QUIXALTED Extended
Introduction

The First Age of Exalted, the time of nebulously-defined glory, is long past. The Second Edition, awesome and broken and overblown as it was, is, too, gone. Now, in the new and improved and ever unfinished Third Edition (and wasted Essence) you can play as the returning god-kings of Creation (actual systems for ruling Creation not included), choosing from thousands of exciting charms! Just look at this Primordial-slaying power of situational double 9s and world-shattering might of disappearing 6s! Are you feeling like a hero yet?

Fuck. That.

In the name of my honorable forbearers, Jarvis and Daiklave (their work can be found here http://aakin.net/wiki/doku.php?id=qwixalted), and for the glory of Creation, we hereby decree:

Let action resolution take no more time than its description!

Let the great be greater and let the small be considerable!

Let all Exalts, and Mortals, and all the spirits and all the effects under the Heaven and beyond be mechanically consistent!

By extending, balancing, updating and streamlining the existing Quixalted ruleset, any and all characters shall be made playable, and able to perform in any sort of challenge with the appropriate power level (very high, that is). Instead of current mess we shall have a simple, consistent and universally applicable set of mechanics, even if we must make it ourselves.

We have spoken with the Unconquered Sun, and he agrees.
Base mechanics

Quixalted Extended (QE) uses d10s. Rolling 7+ (Target Number) on a die counts as one success. 10 count as two successes. The successes total is the result. A dice pool usually equals to the (Trait + bonuses - penalties). The result of 5 or more is a critical success. No successes and one or more 1s rolled is a critical failure.

Bonuses from the same source do not stack: use the highest one. Difficulty comes in the form of penalties. Before the roll, subtract the indicated penalty from the dice pool, and roll the rest. If a dice pool would be reduced to 0 or less, you still roll a single Chance die.

Mortals score a single success on a 10. Essence-aided actions of Exalts and Essence beings treat it as a one normal die. Fractions round up for Essence-users and round down for mortals.

Setup rolls allow characters to generate a bonus to aid, support, hinder or prepare for a specific future actions, whether their own or another character’s. Roll the most appropriate dice pool as normal. Opposed if the target resists. Success provides a one-die bonus or penalty, increased by +1 die on a critical success. It applies to all relevant rolls and Static Defenses for as long as appropriate. Setup rolls apply only to a specific event or task (a known enemy, a particular environment, etc). Setup bonuses do not stack.

There are three types of actions used to resolve tasks: Simple, Extended and Opposed. Combat, Social Influence and other similar things are handled with the Conflict system, which uses the same general principles applied to various specific situations.

Stunts

In the tradition of giving mechanical bonuses for cool narration, three levels of stunts are used:

First: Describe something cool. Be brief.
Second: Incorporate and use the scene. Be brief.
Third: Seriously impress everyone. Be brief.

First level adds +1 die to your roll (or the sum of the applied Static Defenses). Second level adds +2 and in addition restores a mote of Essence if the action was successful. Third level doubles the effect of the second and also removes a point of Limit.

Traits

Traits are the character’s area of expertise, rated with dots form 1 to 10. Traits above 5 are not generally available. The progression is non-linear: the difference between a level and the next one roughly equals the difference between that level and the first. 1 is weak human; 5 is a human maximum; 8 is the maximum for purely physical beings, like hyper-specialized animals; 10 allows performing anything that is possible without magic: a character with a 10 is agile as light, strong as a black hole, perceptive as truth. Characters can have either Abilities or Attributes as their Trait set.

Each character has a number of Favored Traits, chosen at the moment of character creation. Being Favored raises both starting and maximum level of that Trait by one dot (it becomes just a +1 bonus if the Trait is 10).

Defenses

Static Defenses penalize the relevant attempts to affect the character. You can always choose to roll the Trait that a Static Defense is based on (Opposed to the attack) Defense itself; this is called a Defensive Clash, and does not require spending an action. If you do so, you must use a single Trait, and cannot add other Traits or Defenses to the roll. Bonuses and penalties apply equally to the roll and to the Static number.

