move through it with barely a ripple. This charm supplements a roll to increase the Difficulty of following the character's trail. It adds 25 automatic successes.

Ration-Enhancing Bounty

Cost: - **Type:** Supplemental **Mins:** Survival 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Quarry Revelation Technique

The wild is eager to give its bounty to the character. This charm supplements a Survival roll to gather food. It reduces the time the roll takes to 1 hour and increases the amount of food and water found to an amount sufficient to supply two people per threshold success.

If used to supplement a Survival-Based travel roll, it will eliminate up to 1 point of Difficulty due to terrain and 1 point of Difficulty due to Magnitude (for a maximum total reduction of -2 Difficulty).

Tireless Caravan Prana

Cost: - **Type:** Permanent **Mins:** Survival 5, Essence 3

Duration: Permanent

Keywords: Cooperative

Prerequisites: Ration-Enhancing Bounty

This charm permanently improves its prerequisite. It gives it that charm the Cooperative keyword. When Ration-Enhancing Bounty is used to supplement a travel roll, each mote spent reduces the penalty due to unit Magnitude by 1 and the Interval of the travel roll by 10% (to a minimum Interval equal to half the original Interval).

Tactical Charms

Tactical Charms are the magic of brotherhood, and the bond that forms between comrades under fire. It is a magic that comes naturally to the Dragon-Blooded, making the Terrestrial host the deadliest military force Creation has ever known. Few besides the Terrestrial Exalted have the ability to use this form of magic. The regional war gods know a few charms, but they tend not to be very innovative, and will only adopt a new practice after it has proven devastating on the field of battle.

Tactical charms are Ability-based, but multiple Abilities might occur in the same charm tree. Though it is natural magic for the Dragon-Blooded, Tactical charms do not have an elemental aspect, and thus they obey the normal use rules.

New Keywords

Leader: This charm may only be used while the character is the unit commander of a mass-combat unit. It will usually benefit the unit in some way, but that is by no means guaranteed.

Hero: This charm may only be used if the character is currently acting as a unit commander or hero.

Relay: This charm may only be used if the character is currently acting as a relay.

Sworn Brotherhood Cascade

The following charms represent the ideal soldier's ability to form a bond with his fellows in the field. Forged by shared dangers, they come to feel an absolute loyalty and trust with each other. For masters of these charms, that loyalty becomes the stuff of legend.

Soldier's Oath

Cost: - **Type:** Permanent **Mins:** Integrity 2, Essence 1

Duration: Permanent

Keywords: None

Prerequisites: None

This charm allows the character to form a near-unbreakable bond of loyalty to a group of people. When Soldier's Oath is purchased, the character chooses some group of people to which she has an Intimacy. From that point on, the chosen Intimacy heals one level of damage at the beginning of each scene. In addition, whenever the character wakes up, the chosen Intimacy is restored to full strength, even if it was completely eliminated the day before.

The group of people chosen for this charm may be as broad or as narrow as desired, although there can be serious inconveniences associated with becoming loyal to too large a group. A given character may purchase this charm as often as desired. However, once purchased, this charm lasts forever, so it is a good idea to be certain the commitment is worth it.

Ten-Thousand Fight As One

Cost: - **Type:** Reflexive **Mins:** Integrity 3, Essence 1

Duration: 1 scene

Keywords: None

Prerequisites: Soldier's Oath

This charm allows the character to form an instant bond with another individual. Activating it instantly gives the character an intimacy of loyalty towards a single target present in the current scene. This intimacy can be associated with any of the four virtues, though the Virtue chosen will greatly color the intimacy's flavor. Using this charm allows the character to exceed her normal Intimacy limit, though all intimacies created with this charm fade at the end of the scene.

When this charm's duration expires, the character may spend 1 willpower point to make the Intimacy it created permanent. A character may not do this if the extra intimacy would put her above the limit for her Virtue Rating.

Closing Ranks Maneuver

Cost: - **Type:** Reflexive **Mins:** Integrity 3, Essence 2

Duration: Instant

Keywords: None

Prerequisites: Ten-Thousand Fight As One

A character may activate this charm against any social influence attempt directed at her or at a target with whom she has a positive Intimacy. The target of the influence attempt receives a bonus to MDV equal to the number of people present for which the character has a positive Intimacy. If the character has a group Intimacy, the maximum bonus provided by members of that group is equal to her Conviction rating.

Connected Across the Battlefield

Cost: - **Type:** Permanent **Mins:** War 2, Essence 2

Duration: Permanent

Keywords: None

Prerequisites: Soldier's Oath

Even at a distance, the character is connected to her fellow officers. Whenever a character with this charm activates magic that would benefit her allies while attached to a mass-combat unit, it automatically affects all special characters associated with that unit, in addition to its normal targets. This power explicitly ignores the normal range of such powers in order to allow it to reach the additional beneficiaries.

Innate Understanding of Tactics

Cost: 1 slot **Type:** Panoply **Mins:** War 4, Essence 3

Duration: Indefinite

Keywords: None

Prerequisites: Connected Across the Battlefield

The character's leadership ability is such that she can coordinate the attacks of her allies without effort. When she adopts this charm, she must choose up to (Essence) allies. Whenever the character makes an attack against a target whose (Wits + War)/2 static value is less than her (Charisma + War)/2 static value, any of the chosen allies who attack the same target on the same tick are considered to benefit from a Coordinated Attack action.

Mission-Protecting Pressure

Cost: 1wp **Type:** Simple **Mins:** Socialize 3, Essence 3

Duration: 1 scene

Keywords: Combo-Ok, Cooperative

Prerequisites: Ten Thousand Fight As One

One of the disadvantages to tight-knit groups is their tendency to be closed to new ideas, but under certain circumstances, that can be a boon. Using this charm, the character may target up to (Essence) people. She then makes a (Charisma + Socialize) roll. The character and every target with an MDV less than the success total instantly develops a Conviction-based intimacy to the group as a whole. For the rest of the scene, every group member may apply that Intimacy as a bonus to MDV against any social influence attempt which communicates an idea, behavior, or belief not shared by the group as a whole. The drawback is that any social influence which does represent the group as a whole imposes a similar penalty.

The Intimacy, and the defense it provides, fades away at the end of the scene.

Cooperative: This charm has the Cooperative keyword. Each mote spent adds one automatic success to the activation roll and increases the number of people who can be affected by the character's (Essence).

Linked Effort Cascade

The following charms are very popular among the Dragon-Blooded of Lookshy, less so among the Dynasty, and not widely practiced by other essence wielders. They improve a character's ability to use Cooperative charms.

Going Along With the Group Posture

Cost: - **Type:** Permanent **Mins:** Socialize 2, Essence 3

Duration: Permanent

Keywords: None

Prerequisites: None

The character learns to follow along blindly with what others are doing. This charm allows her to contribute to any Cooperative-keyword charm, provided she meets its Essence minimum.

Lend Me Your Strength Attitude

Cost: - **Type:** Permanent **Mins:** War 5, Essence 5

Duration: Permanent

Keywords: None

Prerequisites: Going Along With the Group Posture

The character has learned to be a responsible steward of other people's power. Whenever she uses a Cooperative keyword charm, any essence wielders within range may contribute motes, even if they don't know the charm.

The Leader's Pride

Cost: 1m **Type:** Reflexive **Mins:** Integrity 4, Essence 4

Duration: Instant

Keywords: None

Prerequisites: Going Along With the Group Posture

There's nothing quite so gratifying to a leader than the trust of her subordinates. A character may activate this charm whenever she uses a Cooperative keyword charm and at least one other character contributes a mote. She regains one point of willpower per assistant. A character may not gain more points of willpower at a time than her highest Virtue.

Group-Rallying Antics

Cost: 1 slot **Type:** Panoply **Mins:** Performance 6, Essence 6

Duration: Indefinite

Keywords: None

Prerequisites: Going Along With the Group Posture

The character learns to inspire her allies with the example of her heroism. When adopting this charm, the character designates up to (Essence) allies. Whenever she gains a mote or willpower reward from performing a successful stunt, each of those allies gains an identical reward, so long as they are present in the current scene.

Logistics Cascade

The charms that follow allow for the maintenance of an army in peak fighting condition. Perhaps, more than any other power at their disposal, it is this ability that maintains the dominance of the Dragon-Blooded host.

Diligent Lieutenant Attitude

Cost: 1 slot **Type:** Panoply **Mins:** Administration 3, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: None

Over the years, the blessings of this charm have energized thousands of harried junior officers. So long as Diligent Lieutenant Attitude is active, the character may act as a Quartermaster for up to (Essence) units at once.

Thorough Appropriation Method

Cost: - **Type:** Supplemental **Mins:** Administration 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Diligent Lieutenant Attitude

Through the magic of this charm, the character is able to squeeze captured plunder to its utmost. This charm will supplement the (Intelligence + Administration) roll to derive money from a plundered fief. It removes the cap on the number of successes which may apply.

Smooth Integration Technique

Cost: 1w **Type:** Reflexive (Dramatic Action) **Mins:** Administration 4, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Diligent Lieutenant Attitude

Increasing the size of a mass combat unit can be a trying ordeal. New personnel does not always get along with the old. Redundancies and inefficiencies can make the unit less effective than it was before. This charm allows the character to make a (Manipulation + Administration) roll when a unit she is attached to as a Quartermaster merges with another unit. Each success on the roll gives the unit one training point. Training points gained in this way can only be spent to offset the cost of the merger or to buy back traits lowered in the merger.

Unit Cohesion Exercises

Cost: - **Type:** Supplemental **Mins:** Performance 2, Essence 2

Duration: Instant

Keywords: Combo-Ok, Emotion

Prerequisites: Diligent Lieutenant Attitude

The character learns to inspire incredible loyalty in her troops. This charm supplements an attempt to bestow an Intimacy through unit training. As long as the unit's Magnitude is less than or equal to the character's (Charisma + Performance)/2 static value, it allows the character to forgo the normal training roll, and instead add a single Intimacy automatically.

Spend 1m: The maximum Magnitude of unit this charm affects increases by the character's (Essence).

On the Ground Bonding

Cost: - **Type:** Supplemental **Mins:** Performance 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Emotion

Prerequisites: Unit Cohesion Exercises

Through chanting, signals, and sophisticated leadership techniques, the character can magically inspire intense group loyalty. This charm may supplement a roll to create a Battle Pattern. It allows the character to spend the battle pattern's training points on Intimacies. Unlike other bonuses provided by a battle pattern, these Intimacies do not fade at the end of the battle.

Thousand Veterans Legion

Cost: - **Type:** Supplemental **Mins:** War 3, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Diligent Lieutenant Attitude

The character's training abilities improve to such a degree that she is able to make veteran soldiers out of raw recruits. Training points gained from a training roll enhanced by this charm can only improve a unit's Tactics or Drill rating. However, to compensate for this limitation, Thousand Veterans Legion provides two benefits. First, if the roll achieves enough threshold successes, the character may train more than one trait in a single month. Second, if the roll fails to achieve enough threshold successes to provide at least one tactic, the unit still gains a minimum of one tactic from the training.

Sergeant For a Legion Attitude

Cost: 1w **Type:** Supplemental **Mins:** War 5, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Thousand Veterans Legion

Through this magic, the character can resonate her soul with the energies of a thousand generations of overworked staff sergeants. This charm allows the character to ignore a unit's Magnitude when calculating the Difficulty of a training roll.

One of the Men Preparation

Cost: 1 slot **Type:** Panoply **Mins:** Socialize 3, Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: Diligent Lieutenant Attitude

The character may easily integrate herself into the culture of any military unit. When activating this charm, she chooses a military unit. She need not be a formal member of the unit, but she does need to be able to openly walk among them. While this charm is active, she gains the unit's Intimacies, as if they were her own. She uses her own Virtues to determine these Intimacies' strength. This allows her to temporarily exceed her normal maximum Intimacies.

Battlefield Prowess Cascade

The most dramatic tactical charms, these potent abilities are spoken of with awe and respect by those who have faced them. Though other tactical magic is just as important, it is the use of these charms that is responsible for the Realm's fearsome reputation.

Efficient Signal Rearrangement

Cost: - **Type:** Supplemental **Mins:** War 3, Essence 2

Duration: Instant

Keywords: Leader

Prerequisites: None

The character learns to delegate orders with cool directness, even under the most chaotic of circumstances. This charm supplements a Promote to Relay action. Instead of converting one soldier into a relay, the character may promote up to (War) soldiers at once.

Commander's Charge

Cost: - **Type:** Supplemental **Mins:** War 4, Essence 2

Duration: Instant

Keywords: Combo-Ok, Leader

Prerequisites: Efficient Signal Rearrangement

The character learns to take advantage of her unit's strength to lend force to her blows. Commander's Charge supplements an Activate Power action made by a unit commander. If the action is an attack, it adds the unit's Command rating in automatic successes to the attack roll and the unit's Magnitude rating in automatic successes to the damage roll. The character must be leading a unit with a Magnitude less than or equal to her (Essence) to use this charm.

Spend 1m: The maximum Magnitude of unit the character may lead increases by her (War) rating.

Glorious Leader's Power

Cost: - **Type:** Permanent **Mins:** War 5, Essence 4

Duration: Permanent

Keywords: Leader

Prerequisites: Commander's Charge

The character learns to channel her power through a unit she leads. A character who knows this charm may, while leading a unit whose Magnitude is equal to or less than her (Essence), spend 1m to use one of her Supplemental-type charms to benefit a unit's action. A character may not use a combo to benefit a unit's action, even if she can afford to do so.

Thousand Storms Captain

Cost: 1 slot **Type:** Panoply **Mins:** War 5, Essence 5

Duration: Indefinite

Keywords: Leader

Prerequisites: Glorious Leader's Power

The character learns to tap into the essence of her followers. So long as this charm is active, any unit she leads with a Magnitude less than or equal to her (Essence) is considered to possess a Use (charm) tactic for each of the Leader's Cooperative-keyword charms, provided the unit possesses an average permanent Essence of 2 or higher.

Versatile Signaler's Stance

Cost: 1 slot **Type:** Panoply **Mins:** Performance 3, Essence 2

Duration: Indefinite

Keywords: Relay

Prerequisites: Efficient Signal Rearrangement

The character knows how to use essence to draw and hold an army's attention. While this charm is active, and the character is acting as a relay, the character will count as a number of relays equal to her Performance rating. She still only counts as one special character.

Wardrums of Pounding Steel

Cost: 1 slot **Type:** Panoply **Mins:** Performance 4, Essence 3

Duration: Indefinite

Keywords: None

Prerequisites: Versatile Signaler's Stance

The rhythm of the character's blows in combat manage to coincide perfectly with her unit's prearranged codes. While this charm is active, she may simultaneously act as a relay and a hero. She still only counts as one special character.

Emergency Organization Method

Cost: 1m **Type:** Supplemental **Mins:** War 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Hero

Prerequisites: Efficient Signal Rearrangement

The character's heroism is so great that she is able to calm a unit even on the edge of defeat. This charm supplements a Take Command action. The character may forgo the normal roll in order to automatically assume command of the unit.

Honorable Duel Challenge

Cost: 1w **Type:** Supplemental **Mins:** War 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Hero, Obvious

Prerequisites: Emergency Organization Method

The character singles out an enemy special character and shouts out a magically enhanced challenge. This charm will supplement an Attack Special Character action. If the enemy unit attempts to defend the special character, it's Magnitude and Command rating suffer a penalty equal to the character's (Essence).

Bloodline Magic

The Terrestrial Exalted carry within their blood untold magical power. Normally, this blood fuels their Elemental Manipulation and Tactical charms, but through experimentation and happenstance, some Dragon-Blooded have discovered a deeper, more personal magic. Charms of this Discipline carry a certain sinister reputation. By focusing the power of their blood, elder Terrestrials can exert a degree of supernatural control over their descendants. While Bloodline magic has other applications, this potential is more than enough to earn it the distrust of the paranoid.

Bloodline Magic does not possess Ability Minimums. Instead, in addition to the normal Essence minimum, Bloodline Charms require a Minimum Breeding and, occasionally, Minimum Descendants. A character's Descendants rating is equal to the Magnitude of the character's descendants, if they were organized into a single mass combat unit. To calculate this rating, count all of the character's living children, grand-children, and great-grandchildren down through any number of generations. To quickly estimate the Descendants rating of an NPC, subtract 30 years from his age and divide the result by 50.

Like all Charm minimums, if the character's Descendants rating drops below the charm minimum (usually because the descendants are killed), she retains knowledge of the charm, but cannot use it until her rating returns.

Bloodline Magic is a *restricted discipline*. Because it relies on the blood of the Terrestrial Exalted, only Terrestrial Exalted may learn and use it. Charms of this discipline are considered favored for all Dragon-Blooded.

Harrowing the Dragons' Bounty

Cost: 1 health level **Type:** Supplemental **Mins:** Breeding 1, Essence 1

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: None

The character focuses on the power within her blood, violently unleashing the draconic heritage inside her. This charm may supplement any action taken with one of her Aspect Abilities. It either adds a number of automatic successes equal to her Breeding rating to the action's success total or increases a static value by the character's Breeding rating. If the character possesses a second aspect, she may add (Breeding)/2 successes to any action taken with the Abilities associated with that aspect or increase a static value derived from that aspect's Abilities by her (Breeding)/2.

A second purchase of this charm at Essence 6 changes its type to Permanent. Calling upon the power of the permanent version still requires the sacrifice of a health level, but is a Basic action which does not count as a charm activation.

Draconic Fury Birthright

Cost: - **Type:** Supplemental **Mins:** Breeding 1, Essence 2

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Harrowing the Dragons' Bounty

The Five Elemental Dragons are renowned for their limitless destructive majesty. With this charm, the character may become like them, if only briefly. Draconic Fury Birthright may supplement any damaging attack made with a charm whose element matches one of the character's aspects. It increases the base damage of the attack by the character's Breeding rating. This charm is considered to belong to each of the character's aspect elements, allowing it to be used alongside any single elemental charm of the appropriate type without a combo.

Paragon of Elemental Power

Cost: 1 slot **Type:** Panoply **Mins:** Breeding 3, Essence 4

Duration: Indefinite

Keywords: Obvious, Stackable

Prerequisites: Draconic Fury Birthright

With this charm, the character delves deep into her draconic heritage. Meditating on her blood-borne connection to the Five Elemental Dragons, she brings that connection to the surface. While this charm is active, the character's appearance changes dramatically. She seems to become a living manifestation of her aspect element. Air-pected Dragon-Blooded become pale and cold and permanently surrounded by swirling winds. Earth-pected Dragon-Blooded become like stone and metal. Fire-pected Dragon-Blooded gain flame-red skin, a permanent coating of soot, and become hot to the touch. Water-pected Dragon-Blooded shed reams of water and seem almost jointless in their movements. Wood-pected Dragon-Blooded gain green or bark-like skin and become covered in vines, thorns, or flowers.

While this charm is active, the character adds her Breeding rating to her Permanent Essence rating for purposes of determining the effects her anima and of charms of her aspect element. This does not give her extra motes or Panoply slots, but it does increase charm factors like damage, area of effect, and accuracy.

This charm has the Stackable keyword. If the character possesses more than one elemental aspect, she may activate this charm once for each of her aspects. Her appearance changes as appropriate to a combination of the manifested elements (for instance, a Terrestrial who activated this charm for both Earth and Fire might appear to be made of magma).

Forthright Expression of Power

Cost: - **Type:** Permanent **Mins:** Breeding 4, Essence 4

Duration: Permanent

Keywords: Obvious

Prerequisites: Paragon of Elemental Power

The character calls to her blood, drawing its power out of hiding and permanently incorporating it into her daily life. Purchasing this charm gives the character a single extra mote, permanently increasing the size of her pool by one. Unfortunately, this blessing is reserved exclusively for those who show no shame in their inhuman descent. After this charm is purchased, the character becomes permanently shrouded with minor, but unmistakable manifestations of her element, as if her anima were showing at the stage one level. This does not count as an anima manifestation, however. The character still possesses the normal three stages.

Total Harmony of Power

Cost: - **Type:** Permanent **Mins:** Breeding 5, Essence 5

Duration: Permanent

Keywords: Obvious

Prerequisites: Forthright Expression of Power

The character makes peace with her blood, and comes to realize that she is something not quite human. When this charm is purchased, the character's appearance changes, as if she had activated Paragon of Elemental Power for her original elemental aspect. She permanently gains one Panoply Slot.

Transcendent Gaian Harmony

Cost: - **Type:** Permanent **Mins:** Breeding 5, Essence 6

Duration: Permanent

Keywords: None

Prerequisites: Paragon of Elemental Power

Throbbing with the primordial energies of Creation, the character's blood bursts forth from its preconceived restraints, flowering into an ecstatic explosion of boundless elemental power. This is an intensely spiritual experience which permanently colors a character's way of looking at Creation, making her feel like a seamlessly integrated part of a much greater whole. Purchasing this charm permanently gives the character a second elemental aspect. This gives her a second anima power, improves her ability to use charms of the new element and allows her to purchase elemental root charms at a discounted rate.

Transcendent Gaian Harmony may be purchased additional times. Each subsequent purchase requires a minimum Essence one higher than the previous purchase. As a result, a character may not attain all five aspects until Essence 9, an impossible achievement for most Terrestrials. It is theorized that integrating all five elements will trigger a transformation into a much greater creature.

If the character possesses the charm Most Beneficent Seed of the [Element] Dragon, the Breeding minimum of this charm is reduced by one for each version the character knows. However, when she learns Transcendent Gaian Harmony, she may only gain a new aspect which corresponds to the element of one of the versions known by the character. Doing so permanently removes that version of Most Beneficent Seed of the [Element] Dragon from the character's repertoire and increases her Breeding rating by 1. Breeding may not be raised above 5 in this way.

Jade Crucible Method

Cost: 1 health level **Type:** Simple **Mins:** Breeding 1, Essence 3

Duration: Instant

Keywords: Obvious

Prerequisites: None

The power bound within the Dragon-Blooded extends deeper than their mote pools. It permeates their flesh down to the deepest level. With this charm, the character learns to unleash it. Activating Jade Crucible Method restores up to (Breeding) motes to the character's pool. This will not increase a character's mote pool beyond its normal maximum.

Purity Crucible Strike

Cost: 3wp, 3xp **Type:** Simple **Mins:** Breeding 3, Essence 5

Duration: Instant

Keywords: Obvious, Shaping, Touch

Prerequisites: Jade Crucible Method

To be a Dragon-Blooded is to be a fusion of mortal flesh and immortal draconic power. Though some Terrestrials might dilute their heritage by mating with mortals, the essential spark of the divine is present in every Exalted. With this charm, the character can nurse this spark to life.

When a character activates this charm, she strikes a target with her open palm. This normally happens automatically, but requires a (Dexterity + Unarmed) roll if the target is unwilling. If the target is a mortal human, he is killed automatically, as his body is consumed by elemental essence. Nonhumans, Celestial Exalted, and Dragon-Blooded with a Breeding rating greater than the character's are immune to this charm, as is anyone with any degree of Shaping protection whatsoever.

Those who are not immune and not killed automatically must roll (Essence + Breeding) against a Difficulty equal to their (Breeding) + 1. If the roll fails, the target instantly dies. If the roll succeeds, the target permanently gains one point of Breeding. A character may target herself with this charm. This charm may not raise a target's Breeding above 5. If a target's Breeding is 5, he is immune to the charm's effects.

The experience point cost of this charm may be paid by either the character or the target. The character decides which when she first declares her use of the charm.

Well-Tended Garden of the Soul

Cost: - **Type:** Permanent **Mins:** Breeding 5, Essence 5

Duration: Permanent

Keywords: None

Prerequisites: Purity Crucible Strike

The character's soul exists in harmony with the eternal nature of the Elemental Dragons. This charm adds (Essence + Breeding) automatic successes to all rolls made to avoid dying of old age. If she performs an appropriate stunt when making the roll, the Difficulty of the roll will not increase over the course of that decade. Stunts which qualify for this benefit must focus on the character's ascetic lifestyle or exceptional virtue over the course of the previous decade. Storytellers should increase the required strictness as time goes on.

Scale-Shedding Vigor

Cost: 3m, 2w **Type:** Simple **Mins:** Breeding 5, Essence 6

Duration: 1 scene

Keywords: Obvious

Prerequisites: Well-Tended Garden of the Soul

Like a dragon shaking itself awake after a long slumber, the character's seemingly quiescent form gives way to a sudden shining glory. While this charm is active, all traits and charms sacrificed in order to succeed at an aging roll are restored. A character may not use this charm in two consecutive scenes.

Matriarch's Unquestionable Authority

Cost: - **Type:** Supplemental **Mins:** Descendants 1, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The power of the Elemental Dragons flows through the blood of the Terrestrial Exalted, and through that power, all Terrestrials are connected. With this charm, the character begins to learn how to exploit that connection, the better to keep control over those whose power flows through her. This charm can supplement any social influence attempt the character makes against a direct descendant. It penalizes the target's MDV by an amount equal to the character's Descendants rating.

Spend 1m: This charm may enhance a physical attack, penalizing the descendant's ADV and RDV by the usual amount.

Grandmother's Scathing Displeasure

Cost: - **Type:** Supplemental **Mins:** Descendants 2, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Matriarch's Unquestionable Authority

As the character's number of offspring increases, so too does the magically-sanctioned respect they hold for her. This charm can supplement any social influence attempt the character makes against a direct descendant. It increases the willpower cost to ignore the attempt by 1wp, and the cost to respond to the attempt by 2wp.

Unavoidable Filial Duty Technique

Cost: 1m, 1w **Type:** Simple **Mins:** Descendants 3, Breeding 3, Essence 4

Duration: Instant

Keywords: Combo-Ok, Compulsion, Mind Control

Prerequisites: Grandmother's Scathing Displeasure

As the character's understanding of the ties of blood increases, so too does her ability to manipulate those ties. Activating this charm allows the character to make a single social influence attempt against any of her descendants. The dice pool for this attempt is equal to the character's (Composure + Breeding + Essence). If the attempt succeeds, the target must fulfill a single direct order of the character's choice, so long as that order would take less than (Descendants) months to complete. This is a Mind Control effect which costs 3 willpower to resist.

Ungrateful Child Rebuke

Cost: 1m **Type:** Supplemental **Mins:** Descendants 3, Breeding 4, Essence 5

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Unavoidable Filial Duty Technique

Between the Terrestrial Exalted, the bonds of blood are as fundamental as life itself. The character may use this charm to supplement any physical attack made towards one of her descendants. If the target does not possess a positive intimacy towards either the character or a Dominion she controls, the attack deals aggravated damage.

If the attack successfully deals damage, the target may voluntarily lower his permanent Conviction rating by 1. If he does, he no longer counts as one of the character's descendants. Conviction may not be lowered below 0, and can be re-purchased with experience points.

Unity in Blood

Cost: 2wp **Type:** Simple (5 minutes) **Mins:** Descendants 3, Breeding 1, Essence 4

Duration: Instant

Keywords: Combo-Ok, Obvious (Optional: Compulsion, Emotion, Illusion)

Prerequisites: Grandmother's Scathing Displeasure

With this charm, the character focuses her concentration inward, tracing the flow of essence through her blood, out into her anima, and then further out into her descendants. When that concentration is complete, she meditates on a message, sending it out into the world. This charm allows the character to make a single social influence attempt which targets all of her descendants, regardless of their current distance. This attempt uses her (Attribute + Performance) dice pool, and follows the normal rules for Performance-based influence except that targets may not leave the performance before it is completed.

Unity in Blood shares a keyword with the type of influence it attempts to create. Delivering information, even if it's true information, counts as an illusion effect.