Evasion (Physical) = (Dexterity or Dodge)/2
Soak (Physical) = (Stamina or Resistance)/2
Guile (Special) = (Wits or Socialize)/2
Resolve (Mental, Social) = (Appearance or Integrity)/2
Notice (Mental, Social) = (Perception or Awareness)/2

General guidelines

This is a rules-light conversion. As such, no effort was made to explain the setting. Read First Edition Core. It’s mandatory. Mechanics are simple and numbers are low. One thing, however, is very important for QE: don’t be a rules-abusing faggot. Characters are easily and highly customizable by intent. Storytellers are in the right to deny anything they deem inappropriate. High power levels is, however, entirely appropriate, and, indeed, encouraged – punching rivers in half should get you started. So play straight, conserve your Essence, and never make a deal with the Ebon Dragon. Unless that’s what you’re into.
**Traits – Attributes**

Physical Attributes represent the body’s prowess. Mental Attributes represents how well the mind can work and how well it perceives the environment. Social Attributes represent a character’s capacity to interact with others.

**Appearance** allows maintaining, projecting and presenting one’s self-image. Provides Resolve.

**Charisma** is the force of personality that allows convincing and impressing people in interactions.

**Dexterity** is one’s agility, and coordination. Used for speed, ranged attacks and delicate Physical tasks, like crafting small objects. Provides Evasion.

**Intelligence** is the understanding of the world, objects, events, as well as their qualities and interactions.

**Manipulation** allows shaping societies, individuals, relations and circumstances to the one’s benefit.

**Perception** is the one’s capability to detect, find and interpret. Used to Read Character. Provides Notice.

**Stamina** is endurance, fitness and physical resilience. Provides Soak.

**Strength** is a measure of physical might. Used for close combat attacks and large-scale works and crafts.

**Wits** is the speed of thought, response and reaction. Used for Stealth and Initiative. Provides Guile.

**Traits – Abilities**

Abilities represent what your character knows and can do, and their aptitude in specific areas of interest.

**Archery** is the skill of using ranged weapons, such as bows, crossbows, or more exotic varieties.

**Athletics** is the skill dealing with physical feats of strength and locomotion.

**Awareness** is the skill of being aware of your environment, and using keen senses. Provides Notice.

**Brawl** is the proficiency in the unarmed combat.

**Bureaucracy** is expertise in the state procedures, laws and economics.

**Craft** is the skill to create and repair objects of art or practical value.

**Dodge** is the proficiency in moving out of harm’s way. Provides Evasion.

**Integrity** is a measure of mental stability and power to adhere to beliefs under pressure. Provides Resolve.

**Investigation** is the skill of uncovering hidden or obscure information, whether in books or records, in conversation, or by analyzing a scene for clues.

**Larceny** is the sleight of hand & criminal proficiencies.

**Linguistics** is the ability governing the knowledge of languages, words and writing.

**Lore** is knowledge of history and legends, geography, natural philosophy and metaphysics.

**Medicine** is the skill of treating (or inflicting) injury, sickness, poison, insanity, and so on.

**Melee** covers all manner of hand-to-hand weapons, including their use and information about them.

**Occult** is knowledge and familiarity with magic, magical creatures, and applied metaphysics.

**Performance** is all forms of live artistic expression or public speech.

**Presence** is the ability to affect, lead or intimidate by the force of personality in one-on-one interactions.

**Resistance** is the capacity to resist anything that harms the body, as well as using armor. Provides Soak.

**Ride** represents proficiency at riding steeds of all kinds, as well as personal vehicles.

**Sail** is the ability to operate and navigate ships and large vehicles of all kinds.

**Socialize** allows one to understand and convince others, and to maneuver within complex cultural boundaries. Used for Read Character. Provides Guile.

**Stealth** is the skill of avoiding physical notice through tricks of timing and grace.

**Survival** is the skill of existing in the wilderness. It's also used for taming and training beasts.

**Thrown** covers all manner of thrown weapons such as spears, knives, and slings. This includes their use and information about them.

**War** is the skill of command and strategies required for large scale battles, as well as the ability to properly coordinate smaller tactical units.
Trait Ratings

Trait Ratings from 1 to 5 are generally easy to understand. They represent varying levels of what humans can do, from feeble to the very best.

Trait Rating 6 is a bit beyond human; theoretically, it can be achieved with the human flesh and mind, maybe with moderate damage to them in the process, or by several humans combining their efforts. It is possible, however difficult, for a group of people to outpull several horses and not tear themselves apart.