Mother's Protective Instinct

Cost: - **Type:** Supplemental **Mins:** Descendants 1, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character may call upon the power of her children to give her the strength to fight. This charm supplements a character's ADV or RDV, adding a bonus equal to her Descendants rating, so long as at least one of those descendants is present in the current scene. Despite this charm's name, the character may use it to protect against attacks made against her by her descendants, if necessary.

Spend 1m: The character may provide this charm's bonus to her MDV.

Avidly Claimed Heroic Ancestor Method

Cost: 1m **Type:** Supplemental **Mins:** Descendants 5, Essence 5

Duration: Instant

Keywords: Combo-Ok, Cooperative, Obvious

Prerequisites: Mother's Protective Instinct OR Noble Usurper's Heritage

Heroic children are a gift the Terrestrial Exalted give the world. With this charm, the character is able to call upon the world's gratitude to draw her legacy back into herself. This charm can only be used if at least one of the character's descendants is present in the current scene (whether as friend of foe). It supplements her RDV, allowing it to automatically block any single attack, even those which bypass RDV. If the blocked attack would affect an area, this charm will protect 1 Magnitude's worth of bystanders, even if those bystanders bear no relation to the character.

Cooperative: This charm has the Cooperative keyword. As a special exception to the normal rules, assistants do not need to know this charm. Instead, they must be the character's descendants. Each mote spent on this charm beyond the first increases the Magnitude of unit it will protect by 1.

Noble Usurper's Heritage

Cost: - **Type:** Permanent **Mins:** Breeding 5, Essence 5

Duration: Permanent

Keywords: None

Prerequisites: None

Every Dragon-Blooded is descended from a generation of fearless heroes who took up arms to rebel against their betters. With this charm, the character takes some of that power for herself. This charm permanently improves Avidly Claimed Heroic Ancestor Method. It allows the character to use that charm when in the presence of at least one of her ancestors or close relatives. Close relatives are defined as any person descended from any of the character's grandparents within 4 generations of descent.

This charm may act as an alternate prerequisite to Avidly Claimed Heroic Ancestor Method. If it does, that charm's Minimum Descendants rating is replaced by a Minimum Breeding Rating of 5.

Chapter 4: Dragon-Blooded Martial Arts

The Dragon-Blooded may practice any Terrestrial Martial Arts. For most styles, they receive no particular advantage, using their charms exactly as would a mortal. However, over the years, various inventive Dragon-Blooded have created combat styles which take advantage of their natural elemental affinities.

These Elemental Martial Arts count as elemental charms for purposes of the Dragon-Blooded's special ability to use multiple elemental charms, but are otherwise normal. Anyone may learn these arts with the proper training, but only the Terrestrial Exalted gain the special elemental benefit.

Scion of Storms Style

This potent Martial Art was developed by the Air Aspect Dragon-Blooded. Its quick, strong movements emulate the lightning and thunder of a sudden summer storm.

Style Weapons: Any Brawl-based thrown weapon, including improvised thrown weapons.

Armor Limitations: May be used in any armor.

Element: Charms of this style count as Air charms.

Parabolic Gust Maneuver

Cost: - **Type:** Supplemental **Mins:** Brawl 1, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character creates a channel of wind which directs the flight path of her weapon. This charm may supplement any Brawl-based thrown attack. The character's weapon returns to her hand after the attack is made.

Whirlwind Shield

Cost: - **Type:** Supplemental **Mins:** Brawl 4, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Parabolic Gust Maneuver

A swirling vortex of wind briefly surrounds the character, providing a +1 bonus to her ADV. Against a ranged attack, it provides a +3 bonus. If this charm stops a ranged attack, the projectile will float gently into the character's hand, if desired.

Sudden Shock Attack

Cost: - **Type:** Supplemental **Mins:** Brawl 2, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character's attack shakes the target with the force of thunder. This charm may supplement any Brawl-based thrown attack. If the attack deals Lethal damage, it now deals Bashing damage instead. The attack gains the Piercing tag.

Spend 1m: Add a bonus to the attack's raw damage equal to the character's (Awareness).

Before the Thunder

Cost: - **Type:** Supplemental **Mins:** Brawl 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Sudden Shock Attack

The character attacks with the speed of lightning. This charm supplements a brawl-based thrown attack. It reduces the attack's Speed Value by 1 and imposes a -2 penalty on the attack roll.

Scion of Storms Form

Cost: - **Type:** Simple **Mins:** Brawl 4, Essence 2

Duration: 1 scene

Keywords: Form-type

Prerequisites: Whirlwind Shield, Before the Thunder

The character becomes the center of a pattern of winds. For the rest of the scene, she adds a +1 bonus to her ADV and range of her thrown attacks increases by her Awareness.

Vengeful Gust Counterattack

Cost: 1m **Type:** Reflexive (Step 5) **Mins:** Brawl 5, Essence 2

Duration: Instant

Keywords: Combo-Ok, Counterattack

Prerequisites: Scion of Storms Form

The winds which surround the character will rush towards her enemies. She may activate this charm whenever she has applied her RDV to a ranged attack. It allows her to make a (Dexterity + Brawl) against a Difficulty equal to the original attack's threshold successes. If the roll succeeds, a gust of wind blows the projectile back towards its source. This is treated as an attack with a success total equal to the threshold successes of the character's (Dexterity + Brawl) roll.

Distant Thunder Method

Cost: - **Type:** Supplemental **Mins:** Brawl 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Crippling, Knockback, Obvious

Prerequisites: Vengeful Gust Counterattack

The character charges her weapon with the power of thunder. It can supplement any Brawl-based thrown attack. It causes the missile to explode with concussive force. If the attack is successful, the target must make a Difficulty 5 (Stamina + Resistance) roll. If the roll fails, the target is knocked prone and deafened. Deafened characters suffer a -4 penalty to all hearing-related dice pools and static values.

Spend 1m: This charm takes effect even on a missed attack. This is considered a separate attack which bypasses both ADV and RDV.

Turbid Sky Halo

Cost: 1 slot **Type:** Panoply **Mins:** Brawl 4, Essence 3

Duration: Indefinite

Keywords: Environmental, Obvious

Prerequisites: Scion of Storms Form

The character summons an impenetrable black cloud centered around her head, casting a deep darkness over everything within (Brawl) x 10 yards. Those within the area of effect suffer a -2 environmental penalty to all Awareness-based dice-pools and static values and to all attack dice pools.

Forked Lightning Attack

Cost: 1m **Type:** Simple **Mins:** Brawl 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Extra Action, Obvious

Prerequisites: Turbid Sky Halo

The character strikes with a sudden ferocity, splitting her attack in twain. This charm allows the character to make two attacks, which can be directed against different targets. These attacks receive a bonus to their damage equal to the character's (Essence).

Storm-Child Ascension

Cost: 1 slot **Type:** Panoply **Mins:** Brawl 5, Essence 4

Duration: Indefinite

Keywords: None

Prerequisites: Forked Lightning Attack, Distant Thunder Method

The character's mastery of the winds reaches its peak. While this charm is active, the character doubles the range of her thrown weapons and adds one automatic success to all attack and damage rolls made with a Brawl-based thrown weapon.

Inevitable Avalanche Style

Inevitable Avalanche style is a style of overwhelming power and straightforward violence. It allows its practitioners to pound through any resistance and crush the enemy beneath their stone-like fists.

Style Weapons: Any unarmed attack or unarmed-enhancing weapon.

Armor Limitations: May be used in any armor.

Element: Charms of this style count as Earth charms.

Well-Placed Diversion Channel

Cost: - **Type:** Supplemental **Mins:** Unarmed 3, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

Though it may be futile to push aside an avalanche, a sufficiently sturdy barrier can change its course. This charm supplements the character's defense, it removes all environmental penalties to ADV or RDV, including any penalty for not having enough room to dodge. This charm does not improve her defensive state.

Driven Onslaught

Cost: - **Type:** Supplemental **Mins:** Unarmed 3, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character attacks chaotically, but with incredible force. The attack supplemented by this charm suffers a -3 penalty, but lowers the enemy's defensive state by 1.

Bulwark Flattening Strike

Cost: - **Type:** Supplemental **Mins:** Unarmed 3, Essence 2

Duration: Instant

Keywords: Combo-Ok, Knockdown

Prerequisites: Driven Onslaught

Against the relentless force of an avalanche, even the strongest fortifications are nothing more than a source of damaging material. This charm supplements an attack against an armored opponent. It provides a +3 bonus to its raw damage. If the attack's threshold successes exceed the target's (Stamina + Athletics)/2, the target is knocked prone.

Inevitable Avalanche Form

Cost: - **Type:** Simple **Mins:** Unarmed 4, Essence 2

Duration: 1 scene

Keywords: Form-type

Prerequisites: Well-Placed Diversion Channel, Bulwark Flattening Strike

The character strikes with the force of a rockslide. Until the end of the scene, her unarmed attacks receive a +2 damage bonus.

Pounding Boulder Fist

Cost: - **Type:** Simple **Mins:** Unarmed 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Inevitable Avalanche Form

Blocking the character's attack is as futile as throwing oneself under a falling boulder. This charm allows the character to make an Unarmed attack which bypasses RDV. The character's defensive state is reduced by 1 until the end of her current turn.

Spend 1m: The character's defensive state is not lowered.

Stunning Pebble Barrage

Cost: - **Type:** Simple **Mins:** Unarmed 4, Essence 3

Duration: Instant

Keywords: Extra Action

Prerequisites: Inevitable Avalanche Form

The character makes a series of light, but disorienting blows. This charm allows the character to make two Unarmed attacks against the same target. If both of them successfully hit, even if they deal no damage, the target's defensive state is reduced by 1 until the end of his current turn.

Spend 1m: The character may make three Unarmed attacks instead of two. Only one of them needs to succeed to reduce the target's defensive state. This charm can only reduce a target's defensive state by 1, but that reduction takes place immediately upon a successful attack.

Rockslide Defense

Cost: - **Type:** Reflexive (Speed 1) (Step 5) **Mins:** Unarmed 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Counterattack, Knockback, Obvious

Prerequisites: Inevitable Avalanche Form

The character's strength is such that attacks will bounce right off her. She may activate this charm whenever she has been struck by a successful attack. This charm subtracts 1 success from the attack's threshold. If this reduces the attack's threshold to 0, the attack fails.

Regardless, the attack must make a (Stamina + Athletics) roll against a Difficulty equal to the character's (Essence) or be knocked prone in step 9.

Spend 1m: The defense subtracts 3 threshold successes instead of 1.

Collapsing Mountain Hammer

Cost: - **Type:** Simple **Mins:** Unarmed 5, Essence 4

Duration: 1 scene

Keywords: Combo-Ok, Crippling, Obvious

Prerequisites: Pounding Boulder Fist, Stunning Pebble Barrage, Rockslide Defense

The character strikes with the force of a mountain. This charm allows her to make a single Unarmed attack. The attack receives a bonus to its base damage equal to the character's (Unarmed) rating. If the attack successfully deals at least 1 level of damage, the target suffers a Crippling effect which imposes a -3 penalty to all his dice pools until the end of the scene.

Spend 1m: The penalty imposed by this charm increases to -1 per level of damage inflicted by the attack.

Dancing Sparks Style

This fast, flamboyant style is entertaining to look at, but dangerous to fight against. It allows its practitioners amazing battlefield mobility and powerful short-ranged attacks.

Style Weapons: Any close-combat Weaponry weapon.

Armor Limitations: May be used in any armor.

Element: Charms of this style count as Fire charms.

Hopping Firecracker Evasion

Cost: 1m **Type:** Reflexive (Step 9) **Mins:** Weaponry 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character becomes like an ember crackling out of a fire. She may activate this charm only after her DV has successfully defended against an attack. Hopping Firecracker Evasion allows her to move up to her Dash speed. Used against a charm with the Extra Action keyword, this will negate all further attacks from that charm unless the attacker can change targets or move to keep up.

Falling Star Maneuver

Cost: - **Type:** Reflexive (Speed 1) **Mins:** Weaponry 4, Essence 2

Duration: 1 tick

Keywords: Combo-Ok, Obvious

Prerequisites: Hopping Firecracker Evasion

The character falls upon her foes with explosive force. This charm allows the character to jump (Strength + Athletics) yards as a Reflexive action. Due to her incredible momentum, she gains a +2 bonus to the raw damage of the first attack she makes on the tick this charm is used.

Spend 1m: The distance the character can jump is doubled, and the damage bonus is increased to the character's (Athletics) + 2.

Blinding Spark Distraction

Cost: - **Type:** Supplemental **Mins:** Weaponry 3, Essence 1

Duration: Instant

Keywords: Combo-Ok, Crippling, Obvious, Stunt-2

Prerequisites: None

The character's block throws out a shower of sparks. This charm may supplement the character's RDV, but only if either the character or the attacker wields a stone or metal weapon. If the attack fails, the character has managed to direct the sparks from the clash of weapons into her enemy's face. Until the end of his next turn, the attacker suffers a -2 penalty to all vision-based dice pools and to all vision-based Awareness static values.

Flickering Candle Interception

Cost: - **Type:** Supplemental **Mins:** Weaponry 3, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Blinding Spark Distraction

The character moves with the swiftness of light moving across shadows. This charm supplements a Guard action. It reduces the action's Speed to 0.

Sudden Flare Defense

Cost: - **Type:** Supplemental **Mins:** Weaponry 3, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Flickering Candle Interception

The character's blade surges up with a sudden intensity, intercepting an attack. This charm supplements a Guard action. The Guard action increases the character's defensive state by two levels.

Spend 1m: The character may take a Guard action, even if she has already taken a Reflexive action this tick.

Dancing Sparks Form

Cost: 1m **Type:** Simple **Mins:** Weaponry 4, Essence 3

Duration: 1 scene

Keywords: Form-type

Prerequisites: Falling Star Maneuver, Sudden Flare Defense

The character dances across the battlefield with flamboyant joy. She gains a bonus equal to her (Weaponry)/2 to her move and dash speeds and to her weapon's damage. Her weapon deals Lethal damage, if it didn't before.