Trait Rating 7 represents things that humans just can’t do. Hundreds of mortals can break their hands on the fortress gates with no discernible results, yet a yeddim, or an Exalt filled with the power of Essence, can meaningfully damage them single-handedly.

Trait Rating 8 represents the theoretical maximum for any natural organism, however specialized or adapted: the limits of biology and anatomy. For example, a dancer with Performance 8 is perfectly aware of every muscle in their body, and can perfectly position each one however they wish at any given moment.

Trait Rating 9 represents things that normal biology cannot achieve. If we continue with the dancer example above, at Performance 9 the dancer is also aware of and can control and position his every hair and strand of clothing, and every movement of the air he causes around him, and every ray of light he reflects while moving, and so on.

Trait Rating 10 is the maximum, and represents the capacity to do anything theoretically possible, however improbably, within the laws of physics (such as they are). The limitation is that the world remains normal: an Athletics 10 hand could rip out a mansion from the ground; but more probably, it would just tear out a part of the wall, leaving the rest in its place.

Choosing Traits for Actions

Some Traits already provide their default uses in their descriptions. However, in some cases, the Trait that should be rolled is not immediately clear. Use the Storyteller’s common sense to adjudicate.

A special case is Supernatural Way, which can allow using normally inappropriate Traits, like making Physical attacks with Performance for a certain exotic Martial Art. Static Defenses can also be exchanged for one another with it. In such cases, as with any charm, the Storyteller is to approve or deny it.

Essence is a special Trait, and is never rolled normally, unless Supernatural Way is used, and even then, it’s mostly for spirits esoteric charms and sorcery.

Virtues, though technically Traits, are never used for actions. Graces, however, can be used for actions, notably for Shaping ones. If you managed to understand Rakhsa Shaping rules, you probably already know what you are doing.

Superhuman Mental Traits

While imagining Strength 10 is relatively easy, mere mortal players cannot hope to accurately portray the levels or reasoning of Essence-enhanced minds. So we cheat. For each point of a Mental Trait above 5, a player gets one retroactive action with this Trait per story. It can be rolled or unrolled, but must be the one that the character could have plausibly done.

For example, a player can declare that his War 6 general, who had fallen into an enemy trap and is ambushed, had anticipated the movements of his opponents, and the ambushers are going to be ambushed in turn by his elite regiment right about… now. Or, a Bureaucracy 6 character could have invested in to just the right Guild caravan: one that will arrive here with shipments of weapons and amour for his impromptu rebellion right this evening.

<table>
<thead>
<tr>
<th>Strength</th>
<th>A being</th>
<th>With a single success, can</th>
</tr>
</thead>
<tbody>
<tr>
<td>●</td>
<td>Weak human</td>
<td>Lift about 20kg; climb a 1 meter wall.</td>
</tr>
<tr>
<td>●●</td>
<td>Average human</td>
<td>Lift half adult human weight; snap a stick.</td>
</tr>
<tr>
<td>●●●</td>
<td>Trained human</td>
<td>Lift an adult human easily; bash a solid wooden door open.</td>
</tr>
<tr>
<td>●●●●</td>
<td>Great human</td>
<td>Lift a pig; break a solid wooden wall.</td>
</tr>
<tr>
<td>●●●●●</td>
<td>Peak human</td>
<td>Lift a horse; tear chainmail in half.</td>
</tr>
<tr>
<td>●●●●●●</td>
<td>Large bull, Hippo</td>
<td>Uproot a tree; outpull several horses.</td>
</tr>
<tr>
<td>●●●●●●●</td>
<td>Yeddim, tyrant lizard</td>
<td>Crush a wagon; snap a tree; punch out a fortress gate.</td>
</tr>
<tr>
<td>●●●●●●●●</td>
<td>Lesser Elemental Dragon</td>
<td>Lift a ship; break through a stone fortress wall.</td>
</tr>
<tr>
<td>●●●●●●●●●</td>
<td>Mountain-sized behemoth</td>
<td>Crush a metal ship into a ball; throw a fortress tower.</td>
</tr>
<tr>
<td>●●●●●●●●●●</td>
<td>Greater Elemental Dragon</td>
<td>Do anything size-appropriate.</td>
</tr>
</tbody>
</table>
**Virtues and Limit**

Four Virtues are fundamental metaphysical principles of Creation. Virtues represent the extremes to which the soul is capable of responding, and its driving passions. Virtues are rated from 1 to 5. Virtues provide both benefits and disadvantages.