Ringling Anvil Onslaught

Cost: 1m **Type:** Simple **Mins:** Weaponry 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Extra Action

Prerequisites: Dancing Sparks Form

Like the sparks from a blacksmith's hammer, the character showers her enemy with blows. This charm allows the character to make 3 Weaponry attacks. This lowers the character's defensive state by 1.

Spend 1m: Spending a second mote on this charm lowers the target's defensive state by 1 against these attacks.

Smoldering Karma Strike

Cost: - **Type:** Reflexive (Speed 1) (Step 9) **Mins:** Weaponry 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Counterattack

Prerequisites: Ringling Anvil Onslaught

With the slightest addition of fuel, a dormant seeming fire can spring back to life. The character may activate this charm after she has successfully defended against an attack. Smoldering Karma Strike allows the character to make a single counterattack with her full dice pool.

Portentous Comet Deflecting Mode

Cost: 1wp **Type:** Supplemental **Mins:** Weaponry 5, Essence 4

Duration: Instant

Keywords: Obvious

Prerequisites: Smoldering Karma Strike

The character raises her weapon against an attack and absorbs its energy into a fiery halo of power. This charm supplements the character's RDV. Instead of applying her RDV as a Difficulty to the attack, the character makes a Difficulty 3 (Strength + Weaponry) roll. If the roll succeeds, the character automatically blocks the attack, unless the attack bypasses RDV. If the roll fails, the character's RDV suffers a -3 penalty.

Restless Ocean Style

This powerful style is fluid and deceptive. Those who practice it know how to exploit an opponent's weaknesses, flowing around an enemy's strengths and striking him where he's most vulnerable.

Style Weapons: Any Brawl Weapons.

Armor Limitations: May be used in any armor.

Element: Charms of this style count as Water charms.

Malicious Drowning Whitecap

Cost: - **Type:** Simple **Mins:** Brawl 3, Essence 1

Duration: Instant

Keywords: Combo-Ok, Stunt-1

Prerequisites: None

The character comes down on an enemy like a wave upon a helpless swimmer. This charm allows the character to make a Brawl attack against a prone opponent. The attack receives a bonus to its raw damage equal to the character's (Strength).

Relentless Driving Rain

Cost: 1w **Type:** Simple **Mins:** Brawl 3, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character presses an enemy with uncompromising persistence, overwhelming him. This charm allows the character to make a Brawl attack against an enemy whose defensive state is currently below normal. The target's defensive state is lowered by an additional level against this attack.

Menacing Swell Feint**Cost:** - **Type:** Simple **Mins:** Brawl 3, Essence 2**Duration:** Instant**Keywords:** Combo-Ok**Prerequisites:** Malicious Drowning Whitecap, Relentless Driving Rain

The character rises up threateningly, becoming a danger to the unprepared. This charm allows the character to make a Brawl attack. The attack roll receives a bonus equal to the character's (Brawl) and the attack's raw damage receives a bonus equal to the character's (Strength) x 2. The target may automatically defend against this attack by taking a Speed 0 Reflexive action.

Restless Ocean Form**Cost:** - **Type:** Simple **Mins:** Brawl 4, Essence 2**Duration:** 1 scene**Keywords:** Form-type**Prerequisites:** Menacing Swell Feint

The character's destructive power can sink even the most well-defended foe. While this charm is active, the character receives a +1 bonus to minimum damage.

Treasure Never Floats**Cost:** - **Type:** Simple **Mins:** Brawl 4, Essence 3**Duration:** Instant**Keywords:** Combo-Ok, Knockback, Obvious**Prerequisites:** Crashing Wave Form

One of the ironies of the ocean is that the heaviest, most durable objects are the most likely to fall into the deep. This charm allows the character to make a Brawl attack against a target with any level of Hardness. If the attack is successful, it deals no damage. Instead, the target flies backward a number of yards equal to his Hardness. He is automatically knocked prone at the end of this flight.

Unexpected Ship-Sinking Storm**Cost:** - **Type:** Supplemental **Mins:** Brawl 5, Essence 3**Duration:** Instant**Keywords:** Combo-Ok**Prerequisites:** Treasure Never Floats

On the open sea, disaster can come at the most unexpected moment. This charm supplements a Brawl attack against an armored target. It adds a bonus equal to the armor's Mobility rating to the final damage dice pool, after soak is applied.

Hastily Retreating Tide

Cost: - **Type:** Reflexive (Step 4) (Speed 1) **Mins:** Brawl 4, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Crashing Wave Form

The character becomes as difficult to restrain as the sea. She may activate this charm after making an attack which failed to hit its target. She may immediately move a number of yards equal to her Dash speed. This ruins any counterattack which cannot reach her at that range.

Inescapable Shifting Undertow

Cost: - **Type:** Simple **Mins:** Brawl 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Knockback

Prerequisites: Hastily Retreating Tide

Calm waters can hide a deceptive danger underneath. The character may only use this charm while she is currently prone. It allows her to make a Brawl attack without penalty. If the attack is successful, it receives a bonus to its raw damage equal to the character's (Strength) and the target must succeed at a (Dexterity + Athletics) roll with a Difficulty equal to the attack roll's threshold successes or fall prone.

Can't Outrun the Wave

Cost: - **Type:** Permanent **Mins:** Brawl 5, Essence 4

Duration: Permanent

Keywords: None

Prerequisites: Inescapable Shifting Undertow, Unexpected Ship-Sinking Storm

The character learns to emulate the fury of the restless sea. This charm permanently improves the charms of Restless Ocean Style. All of its Simple charms have a Speed value of 3.

Canopy Dwelling Fauna Style

This bow-based martial art is precise, but fierce. Its practitioners emulate the wild strength that even harmless animals possess when acting in self defense, giving themselves an unparalleled feral energy.

Style Weapons: Any bow.

Armor Limitations: This style may be used in any armor.

Element: The charms of this style count as Wood charms.

Dragonfly Finds Mate

Cost: - **Type:** Supplemental **Mins:** Archery 4, Essence 1

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

Like a randy dragonfly, the character's arrow zooms eagerly to meet its match. This charm supplements a Deflect Attack action. It allows the character to use her (Dexterity + Athletics)/3 static value as an RDV and, while using an Archery RDV, Deflect any attack within range of her bow. The RDV provided by this charm receives a +2 bonus against ranged attacks. A character may use this charm to deflect attacks aimed at herself.

Each Deflect Attack attempt made costs the character one piece of ammunition.

Swallows Defend the Nest

Cost: - **Type:** Simple **Mins:** Archery 4, Essence 1

Duration: 1 turn

Keywords: Combo-Ok

Prerequisites: None

Even the most passive creature will gain a sudden ferocity when defending its young. The character targets an ally and makes a (Dexterity + Archery) roll against a Difficulty equal to the target's ADV. Add the accuracy of the character's bow as a bonus to the roll. If the roll succeeds, the target gains a bonus to DV equal to one-third the roll's threshold successes. This bonus lasts until the end of the character's current turn.

Sparrow Dives at Hawk

Cost: - **Type:** Simple **Mins:** Archery 4, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Swallows Defend the Nest

Generally speaking, when a harmless animal fights against a major predator, that animal does not come away from the confrontation with its life, but sometimes, the element of surprise can tilt the scales of even the most mismatched of combats. This charm allows the character to make a single bow attack. The target receives a DV bonus equal to his (Intuition + Awareness)/2 static value. If the attack succeeds despite this bonus, its base damage is doubled.

Canopy Dwelling Fauna Form

Cost: - **Type:** Simple **Mins:** Archery 4, Essence 2

Duration: 1 scene

Keywords: Form-type

Prerequisites: Dragonfly Finds Mate, Sparrow Dives at Hawk

The character's vibrant embrace of the spirit of the forest surrounds her with an abundant life energy and fills her ammunition with the vitality of animals and the loyalty of tame pets. While this charm is active, all of the character's arrows return to her side 2 ticks after being fired. In addition, she receives a +2 bonus to all social roles made to interact with winged animals.

Thousand Year Swarm Volley

Cost: 1m **Type:** Simple **Mins:** Archery 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Extra Action

Prerequisites: Canopy Dwelling Fauna Form

On occasion, the creatures of the forest will exhibit inexplicable bouts of heightened activity. Though these usually signal a major short-term ecological shift, they seem to be simply another part of the larger cycles of nature. This charm infuses the character's bow with a similar energy. It allows the character to make 5 attacks, each at a -7 penalty. If the character's dice pool would be reduced to less than one, she can roll one die for each of these attacks. Using this charm lowers the character's defensive state by 1.

Raven Gathers Baubles

Cost: - **Type:** Supplemental (Step 4) **Mins:** Archery 5, Essence 2

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Canopy Dwelling Fauna Form

Some animals have obsessive gathering habits, and will pass up no chance to attain new possessions. This charm supplements a bow attack. During step 4, the character may reroll her attack roll, taking the more favorable of the two results. The character automatically reuses any charms already used on the attack. If those charms have a cost, those costs must be paid a second time. A character may not use this charm if she lacks the ability to reactivate the attack's other charms.

Shrieking Raptor Attack

Cost: - **Type:** Supplemental **Mins:** Archery 5, Essence 2

Duration: Instant

Keywords: Combo-Ok, Illusion

Prerequisites: Raven Gathers Baubles

A predatory bird can fall suddenly out of the sky and disappear just as quickly. With this charm, the character imitates that attack pattern. Shrieking Raptor Attack can supplement any unexpected archery attack. If the attack's threshold successes are greater than the target's MDV, the target's attention becomes fixated on the arrow at the expense of the archer. The character does not lose her concealment after making the attack. This is an illusion effect which costs 1 willpower to resist.

Merciless Woodpecker Strike

Cost: - **Type:** Supplemental **Mins:** Archery 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Shrieking Raptor Attack

Though they often seem harmless to humans, even small birds are vicious predators to the tiny creatures that crawl or swim or fly. To a burrowing insect, a woodpecker is an unholy, unstoppable terror. This charm supplements a character's Archery attack. The attack ignores partial cover, depriving the target of the defensive state increase it provides.

Spend 1m: The attack ignores extensive cover, depriving the target of up to two levels of defensive state increase.

Hummingbird Violates Flower

Cost: 1m **Type:** Simple **Mins:** Archery 5, Essence 4

Duration: Instant

Keywords: Combo-Ok, Extra Action

Prerequisites: Thousand Year Swarm Volley, Merciless Woodpecker Strike

Like a hummingbird flitting between flowers, the character's arrow harries her enemies. This charm allows her to make a single attack roll and apply it to up to (Essence) enemies. The character's arrow flies from foe to foe, striking one enemy per tick until all of the targets have been attacked. A given target may not be attacked more than once by a single application of this charm.

Five Dragon Style

This martial art is perhaps the most ancient of those practiced by the Terrestrial Exalted. Developed before the Primordial War, it condenses the skills of the ideal Dragon-Blooded soldier into a series of potent charms that allowed the Exalted Host to challenge the creators of the world.

Style Weapons: Straight swords, Shields, and any Spear.

Armor Limitations: May be practiced in any armor.

Element: Charms of this style are considered to belong to all five of the Gaian Elements.

Name	Speed	Accuracy	Damage	Defense	Notes and Tags
Shield	6	-1	+1B	+3	P
Thunderbolt Shield (Artifact)	6	+0	+3B	+4	P

Five Dragon Claw

Cost:- Type: Supplemental **Mins:** Weaponry 3, Essence 2

Duration: Instant

Keywords: None

Prerequisites: None

The claws of the Five Dragons can rend any armor. An attack supplemented by this charm ignores the target's Hardness.

Five Dragon Force Blow

Cost:- Type: Supplemental **Mins:** Weaponry 4, Essence 3

Duration: Instant

Keywords: Knockback

Prerequisites: Five Dragon Claw

Embodying as they do the primordial elements, the Five Dragons strike with unbelievable power. The attack supplemented by this charm gains a bonus to damage equal to the character's (Strength). If the attack's raw damage is greater than the target's (Stamina + Resistance), the target is knocked prone.

Five Dragon Fortitude

Cost: - **Type:** Supplemental (Step 7) **Mins:** Weaponry 3, Essence 2

Duration: Instant

Keywords: None

Prerequisites: None

The scales of the Five Dragons can turn aside any blow. This charm provided a bonus to the character's Bashing and Lethal soak equal to her (Essence).

Five Dragon Blocking Technique

Cost: - **Type:** Supplemental **Mins:** Weaponry 4, Essence 3

Duration: Instant

Keywords: None

Prerequisites: Five Dragon Fortitude

The sagacious cunning of the Dragons guides the character's parry. This charm can supplement any Weaponry-based DV. It increases the character's Defensive State by 1.

Five Dragon Form

Cost: 1m **Type:** Simple **Mins:** Weaponry 5, Essence 3

Duration: 1 scene

Keywords: Form-type

Prerequisites: Five Dragon Force Blow, Five Dragon Blocking Technique

With this technique, the character incorporates the spiritual lessons of the Five Elemental Dragons, becoming a creature of beautiful primeval fury. While this charm is active, the character soaks Lethal damage with her entire (Stamina) and adds her (Essence) as a bonus to her Move and Dash, and to her Athletics-based Static Values.

Five Dragon Fist

Cost: 1hl **Type:** Simple **Mins:** Weaponry 5, Essence 4

Duration: Instant

Keywords: Obvious

Prerequisites: Five Dragon Form

The character strikes with the terrible power of Creation's foundational principles. She makes a single attack. The attack's raw damage is halved, but it deals Aggravated damage.

Five Dragon Invulnerability

Cost: 1hl **Type:** Supplemental (Step 7) **Mins:** Weaponry 5, Essence 4

Duration: Instant

Keywords: Obvious

Prerequisites: Five Dragon Form

For a brief moment, the character partakes of the immortality of the Five Elemental Dragons themselves. This charm will completely negate the damage from a single attack. Five Dragon Invulnerability will not negate the damage of an attack which receives a magical bonus to damage (including attacks made with weapons of the Five Magical Materials). Instead, it provides a bonus equal to the character's (Essence) to her Hardness and to her Bashing, Lethal, and Aggravated soak.

Five Dragon Fury

Cost: 1hl **Type:** Simple **Mins:** Weaponry 5, Essence 4

Duration: Instant

Keywords: Extra Action, Obvious

Prerequisites: Five Dragon Fist, Five Dragon Invulnerability

The character flies into a deadly killing rage, emulating the incomparable violence of the Five Dragons. This charm allows the character to make up to (Essence) attacks against a single target.

Dragon-Blooded and Celestial Martial Arts

The Dragon-Blooded may, through advanced spiritual discipline, transcend their inherent limitations and practice Celestial Martial Arts. This is a rigorous process, requiring many years of meditation and asceticism. Through these practices, the terrestrial exalted may refine their essence to a greater degree of enlightenment.

Mechanically, using Celestial Martial Arts requires the character to learn and activate two charms with the *Enlightenment* keyword. One of these charms, called the initiate charm, opens the character's awareness to a new realm of experience and the other, called the adept charm, allows her to interact with that realm. Enlightenment charms are always Panoply charms, and the character must have both of them active in order to use her Celestial Martial Arts charms.

When the character's Enlightenment charms are not active, she retains knowledge of her Celestial Martial Arts, but cannot use them. Most Dragon-Blooded Celestial Martial Artists keep their Enlightenment charms active at all times, giving them a detached, otherworldly air. If the character knows more than one set of Enlightenment charms, she must adopt the initiate and adept charms of a matching pair in order to gain access to her Celestial Martial Arts.

Immaculate Styles and Elemental Aspects

The five Immaculate styles represent a deep understanding of their constituent elements. A dragon-blooded who masters a style other than the one corresponding to his native element is transformed by the experience. After learning the first charm of a foreign style, the character loses his aspect and can no longer combine charms of his aspect element (though he still receives an experience point discount on charms of his Aspect Abilities). Upon learning the final charm of an Immaculate style, he immediately gains that style's aspect. After that, learning a second Immaculate style will not eliminate the character's aspect. In fact, mastering a second Immaculate style will give a character a second elemental aspect.

For this reason, and because the Immaculate styles are much more powerful when wielded by Dragon-Blooded of the appropriate type, most Terrestrials learn the style corresponding to their element first. This both protects the character's aspect and is considered spiritually proper. Immaculates who master all five elemental styles are known as Grand Masters, and are held in awe by religious and secular Dragon-Blooded alike.

Enlightenment Charms

The following charms represent the most common ways of awakening the Dragon-Blooded's power. In the second age, the most common practitioners of Celestial Martial Arts are the Immaculate Order, who use Pasiap's Humility and Moment of Daana'd. In the first age, the Solar Exalted taught Tiger and Bear Awareness and Tiger and Bear Unity.

Enlightenment Charms are considered Terrestrial Martial charms. Inventing a new pair of Enlightenment charms requires the character to know all of the charms from a single Celestial Martial Art and possess an Essence of 6 or higher.

Pasiap's Humility**Cost:** 1 slot **Type:** Panoply **Mins:** Awareness 1, Essence 2**Duration:** Indefinite**Keywords:** Enlightenment (Initiate)**Prerequisites:** None

The character opens her perceptions to the world of spirit. While this charm is active, she may see immaterial spirits as if they were solid and material. Pasiap's Humility does not give the character the ability to physically interact with spirits. Because the perceptions granted by this charm are so vividly real, the character's ability to concentrate on the material world suffers. She receives a -2 penalty on all dice pools made to interact with a material being.

Moment of Daana'd**Cost:** 1 slot **Type:** Panoply **Mins:** Awareness 3, Essence 3**Duration:** Indefinite**Keywords:** Enlightenment (Adept)**Prerequisites:** Pasiap's Humility

The character's enlightenment is such that she integrates herself easily into the world of spirit. While Moment of Daana'd is active, the character may physically interact with dematerialized spirits, as if they were solid. Because this charm represents a maturation of the character's ability to bridge the material and immaterial world, she does not suffer the penalty imposed by Pasiap's Humility while this charm is active.

Tiger and Bear Awareness**Cost:** 1 slot **Type:** Panoply **Mins:** Awareness 3, Essence 3**Duration:** Indefinite**Keywords:** Enlightenment (Initiate)**Prerequisites:** None

The character feels an instinctual connection to the world around her. While this charm is active, she is automatically aware of all things within (Essence) yards, provided those things are not concealed with magic. This renders her immune to unexpected attacks launched from within that range. This charm does not give the character the ability to detect immaterial spirits.

Tiger and Bear Unity**Cost:** 1 slot **Type:** Panoply **Mins:** Awareness 4, Essence 3**Duration:** Indefinite**Keywords:** Enlightenment (Adept)**Prerequisites:** Tiger and Bear Awareness

The character's connection with the world is such that it seems to become an extension of her spirit. While this charm is active, she gains one automatic success to all of her attack rolls. In addition, she gains the ability to reduce the damage of her attacks after it is rolled, making her strikes as subtle as she likes.

Air Dragon Style

This fast-moving, athletic style emphasizes battlefield mobility and ranged attacks. Practitioners emulate the ethereal, yet fickle nature of the Dragon Mela, floating gracefully one minute and crashing down like thunder the next.

Style Weapons: Charms of this style use chakrams and barehanded punches and kicks. A character who knows the charm Air Dragon Sight may substitute Awareness for her Brawl and Unarmed abilities when making attacks with these weapons.

Armor Limitations: This style may be practiced in any armor.

Element: Charms of this style count as Air charms.

Name	Speed	Accuracy	Damage	Defense	Notes and Tags
Chakram	4	+1	1L	-3	T(20) Uses Brawl Ability

Air Dragon Sight

Cost: 1m **Type:** Simple **Mins:** Awareness 3, Essence 3

Duration: 1 scene

Keywords: None

Prerequisites: None

The character learns to sense minute variations in temperature and pressure, compensating for a lack of sight. While this charm is active, she does not suffer from blindness penalties and is automatically aware of all attacks made against her by opponents with a (Dexterity + Stealth)/2 static value less than her (Intuition + Awareness + Essence). Due to the sudden inrush of information provided by this charm, the character's Defensive State is lowered by one until the end of the turn on which it is used.

Wind Dragon Speed

Cost: - **Type:** Supplemental **Mins:** Awareness 4, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Air Dragon Sight

The character moves with the grace of the wind itself. This charm supplements any Awareness based action (this explicitly includes any charms of this style). It reduces the action's speed value by 1.

Breath-Seizing Technique

Cost: - **Type:** Simple **Mins:** Awareness 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Crippling, Stackable

Prerequisites: Air Dragon's Sight

By striking a precise pressure point, the character may draw the wind from her enemy's lungs. This charm allows the character to make a single attack, using her (Dexterity + Awareness) and adding a dice pool bonus equal to her (Essence). If the attack is successful, it inflicts no damage. Instead, subtract the target's Stamina from the attack roll's success total. Until the end of the target's next turn, he suffers a dice pool penalty equal to the result. If the total dice pool penalty from this charm ever exceeds the target's (Stamina + Resistance), he falls unconscious.

Shrouding the Body and Mind

Cost: - **Type:** Reflexive (Speed 1) **Mins:** Awareness 3, Essence 3

Duration: 1 turn

Keywords: Combo-Ok, Obvious

Prerequisites: Air Dragon's Sight

The character draws the air around her, forming a refractive barrier between her and her enemies, becoming as invisible as the Dragon of Air. This charm increases the Difficulty of attacks made against the character by two and provides two automatic successes to attempts to reestablish surprise.

Air Dragon Form

Cost: 1m **Type:** Simple **Mins:** Awareness 4, Essence 3

Duration: 1 scene

Keywords: Form-type

Prerequisites: Wind Dragon Speed, Breath Seizing Technique, Shrouding the Body and Mind

The character adopts a stance as fluid and unpredictable as the air. While this charm is active, the character receives a bonus to her Charkram attacks equal to her (Awareness) and a bonus to her ADV equal to her (Awareness)/2.

Tornado Offense Technique

Cost: 1m **Type:** Simple **Mins:** Awareness 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Extra Action, Obvious

Prerequisites: Air Dragon Form

The character lashes out in an unstoppable rain of blows. This charm allows her to make a number of attacks equal to her (Awareness). Her defensive state is lowered by 1 until the end of her turn.

Avenging Wind Strike

Cost: - **Type:** Supplemental **Mins:** Awareness 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Knockback, Obvious

Prerequisites: Tornado Offense Technique

The character charges her attack with the power of wind. In addition to its normal effects, it has the power to blow enemies away. If the attack's raw damage is greater than the target's (Stamina + Athletics)/2, the target is knocked prone and thrown back a number of yards equal to 3 times the attack's raw damage.

Wrathful Winds Maneuver

Cost: - **Type:** Simple **Mins:** Awareness 5, Essence 4

Duration: Instant

Keywords: Knockback, Obvious

Prerequisites: Avenging Wind Strike

The character lets out a scream with the force of a winter gale. This charm allows the character to make an attack with her (Stamina + Awareness), adding a bonus to the dice pool equal to her (Essence). This attack bypasses RDV and is applied to every target in a 90 degree arc in front of the character, out to (Essence) x 10 yards.

The attack deals no damage. Everyone struck by the attack is knocked prone. Target's whose (Stamina + Resistance)/2 static value is less than the attack roll's threshold successes are stunned, suffering a -3 penalty to all dice pools and static values until the end of their next turn.

This charm may be used in mass combat. Instead of knocking an enemy unit prone, it is an attack with a base damage of (Essence)B and the Artillery-3 tag. It still bypasses RDV.

Cloud Treading Method

Cost: - **Type:** Supplemental **Mins:** Awareness 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Air Dragon Form

The character may detect and enhance the tiniest of updrafts, using them to buoy her steps. This charm may supplement any move, dash, or jump action. It doubles the distance the character moves and allows her to balance on even the flimsiest of surfaces. The character may not use this charm to balance on a tick on which she does not move.

Thunderclap Kata

Cost: 1m **Type:** Simple **Mins:** Awareness 5, Essence 4

Duration: Instant

Keywords: Environmental, Obvious

Prerequisites: Cloud Treading Method

The character raises her hands above her head and slams them together with a thunderous boom. Everyone within (Essence) x 10 yards must roll (Stamina + Resistance) against a Difficulty equal to the character's (Essence). Those who fail take a number of soak-bypassing levels of Bashing damage equal to the character's (Strength) and are rendered Inactive until the end of their next turn.

Those who succeed, but attain fewer threshold successes than the character's (Essence) suffer the damage, but are not rendered inactive. Those who achieve a number of threshold successes equal to or greater than the character's (Essence) are unaffected.

Lightning Strike Style

Cost: 1hl **Type:** Reflexive (Speed 1) **Mins:** Awareness 5, Essence 4

Duration: 1 scene

Keywords: Combo-Ok, Obvious

Prerequisites: Thunderclap Kata

Lightning crackles across the character's body, causing bolts of static electricity to leap between her fingertips. The range of the character's attacks increases by her (Essence) x 10 yards and they receive a bonus to their base damage equal to her (Essence). These bonuses apply to both chakram and unarmed attacks, allowing her to punch a lightning bolt across the battlefield.

Hurricane Combat Method

Cost: 1m, 1hl per turn (bashing) **Type:** Reflexive (Speed 1) **Mins:** Awareness 5, Essence 5

Duration: 1 scene

Keywords: Combo-Ok, Obvious

Prerequisites: Wrathful Winds Maneuver, Lightning Strike Method

The character becomes surrounded by a raging windstorm. These fierce winds carry her along the battlefield, allowing her to move with incredible speed. While this charm is active, the character's move speed, dash speed, and jumping distance are tripled. In addition, she receives a bonus to her ADV equal to her (Awareness)/2. Finally, on her turn, instead of her normal Simple action, she may make up to (Essence) attacks. This is a speed 3 simple action with the extra action keyword, but it is not considered a charm activation.

At the beginning of each of the character's turns, she must pay 1 bashing level to maintain this harm. This damage is not immediately applied, but instead is deferred until this charm's duration expires. The character can end this charm at any time as a basic action or she may maintain it for as long as she dares (or 1 scene, whichever comes first).

Earth Dragon Style

The most brutal of the five dragon styles, practitioners toughen their bodies and minds by enduring incredible hardships. Though this style is notoriously slow, it has incredible momentum. Once a practitioner declares a target, her ponderous force is impossible to stop.

Style Weapons: This style uses the Greatclub and barehanded punches.

Armor Limitations: May be practiced in any armor.

Element: Charms of this style count as Earth charms.

Name	Speed	Accuracy	Damage	Defense	Notes and Tags
Greatclub	6	-2	+6B	-2	2, O-2
Grand Goremaul (Artifact Greatclub)	5	-1	+8B	-2	2, O-3

Force of The Mountain

Cost: - **Type:** Supplemental **Mins:** Unarmed 2, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: None

The character's slow-seeming strike proves to be a bone crushing onslaught. The character's attack receives a +3 bonus to damage and reduces the target's defensive state by 1.

Unmoving Mountain Stance

Cost: - **Type:** Reflexive (Step 9) **Mins:** Unarmed 2, Essence 3

Duration: 1 tick

Keywords: Combo-Ok

Prerequisites: None

The character adopts the stillness of the mountain. While this charm is active, the character becomes virtually impossible to move. Activated in response to an effect with the knockback keyword, it completely negates any forced movement. Otherwise, it adds (Essence) automatic successes to any roll and a +(Essence) bonus to any static value where absolute immobility would be an advantage.

Stone Dragon's Skin

Cost: - **Type:** Reflexive (Step 7) **Mins:** Unarmed 3, Essence 3

Duration: 1 turn

Keywords: None

Prerequisites: None

The character gains the resilience of the Dragon of Earth. Until the end of her current turn, she gains a +(Essence) bonus to her natural Bashing and Lethal soak, and may apply her RDV against Lethal attacks.

Earth Dragon Form

Cost: 1m **Type:** Simple **Mins:** Unarmed 4, Essence 3

Duration: 1 scene

Keywords: Form-type, Obvious

Prerequisites: Force of the Mountain, Unmoving Mountain Stance, Stone Dragon's Skin

The character centers herself and finds an implacable strength. While this charm is active, she receives a +(Unarmed) bonus to her Hardness and to her Bashing, Lethal, and Aggravated soak. If she suffers damage which bypasses soak while under the effects of this charm, she reduces it by her (Essence)/2.

Shattering Strike**Cost:** - **Type:** Simple **Mins:** Unarmed 4, Essence 3**Duration:** 1 scene**Keywords:** None**Prerequisites:** Earth Dragon Form

The character's affinity for the element of Earth gives her insight into inanimate objects. Until the end of the scene, the character adds a number of automatic successes equal to her (Unarmed) rating to all of her Attack Object rolls.

Weapon-Breaking Defense Technique**Cost:** 1wp **Type:** Supplemental **Mins:** Unarmed 4, Essence 3**Duration:** Instant**Keywords:** Combo-Ok, Obvious**Prerequisites:** Shattering Fist Strike

The character's durability is often greater than that of the weapons turned against her. This charm provides a +(Essence) bonus to the character's Hardness. If the character's Hardness is sufficient to stop an attack from a weapon not made of the Five Magical Materials, that weapon breaks harmlessly against her skin.

Artifact weapons are far too strong to be broken with this charm. Instead, they are wrenched from the attacker's grasp unless he succeeds at a Difficulty 3 (Wits + Ability) roll.

Spend 1m: The Hardness bonus provided by this charm increases by the character's (Unarmed) rating.

Earthshaker Attack**Cost:** - **Type:** Simple **Mins:** Unarmed 5, Essence 3**Duration:** Instant**Keywords:** Combo-Ok, Environmental, Knockback, Obvious**Prerequisites:** Earth Dragon Form

The character stamps her foot, creating a miniature earthquake. Everyone within (Essence) x 10 yards must succeed at a (Dexterity + Athletics) roll against a Difficulty equal to the character's (Essence). Those who fail are knocked prone and suffer 1 level of soak-bypassing Bashing damage. Characters who are already prone are immune to this charm.

Hungry Earth Strike

Cost: 1m **Type:** Simple **Mins:** Unarmed 5, Essence 4

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Earthshaker Attack

The character strikes the ground in front of an enemy, opening a rift in the earth beneath him. She makes a (Strength + Unarmed) attack which bypasses RDV. If the attack succeeds, the target cannot move from that spot until he frees himself with a (Strength + Athletics) roll against a Difficulty equal to the attack roll's threshold successes. Attempting to free oneself is a miscellaneous action.

While the target is trapped, he suffers a -3 penalty to all physical dice pools and his Defensive State is lowered by 1.

Spend 1m: Spending a second mote allows the character to target up to (Essence) enemies at once, provided they are all within (Essence) yards of each other.

Stillness of Stone

Cost: 1m **Type:** Simple **Mins:** Unarmed 5, Essence 4

Duration: Instant

Keywords: Crippling, Obvious, Touch

Prerequisites: Earth Dragon Form

The character infuses her enemy's pressure points with Earth-aspected essence. This charm allows her to make a single Unarmed attack, with a base damage of (Essence)B. If the attack deals at least 1 level of damage, the target is rendered Inactive until the end of his next turn. If this charm kills the target, he and his possessions are turned to stone.

Avalanche Method

Cost: 1m **Type:** Supplemental (Step 9) **Mins:** Unarmed 5, Essence 4

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Stillness of Stone

The character comes down hard on her enemy, delivering unrelenting violence even after it seems she should stop. This charm supplements an attack. If the attack fills one of the target's Moderate health levels, this charm adds 2 automatic levels of Bashing damage. If the attack's damage fills one of the target's Severe health levels, this charm adds 4 automatic levels of Bashing damage. The damage dealt by this charm bypasses soak.

Perfection of the Earth Body

Cost: 2m **Type:** Simple **Mins:** Unarmed 5, Essence 5

Duration: 1 scene

Keywords: Obvious

Prerequisites: Avalanche Method, Hungry Earth Strike, Weapon-Breaking Defense Technique

With this charm, the character truly becomes one with the earth. This transformation is so dramatic, that the character's Defensive State is lowered by one until the end of the turn on which this charm is used. While Perfection of the Earth Body is active, the character receives a bonus to her Strength and Stamina equal to her (Strength) and (Stamina), respectively. She adds her (Essence) as a bonus to her Bashing and Lethal soak, her Hardness, and to the damage of her attacks. Finally, she soaks Lethal damage with her entire Stamina and she does not suffer from wound penalties or Crippling effects.

Fire Dragon Style

This style is fast and wild. Practitioners move with the speed of a raging brushfire and strike with the deadly intensity of an uncovered furnace.

Style Weapons: This style uses slashing swords and barehanded punches and kicks.

Armor Limitations: May be practiced in any armor.

Element: Charms of this style count as Fire charms.

Flash-Fire Technique

Cost: - **Type:** Permanent **Mins:** Weaponry 3, Essence 3

Duration: Permanent

Keywords: None

Prerequisites: None

At any time, a fire could flare up without notice. This charm provides a +(Weaponry) bonus to the character's Join Battle rolls,

Flame-Flicker Stance

Cost: - **Type:** Supplemental **Mins:** Weaponry 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Flash-Fire Technique

The character moves with unexpected speed, dancing out of the way of an attack. This charm raises the character's Defensive State by 1 against a single attack.

Spend 1m: Add the character's (Essence) as a bonus to both her DVs.

Searing Fist Attack

Cost: - **Type:** Supplemental **Mins:** Weaponry 2, Essence 3

Duration: Instant

Keywords: Combo-Ok, Crippling, Stackable

The character strikes an enemy and infuses his pressure points with Fire-aspected essence, causing intense pain. If an attack supplemented by this charm successfully deals damage, the target suffers a -1 penalty to all dice pools until the end of the scene.

Perfect Blazing Blow

Cost: - **Type:** Supplemental **Mins:** Weaponry 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Searing Fist Attack

The character lashes out with an attack, causing it to leap towards the enemy like a flame towards fuel. This charm may supplement any attack with a dice pool of at least 1. It imposes a -6 penalty to the dice pool and adds a number of automatic successes equal to the character's (Essence). If the penalty imposed by this charm reduces an attack's dice pool below 1, the attack is considered to achieve a success total equal to the character's (Essence).

Fire Dragon Form

Cost: - **Type:** Simple **Mins:** Weaponry 4, Essence 3

Duration: 1 scene

Keywords: Form-type, Obvious

Prerequisites: Perfect Blazing Blow, Flame-Flicker Stance

The character's movements become fast and erratic, like the fire she emulates. While this charm is active, the character receives a bonus to her ADV equal to her (Weaponry)/2, and her attacks deal Lethal damage.

Spend 1m: The speed value of this charm is 2.

Fiery Hand Attack

Cost: - **Type:** Supplemental **Mins:** Weaponry 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Environmental, Obvious

Prerequisites: Fire Dragon Form

The character channels the essence of Fire into her enemy, causing him to burst into flames. If an attack supplemented by this charm successfully hits, the target must roll (Stamina + Resistance) against a Difficulty equal to the attack's threshold successes. If the roll fails, the target catches fire.

This is an environmental effect with a Trauma equal to the character's (Essence), a Severity of 4L, and an interval of 1 turn. Extinguishing a character requires a Difficulty 3 (Dexterity + Survival) roll. Attempting to extinguish a character lit on fire with this charm is a miscellaneous action, and can be performed by either the target or by any concerned bystanders.

Breath of the Fire Dragon

Cost: - **Type:** Simple **Mins:** Weaponry 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Fiery Hand Attack

With this potent charm, the character imitates Hesiesh and breathes out a massive gout of flame. This charm allows the character to make a single attack against an enemy within (Essence) yards. The attack's dice pool is (Intuition + Weaponry) and it adds (Essence) automatic successes. The base damage of the attack is the character's (Weaponry).

Spend 1m: Double the raw damage of the attack. It may strike immaterial spirits as if they were solid.

Essence Igniting Nerve Strike

Cost: 1m **Type:** Supplemental **Mins:** Weaponry 5, Essence 4

Duration: Instant

Keywords: Combo-Ok, Shaping, Touch

Prerequisites: Breath of the Fire Dragon

This charm drives fire-aspected essence deep into the target's soul, causing his motes to burn him from the inside out. An attack supplemented by this charm adds a bonus to its final damage dice pool equal to the number of motes currently possessed by the target. This bonus is added after soak is applied. A target affected by this charm may spend a single mote to reduce the damage dealt by the supplemented attack by his (Essence).

Overwhelming Fire Majesty Stance

Cost: - **Type:** Simple **Mins:** Weaponry 5, Essence 3

Duration: 1 turn

Keywords: Obvious, Emotion

Prerequisites: Fire Dragon Form

The character learns to imitate the awe-inspiring power of fire. While this charm is active, any attacks made against the character suffer a penalty equal to her (Weaponry). Attacks made against one of the character's obvious allies suffer a penalty equal to her (Weaponry)/2. This is an emotion effect. Characters may pay 1wp per attack to ignore the penalty.

Spend 1m: The character may activate this charm as a Speed 1 Reflexive action. If activated in response to an attack, it must be used during Step 2 in order to apply its benefit to that particular attack. This prevents the attacker from spending a willpower point to resist for that attack.

Smoldering Wound Attack

Cost: 1m **Type:** Supplemental **Mins:** Weaponry 5, Essence 4

Duration: Until Discharged

Keywords: Combo-Ok

Prerequisites: Overwhelming Fire Majesty Stance

Even a dormant fire burns slowly. If an attack supplemented by this charm successfully deals damage, the target suffers an identical amount of damage at the beginning of his next turn. This damage bypasses soak.

Consuming Might of the Fire Dragon

Cost: 1 slot **Type:** Panoply **Mins:** Weaponry 5, Essence 5

Duration: Indefinite

Keywords: None

Prerequisites: Essence Igniting Nerve Strike, Smoldering Wound Attack

The character taps into the limitless consuming fury of the Fire Dragon himself. She receives a +2 bonus to the damage of all her fire-based attacks and environmental effects, including non-magical fire, fire-aspected elemental manipulation charms, the fire-aspect anima power, and all the charms of this style. In addition, while this charm is active, Overwhelming Fire Majesty Stance's duration is increased to 1 scene.

Water Dragon Style

This deceptive style mimics water's propensity for dramatic change. Practitioners know how to strike as hard as a tsunami and yet are as difficult to grasp as gentle spring shower.

Style Weapons: This style uses Tiger Claws and barehanded punches and kicks.

Armor Limitations: Charms of this style may be used in any armor.

Element: Charms of this style count as Water charms.

Name	Speed	Accuracy	Damage	Defense	Notes and Tags
Tiger Claws	5	-1	+2L	0	G, Uses Brawl Ability
Dragon Claws (Artifact Tiger Claws)	5	+1	+3L	+1	G, Uses Brawl Ability

Flowing Water Defense

Cost: - **Type:** Supplemental (Step 5) **Mins:** Brawl 2, Essence 3

Duration: Instant

Keywords: Combo-Ok, Stackable

Prerequisites: None

Attacking water is futile. It simply changes shape around the attack. This charm supplements the character's RDV. Activated in response to an attack, this charm may subtract up to (Essence) successes from the attack roll. An attack reduced to 0 threshold successes does not strike the character.

Until the end of her next turn, the character suffers a penalty to all attacks equal to the number of successes removed. Penalties from multiple invocations of Flowing Water Defense are cumulative.

Rippling Water Strike

Cost: - **Type:** Supplemental **Mins:** Brawl 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Environmental, Obvious

Prerequisites: Flowing Water Defense

A stone dropped into water is felt long after its initial contact. Ripples endure. This charm supplements an attack. If the attack successfully deals damage, ripples of water-affected essence create an environmental effect within a 10 yard radius. The effect's Trauma rating is 0 and its Severity is equal to (damage dealt to the target)/2B. The environmental effect only lasts long enough to deal damage once. The character is immune to ripples she causes.

Drowning in Blood Technique

Cost: - **Type:** Simple **Mins:** Brawl 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Crippling, Stackable

Prerequisites: Rippling Water Strike

The character's control over water becomes so great she can shift the bodily fluids of her enemies in dramatic ways. This charm allows the character to make a single attack. If the attack is successful, it deals no damage. Instead, the target must make a (Stamina + Resistance) roll against a Difficulty equal to the attack roll's threshold successes. If the roll fails, the target suffers a -1 penalty to all Stamina-based static values (including natural soak). If the penalty imposed by this charm ever exceeds the target's (Stamina + Resistance), the target drops dead.

Shrugging Water Dragon Escape

Cost: 1wp **Type:** Reflexive **Mins:** Brawl 3, Essence 3

Duration: Instant

Keywords: None

Prerequisites: Rippling Water Strike

The slightest flaw in a container can be enough to cause the water inside to spill out. This charm allows the character to move up to (Brawl) yards. If she was bound in nonmagical restraints, she leaves them behind. This also allows her to instantly escape from any grapple,

Water Dragon Form

Cost: 1m **Type:** Simple **Mins:** Brawl 4, Essence 3

Duration: 1 scene

Keywords: Form-type

Prerequisites: Drowning in Blood Technique, Shrugging Water Dragon Escape

The character's movements take on a restless, shifting aspect, at turns inviting and threatening. While this charm is active, she adds her (Brawl) as a bonus to her Bashing and Lethal soak and her (Essence) as a bonus to all attack dice pools.

Flow Reversal Strike

Cost: - **Type:** Simple **Mins:** Brawl 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Crippling, Touch

Prerequisites: Water Dragon Form

The character strikes an enemy and briefly, but completely reverses the flow of blood in his body. This charm allows the character to make a single attack. If it succeeds, it deals no damage. Instead the target must roll (Stamina + Resistance) against a Difficulty equal to the roll's success total. If the roll fails, targets with a natural lethal soak less than 1 immediately drop dead. Other creatures convert all their current Bashing damage into Lethal damage and suffer 1 level of soak-bypassing lethal damage.

Regardless of whether the roll succeeds or fails, any target which survives this attack suffers a -2 penalty to all dice pools until the end of his next turn.

Crashing Wave Style

Cost: - **Type:** Simple **Mins:** Brawl 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Extra Action

Prerequisites: Flow Reversal Strike

The character lashes out like an angry, boiling sea. This charm allows the character to make a single attack. If the attack succeeds, she can make a second attack with a -2 penalty. If that succeeds, she can make a third attack at a -4 penalty. She can continue to make attacks, each one increasing the penalty by an additional -2, until either she fails an attack roll or until the penalties reduce her dice pool below 1.

Theft of Essence Method

Cost: - **Type:** Supplemental **Mins:** Brawl 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Shaping

Prerequisites: Water Dragon Form

Though there are problems with the analogy, the way essence flows between individuals and the world is often said to resemble the eddies and currents of a mountain stream. With this charm, the character may control those currents. If the attack supplemented by this charm deals at least 1 level damage, a single mote is transferred from the victim to the character.

Ghost Restraining Whirlpool Stance

Cost: - **Type:** Simple **Mins:** Brawl 5, Essence 3

Duration: 1 turn

Keywords: Combo-Ok, Obvious

Prerequisites: Theft of Essence Method

The character creates a vortex of water-aspected essence which extends into the spirit world. When activating this charm, the character rolls (Charisma + Brawl). Every spirit, whether material or immaterial, within (Essence) x 10 yards suffers a penalty to all dice pools and static values equal to (the roll's success total – the spirit's Essence). The only exception is movement rates. They are penalized when the spirit is moving away from the character, but the penalty is transformed to a bonus if the spirit moves towards the character.

Bottomless Depths Defense

Cost: 1m, 1hl (aggravated) **Type:** Reflexive (Speed 1) (Step 2) **Mins:** Brawl 5, Essence 4

Duration: 1 tick

Keywords: Obvious

Prerequisites: Ghost Restraining Whirlpool Stance, Crashing Wave Style

Like the unfathomable western ocean, the character absorbs everything thrown at her. Activating this charm makes the character immune to all damage for 1 tick. If activated in response to an attack, it must be used in Step 2 in order to apply its benefit to that attack.

Essence Dousing Wave Attack

Cost: - **Type:** Permanent **Mins:** Brawl 5, Essence 4

Duration: Permanent

Keywords: None

Prerequisites: Bottomless Depths Defense

The character can do more than alter the flow of essence, she can now wash away obstructions in its currents. This charm permanently improves Theft of Essence Method. Instead of stealing one of the target's motes, the character may prematurely end one of the target's ongoing charms. She may only cancel Panoply charms or charms which commit one or more motes. When these magics collapse, the character may harvest their energy. She gains 1 mote from a successful use of Theft of Essence Method as normal.

Tsunami Force Shout

Cost: 1m, 1hl **Type:** Simple **Mins:** Brawl 5, Essence 4

Duration: Instant

Keywords: Obvious

Prerequisites: Essence Dousing Wave Attack

The character lets out a brutal scream, laden with Water-aspected essence. This is an attack which automatically hits everyone in a 45 degree arc in front of the character, out to (Essence) yards. This attack has a raw damage of (Essence + Brawl) x 2. To determine the damage type, everyone who is affected must roll their (Essence). Those who fail suffer Aggravated damage. Those who succeed suffer Lethal damage. Those who achieve a success total of 3 or greater suffer Bashing damage.

Wood Dragon Style

This subtle and mysterious style is more concerned with the soul than the body. Practitioners may not be the strongest or the fastest, but their slightest touch brings death,

Style Weapons: Charms of this style use Bows or barehanded punches. Characters who know the charm Eyes of the Wood Dragon may substitute their Medicine ability for their Archery or Unarmed Abilities when making attacks with these weapons.

Armor Limitations: These charms may be used in any armor.

Element: Charms of this style count as Wood charms.

Eyes of the Wood Dragon

Cost: 1m **Type:** Reflexive **Mins:** Medicine 2, Essence 3

Duration: 2 turns

Keywords: None

Prerequisites: None

It is given to the Dragon of Wood to see the decay in all things. Until the end of the character's next turn, whenever she successfully makes an attack, during step 9, the target suffers a number of dice of lethal damage equal to the character's (Essence). This damage bypasses armor, but not natural soak.

Mind Over Body Meditation

Cost: 1m **Type:** Supplemental (Step 9) **Mins:** Medicine 3, Essence 3

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: Eyes of the Wood Dragon

With the power of life at her command, the character's flesh is subordinate to her will. This charm removes up to (Essence) levels of Bashing or Lethal damage from an attack, after it is rolled. Technically, the character takes the damage, and is thus subject to any effects contingent on a successful damage roll, but it is instantly healed in step 9.

Wood Dragon Vitality

Cost: - **Type:** Supplemental (Step 2 or Step 9) **Mins:** Medicine 3, Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Mind Over Body Meditation

The character adopts some of the Wood Dragon's fierce warrior spirit. This charm changes the damage of an attack directed against the character from Lethal to Bashing. If the character uses this charm in step 2, the damage is converted before soak is applied. If the character uses this charm in step 9, it is converted after it is rolled.

Soul-Marking Strike

Cost: - **Type:** Simple **Mins:** Medicine 4, Essence 3

Duration: Instant

Keywords: Combo-Ok, Stackable, Touch (Optional: Crippling)

Prerequisites: Wood Dragon Vitality

With her growing insight, the character is able to target her attacks directly at a victim's soul. To use this charm, the character must touch the victim. If the victim resists, this requires a (Dexterity + Medicine) roll against a Difficulty equal to the victim's ADV.

For the rest of the scene, the character adds 1 automatic success to all attack rolls made against the target. Spirits find this mark especially painful and suffer a -1 penalty to all dice pools as well. This penalty is a Crippling effect.

For one day after the mark is applied, the character instinctively knows the direction to any marked victim. This adds a +(Essence) bonus to any tracking attempt or Awareness-based dice pool to notice the marked creature.

Wood Dragon Form

Cost: 1m **Type:** Simple **Mins:** Medicine 4, Essence 3

Duration: 1 scene

Keywords: Form-type, Obvious

Prerequisites: Soul Marking Strike

The character becomes a conduit for unrestrained wood essence. While this charm is active, she adds a bonus to the raw damage of her attacks equal to the number of health levels she currently has filled in. Whenever she successfully deals damage with an attack, she heals 1 level of Bashing damage.

Unbreakable Fascination Kata

Cost: - **Type:** Simple **Mins:** Medicine 4, Essence 3

Duration: 1 turn

Keywords: Combo-Ok, Compulsion, Mind Control, Obvious

Prerequisites: Wood Dragon Form

The character moves with the sinuous grace of a tree-dwelling snake. When she activates this charm, she rolls (Manipulation + Medicine + Essence). Anyone who can see her and who has an MDV less than the roll's success total is compelled to stand in rapt fascination, and can do nothing but take wait actions until this charm ends. This is a mind control effect which costs 3wp to resist. While this charm is active, the character's Defensive State is lowered by 1.

Enthralling Blow Attack

Cost: 1wp **Type:** Simple **Mins:** Medicine 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Compulsion, Mind Control, Obvious, Touch

Prerequisites: Unbreakable Fascination Kata

By striking certain pressure points, the character is able to reconfigure the target's essence into that of a lovestruck moron. This charm allows her to make a single barehanded attack. If the attack hits, it does no damage. Instead, the success total is compared to the target's MDV. If it is greater, the target is subject to a mind control effect. He can take no simple action except to Wait. He can take whichever non-aggressive Reflexive actions he likes, but will most likely move to be as close to the character as possible.

This charm lasts until the victim next sleeps or until he suffers any amount of damage. It costs a number of willpower to resist equal to the character's (Medicine).

Spend 1m: Add (Essence) automatic successes to the attack roll.

Spirit Wracking Method

Cost: - **Type:** Supplemental **Mins:** Medicine 5, Essence 3

Duration: Instant

Keywords: Combo-Ok, Crippling, Obvious

Prerequisites: Wood Dragon Form

The character infuses a spirit with Wood-aspected essence, which proceeds to expand and grow, temporarily disrupting its body and mind. If an attack supplemented by this charm successfully deals damage, the character rolls (Wits + Medicine) against a Difficulty equal to the spirit's (Essence). If the roll succeeds, the spirit suffers a penalty to all dice pools equal to the roll's threshold successes. At the beginning of each of the spirit's turns, this penalty is reduced by 1.

Spend 1m: The attack may strike immaterial spirits.

Spirit Rending Technique**Cost:** - **Type:** Simple **Mins:** Medicine 5, Essence 3**Duration:** Instant**Keywords:** Combo-Ok, Obvious**Prerequisites:** Spirit Wracking Method

The character may strike at a spirit's deepest essential core. This charm allows the character to make a single attack against any material spirit. If the attack succeeds, it does not deal its normal damage. Instead, it deals 1 level of soak-bypassing Aggravated damage. If the attack roll's threshold successes exceed the spirit's (Essence), the damage increases to 3 levels. Spirits which lose their last health level in this way are permanently destroyed.

Death Pattern Sensing Attitude**Cost:** 1 slot **Type:** Panoply **Mins:** Medicine 5, Essence 4**Duration:** Indefinite**Keywords:** None**Prerequisites:** Wood Dragon Form

By mastering the energy of life, the character becomes attuned to life's shadow. While this charm is active, she may take a Reflexive action to raise her Defensive State to Guarded against any number of attacks which are part of the same Simple action. She may use this ability even against unexpected attacks, in which case she is automatically made aware of the attack. This charm cannot defend against lifeless, soulless automata, or against attacks originating more than (Essence) x 5 yards away.

Wood Dragon Succor**Cost:** - **Type:** Reflexive (Speed 1) (Step 9) **Mins:** Medicine 5, Essence 4**Duration:** Instant**Keywords:** Combo-Ok, Obvious**Prerequisites:** Death Pattern Sensing Attitude

The character's master of life is such that she may bestow her life energy on others. The character may activate this charm in response to any attack within her line of sight. Any damage dealt by the attack is transferred to her. The character may not soak the damage, but with an appropriate combo, Wood Dragon Succor may be combined with any effect which mitigates damage after it is rolled.

Soul Mastery

Cost: 1m, 1hl **Type:** Simple **Mins:** Medicine 5, Essence 5

Duration: 2 turns

Keywords: Obvious, Shaping

Prerequisites: Enthralling Blow Attack, Spirit Rending Attack, Wood Dragon Succor

The character's mastery of life gives her the power to cause death. Activating this charm surrounds the character's fists with a swirling black and green energy. While this charm is active, the character may discharge this energy by touching an opponent, whether casually or through an unarmed attack.

When this energy is discharged, the character rolls (Medicine + Essence) against a Difficulty equal to the target's (Stamina + Resistance)/2. If the roll succeeds, the target's soul separates from his body, killing him instantly. If it fails, the target suffers a number of dice of Aggravated damage equal to the character's (Essence). If this charm would kill a spirit with an Essence less than the character's, that spirit is permanently destroyed.

If the character does not discharge this charm before its duration expires, she suffers from its effects herself. She rolls her (Medicine + Essence) against a Difficulty equal to her own (Stamina + Resistance)/2. Before this charm expires, she may spend 1wp as a Reflexive action in order to extend its duration by 1 turn.

Chapter 5: Spirits

It is impossible to generalize about spirits. There are as many varieties of spiritual beings as there are plants and animals. In Yu-Shan and Malfeas, whole ecologies of spiritual creatures exist, living, dying, preying on each other, and trying to avoid each other's attention. They range from the mighty Unconquered Sun, feared by the Primordials themselves, to the barely-sentient wisps, which throng near burning fires to make sure that wood is properly digested into ash.

There are three main types of spirits: demons, elementals, and gods. Some count ghosts as a fourth type of spirit, and there are certain similarities, but because they are dead, ghosts lack certain traits that would qualify them completely.

Demons are creatures spawned from the Yozis. The demons of the third circle are the multifaceted souls of the Yozis themselves. Demons of the second circle are the souls of demons of the third circle. Demons of the first circle are created by any of the above through a variety of magical and physical processes.

Elementals are beings of solidified elemental essence. They spontaneously arise throughout Creation whenever the flow of elemental essence becomes unbalanced. They usually engage in instinctive behavior that will gradually correct the problem that spawned them. Once the imbalance is fixed, they have no particular purpose and are often exploited by the Gods as a source of labor.

Gods are spiritual creatures created by the Primordials before they were imprisoned and transformed into the Yozis. The main difference between demons and gods is that gods do not directly partake of the energies or character of the Primordials. They are tools, rather than children. They were created to monitor and maintain the proper functioning of Creation.

Ghosts are the spirits of the dead. Most ghosts are the echoes of dead humans, but it is possible for animals, behemoths, and even gods and primordials to become ghosts. Though they are superficially similar to other types of spirits, they have significant limitations on their behavior and powers. Magic which harms or detects spirits will affect ghosts normally, but magic which summons or controls spirits is useless against them.

Spiritual Physiology

Though spirits vary greatly, they have certain traits in common, which serve to distinguish them from normal creatures.

- Spirits are creatures of essence. Thus, the integrity of their bodies is determined by their innate magical strength. For each point of Essence possessed by a spirit, it has one health level of each of the three types. This connection between magical power and physical health is so strong that spirits can reinforce their bodies with their minds. At any point, as a Reflexive action, a spirit may spend 1 mote to heal 1 level of Lethal or 3 levels Bashing damage.
- Spirits have incredible magical strength. They have a base mote pool equal to their (Essence) x 2, and can increase it further with specialized charms.

- A spirit's Panoply is an essential part of its existence. As a result, spirits do not have Panoply slots like mortals do. Instead, they may maintain any number of Panoply effects, but doing so changes their fundamental nature. This extends even to Panoply effects associated with Artifacts. A spirit cannot attune an Artifact. Instead, it incorporates the Artifact into its body. Thereafter, the Artifact becomes a part of the spirit, like a new limb. Spirits may use charms with the touch keyword through incorporated weapons and consider the soak from incorporated armor to be natural soak. If a spirit wishes to use an Artifact without attuning it, it can spend 1wp to do so for a single scene. If it ever becomes relevant, spirits must pay 10xp upon activating a Panoply charm or incorporating an Artifact. As a result, spirits change their Panoplies only rarely, and then generally only as a response to some major, life-changing event.
- All spirits have the ability to be either material or immaterial. Immaterial spirits are invisible and intangible. They may neither touch nor be touched by the material world, though they can see and affect each other normally. Spirits can always see their immaterial brethren, regardless of their current state. Any immaterial creature can see the material world with little difficulty, but the overlay of images may, under some circumstances, impose a -1 penalty to Awareness dice pools and static values. Some spirits are naturally material, others are naturally immaterial. Changing away from its natural state requires a spirit to take a Speed 5 Simple action and spend a number of willpower points equal to its Essence. Changing back to its natural state requires a Reflexive action and 1 willpower point. Generally, gods are naturally immaterial, elementals are naturally material, and demons vary according to their type and purpose.
- Spirits with an Essence of 2 or greater are functionally immortal. They do not age, and may reform, even if they are killed with Aggravated damage. To determine whether a spirit can reform requires an extended roll. The roll uses the Spirit's (Essence). Its Difficulty is 3, its success cost is its (Essence) x 5, and its interval is 1 week. It has a maximum success cost of the spirit's (Essence) x 10. If the spirit possesses the Cult trait, it adds that trait as automatic successes to the roll. If it possesses a Sanctum in which it can reform, the Difficulty is reduced to 0.
- Many influential Spirits possess a *Cult* rating. This represents the worship of mortals directed towards the spirit. A spirit adds its Cult rating to the size of its mote pool. In addition, once per day per Cult rating, the spirit may take a Reflexive action to regain 1 point of willpower. Other magical beings, such as the Exalted, may possess a Cult rating if they can convince others to worship them, but doing so is considered a crime against heaven.
- Naturally material spirits may mate with each other if they are anatomically compatible, although becoming immaterial will instantly terminate a pregnancy without special protective Sorcery. Naturally immaterial spirits can neither bear nor sire a child with each other, instead reproducing through special rituals which, generally speaking, can be performed only rarely. If they become material, they may mate with any naturally material being to produce god-blooded offspring. As with other spirits, becoming immaterial ruins the pregnancy. As a result, most god-blooded are born to mortal mothers.
- Because their charms are innate, rather than learned, spirits do not use combos. Instead, they may pay a 1m surcharge when activating any charm in order to combine it with any other compatible charms.
- Spirits are even harder than the Exalted. They soak Lethal damage with their entire Stamina and are completely immune to any disease which does not explicitly affect spirits.

Ghosts

Ghosts share many similarities to gods, demons, and elementals, but face certain restrictions. First, they are naturally immaterial, and may never become material without the aid of powerful necromancy. Secondly, their mote pools are much smaller. They possess a number of motes equal to their permanent Essence, and may not expand this pool with charms. Finally, they may not spend motes to heal themselves. Instead, they are healed of all damage on the midnight of a month's first new moon and on every midnight during Calibration.

God-Blooded

The offspring of spirits and mortals, god-blooded often possess strange powers. They are long-lived and hardy. They add their (Essence) x 50 years to their natural lifespan and can soak Lethal damage with half their Stamina. In addition, they gain the Exalted's resistance to injury and disease. Finally, they may learn the Divine Disciplines of their spirit parent, though their Essence is limited to 3.

Divine Disciplines

The Myriad Divine Disciplines are named thus because they are primarily practiced by spirits. Though the Exalted practice Divine magic, their unique Disciplines tend to be few in number and broad in scope. By contrast, practically every god has its own, unique Discipline, relating to its area of oversight, and containing only a few charms. In general, divine charms are more powerful than Exalted charms, but far narrower. Of course, this varies greatly on the overall power of level of the god in question. Terrestrial Gods wield charms on par with the Dragon-Blooded, whereas Third Circle Demons control powers which rival the Perfected Abilities of the mighty Solar Exalted.

A spirit may know charms from Disciplines other than its own, potentially even including the Disciplines of the Exalted. When this occurs, it is never the result of deliberate study. Rather, the spirit possesses the charm because it represents a spontaneous expression of its fundamental nature. The most common Exalted charms possessed by spirits are Elemental Manipulation Root charms. Most elementals possess one or more of them due to their natural affinity with the elements. Similarly, many of the more powerful deities possess some aptitude for the Shapeshifting Discipline of the Lunar Exalted. When choosing charms for a spirit, ignore Trait Minimums and Prerequisites. Rather, choose a very small number of especially fitting effects. Any given spirit should not usually have more foreign charms than its (Essence).

Generic Spirit Charms

Not properly a Discipline, the following charms represent the natural variations that can occur in spiritual physiology. Only spirits may possess these charms. Their Type and Duration are Permanent, and they have no Cost or Keywords. Any given spirit may possess them any number of times, although spirits who differ radically from the default physiology are rare.

Essence Plethora: The spirit's mote pool increases by 1.

Reserve of Will: The spirit's maximum willpower pool increases by 1.

Ox-Body Technique: The spirit gains 1 unpenalized health level.

Dutiful Egrat River Guardian

This Discipline is an example of the typical philosophy behind Divine Disciplines. Its charms function only on the Egrat River, and their utility is limited to what the god of that river might need to do in the course of its duties. They are arranged according to a cascade, but this is mostly for the benefit of Exalted who might somehow come to learn its charms. With slight adaptations, this Discipline could belong to any god who protects a wilderness area.

One With Egrat

Cost: 1 slot **Type:** Panoply **Mins:** Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: None

The god of the Egrat river is impossible to separate from its domain. While this charm is active, the character adds her (Essence) as automatic successes to all Stealth rolls and as a bonus to all Stealth-based static values whenever she is even partially submerged in the Egrat river.

Striding the Egrat's Length

Cost: - **Type:** Supplemental **Mins:** Essence 2

Duration: Instant

Keywords: Combo-Ok, Obvious

Prerequisites: One With Egrat

The god of the Egrat may be required at any point along its length. This charm supplements a Move or Dash action. So long as the character is in physical contact with the Egrat river, her speed is multiplied by her permanent Essence. The character has the option of swimming in the river or running across its surface.

Part the Egrat

Cost: 1m **Type:** Simple **Mins:** Essence 3

Duration: 1 scene

Keywords: Obvious, Shaping

Prerequisites: Striding the Egrat's Length

The Egrat is a well-traveled river, vital to the commercial life of three different kingdoms. The god of the river has the ability to both facilitate and hinder that commerce. Activating this charm briefly halts the Egrat's flow, as if a dam had been built at the character's location. This can allow travelers to safely cross the river's bed, or it can wreak havoc with boats moving along its length.

Vengeful Egrat Rapids

Cost: 1m **Type:** Simple **Mins:** Essence 3

Duration: 1 scene

Keywords: Environmental, Obvious

Prerequisites: Part the Egrat

When aroused, the river god's wrath is unimaginable. This charm duplicates the effects of the Elemental Manipulation charm Water-Seared Battlefield, but it applies its effects along (Essence) miles of the Egrat river. Anyone in or on the river, or within (Essence) x 5 yards of its banks suffers the penalties imposed by that charm.

Spend 1m: Spending a second mote on this charm upgrades its effects to that of Water Vortex Attack. The character must possess an Essence of 4 to use this effect.

Egrat-Borne Messages

Cost: - **Type:** Simple (1 minute) **Mins:** Essence 3

Duration: 5 minutes

Keywords: Combo-Ok, Obvious (Optional: Shaping)

Prerequisites: One With Egrat

It is often imperative for the river god to know what is going on along his domain. Using this charm allows the character to perceive any location along the length of the Egrat as if she were physically present.

Spend 1m: A volume of water at the viewed location shapes itself into the character's likeness. She may speak through it, making whichever normal or magical social influence attempts she likes, but the construct of water is too fragile to take any physical actions. It is disrupted if it takes any damage whatsoever. This effect has the shaping keyword.

Fearsome Reckoning Angel

The following charms represent the powers of a more focused god or demon. They allow the spirit to hone in on and destroy a single named target. This particular version is practiced by gods in the employ of the celestial Bureau of Endings, although a functionally identical Discipline is also known to First Circle Demons descended from Malfeas. A spirit with this Discipline probably knows some form of martial arts or is otherwise combat capable.

Inexorable Backwards Counting Clock

Cost: - **Type:** Simple **Mins:** Essence 2

Duration: Indefinite

Keywords: None

Prerequisites: None

Under the auspices of the Bureau of Endings, all things come to a close in their appointed time. Even when the designs of fate are thwarted, those of the Reckoning Angels rarely are. The character may activate this charm when she is given a name by a properly designated authority within the Bureau of Endings. It allows the character to perfectly track the named target, without the necessity of a physical trail.

A character may only have one application of this charm active at any one time. Inexorable Backwards Counting Clock ends only when the target dies.

At Essence 5, this charm allows the character to perfectly penetrate any stealth or disguise used by the target, even if the target's concealment is magical in nature.

Justly Appointed Doom

Cost: - **Type:** Supplemental **Mins:** Essence 3

Duration: Instant

Keywords: Combo-Ok

Prerequisites: Inexorable Backwards Counting Clock

Though the Maiden of Endings is not cruel, she will not be deterred by any force under heaven from claiming what is hers. This charm supplements an attack against the target designated with Inexorable Backwards Counting Clock. It changes the attack's damage type to Aggravated.

Mercy of Ages Outlook

Cost: - **Type:** Permanent **Mins:** Essence 3

Duration: Permanent

Keywords: None

Prerequisites: Inexorable Backwards Counting Clock

The servants of the Maiden of Endings understand that what she does, she does for the good of Creation. A character with this charm will not violate her Compassion Virtue while hunting and killing a target designated by Inexorable Backwards Counting Clock, no matter how pathetically her victim begs for his life. She is more concerned with the greater good.

More than one observer of the Celestial Bureaucracy has commented on the paradox of this charm, and how it allows the Bureau of Endings to recruit its Reckoning Angels from those of refined Compassion. Many come to the conclusion that the unsettling dissonance this creates is entirely intentional.

Joysome Abundant Health

This Discipline is an example of the sort of thing which may belong to a powerful Celestial God. Specifically, it is the proprietary Discipline of the God of Doctors. This Discipline also serves as an example of the way in which a particular god's character can influence the way his domain find expression.

New Keyword

Prayer: Charms with this keyword can be used at any distance, provided the god in question is contacted with a suitable prayer. The god may decide to target either the person making the prayer, the area surrounding the person making the prayer, or one or more targets within (Essence) x 10 yards of the person making the prayer. The most common source of efficacious prayers is the Commune with Divine spell, but some Exalted, particularly the Sidereals, have developed charms which can establish a suitable connection.

Better than Medicine Attitude

Cost: - **Type:** Simple **Mins:** Essence 2

Duration: 1 month

Keywords: Combo-Ok, Emotion, Prayer

Prerequisites: None

The God of Doctors knows that healing requires more than just technical expertise, it requires a willingness on the part of the patient to get better. Upon activating this charm, the character roll's (Charisma + Medicine), adding a number of successes equal to her (Essence), against a Difficulty equal to the target's MDV. If the roll is successful, the target is subject to a mild emotion effect which infuses him with optimism and calm acceptance. This emotion will persist for one lunar month, in which time the healing time of any of the target's wounds is halved. Resisting this emotion costs only 1 willpower, but doing so deprives the target of the charm's healing benefits.

Well-Meaning Amateur Physician Blessing

Cost: 1xp **Type:** Simple **Mins:** Essence 5

Duration: Instant

Keywords: Combo-Ok, Emotion, Prayer

Prerequisites: Better than Medicine Attitude

The God of Doctors smiles on those who love their work, and favors an eager apprentice over a dour or cynical master. With this charm, the character may bestow both emergency medical knowledge and a fresh attitude upon those who need them most.

When she activates this charm, the character rolls (Charisma + Medicine), adding a number of successes equal to her (Essence), against a Difficulty equal to the target's MDV. If the roll is successful, the target gains a Compassion-based Intimacy of "Helping the Sick and Injured." In addition, the target also permanently gains either one point of the Medicine Ability, up to the character's own rating, or a single Alchemy formula known by the character. The character may bestow Terrestrial, Celestial, or Solar formulas, but only to those capable of using them.

The experience point cost of this charm may be paid by either the character or the target.

Celebrant's Bounty of Health**Cost:** 2wp **Type:** Simple **Mins:** Essence 6**Duration:** 1 year**Keywords:** None**Prerequisites:** Well-Meaning Amateur Physician Blessing

To the God of Doctor's thinking, a physician's purpose is more than just to keep his patients alive, it is to allow his patients to live vigorously. This charm blesses a Dominion. In any month in which it makes a Performance-based roll to create a domestic festival or celebration, it gets to add its (Performance) as automatic successes to all Geomancy, Administration, or Negotiation rolls to acquire medicine or improve its medical infrastructure.

Plague-Defeating Optimism**Cost:** 4wp **Type:** Simple **Mins:** Essence 7**Duration:** 1 season**Keywords:** None**Prerequisites:** Celebrant's Bounty of Health

The God of Doctors does not appreciate a defeatist attitude when it comes to disease. This charm blesses a single kingdom, defined as up to (Essence) dominions associated with each other under a single political authority. For the duration of this charm, anyone in the kingdom with a Compassion-based Intimacy towards taking care of the sick, including untrained individuals caring for a person they have a Compassion-based intimacy towards, gains a +3 bonus to all Medicine rolls. If a beneficiary of this charm suppresses his Compassion for any reason, he loses access to the bonus for three days.