Virtues indicate inclinations to certain types of thinking and behavior; as such, it is much harder to force a character to act contrary to his Virtues. When a character with a Virtue of 3+ attempts to act contrary to it, he must roll the dice pool equal to the Virtue in question. Of a failure, he can act as he intended. On a success, he cannot act, unless he spends 1m/1wp and gain 1 Limit to deny the Virtue and resist the urge. This roll only needs to be made once per an instance of opposition per scene, but is exempt from the usual Jaded restrictions on Social and Mental Influence.

Higher Virtues also mean larger mote pools for most beings, as they are used in the mote pools calculation.

Additionally, a character can, once per story for free for each Virtue, and afterwards by taking 1 Limit and paying 1m/1wp, add a bonus equal to that Virtue to a roll (or a Static Defense) for an action that upholds it. For mortals, it replaces the usual +1 die for spending wp; others just add bonus dice. If the action fails completely, they gain a extra point of Limit from the soul-crushing futility of their supreme exertion.

**Limit**

Limit represents the strain on the mind and the soul from denying self-expression and resisting one’s true desires. When a character exceeds 5 Limit, he enters a condition known as **Limit Break**: a state of stress and emotional vulnerability. In it, Limit cannot be used to deny Virtues or Reject Influence (usually for a scene, as decided by the Storyteller), nor for anything else beneficial that requires taking a point of Limit. After a Limit Break ends, Limit is reset to 0, representing the character getting a hold of himself. The Storyteller may also remove a point of Limit as a reward for achieving major character goals and good role-playing.

The Exalts and some other beings are affected more severely (and interestingly). Each Exalt type has something that modifies the standard rules above.

**Virtues (and their expressions) are as follows:**

**Compassion**

*Aids in*: Protecting and aiding the innocent, sick and oppressed. Fighting for justice or against the wicked (subjective). Attempting to make peace with an enemy or rival. Supporting (and engaging in) romantic love.

*Forbids*: Allowing an enemy to perish miserably or refuse surrender. Failing to answer a plea for mercy. Abandoning someone to suffer. Refusing to help those in honest need. Jilting or throwing over a lover.

**Conviction**

*Aids in*: Enduring and inflicting hardship, disease and atrocities. Exercising command and leadership in the time of woe. Remaining resolute in hopeless situations or against the odds.

*Forbids*: Abandoning the chosen cause or Intimacies. Giving up in the face of hardship and disease. Abandoning companions in the time of need.

**Temperance**

*Aids in*: Withstanding taunting, material and other temptations and other forms of baiting. Maintaining impartiality. Resisting illusions, drugs, poisons and mind control. Promoting fairness in all things.

*Forbids*: Acting dishonestly or shoving bias in a matter of importance. Overindulging. Acting rashly and without deliberation. Breaking oaths or abusing trust.

**Valor**

*Aids in*: Resisting fear and horror. Personal heroism in battle. Attempting feats of daring, physical and otherwise.

*Forbids*: Turning down a duel, a dare or a challenge. Fleeing a battle. Swallowing an insult without seeking retribution. Leaving a provocation unanswered.
Size

For a game where characters can range from rabbits to Third Circle demons and beyond, proper scaling is incredibly important. To enable this, QE uses only one mechanic: a multi-purpose statistic called Size.

Each point of Size means +1 to a roll or a Static Defense when the Size is advantageous, and -1 when it is a disadvantage. Either way, Size ranges from 1 to 5. In some extreme cases, the Size 5 can be treated as a baseline, and additional Size applied on top of that.

Size is used in many instances. Some of the applications include:

- **Physical** Size. Adds to Damage, Soak, to effective Str/Athletics and Sta/Resistance for the appropriate rolls, and elsewhere; but also becomes a penalty or prohibit outright other actions, like Stealth and Evasion. Negative Size works the same way, but in reverse.

- **Numbers**. The quantity of beings in groups (see Groups section for details); of meters in Ranges; of other numerical multitudes.

- **Scale**. Indicates working with large objects. Each point of Scale increases the Interval of an action by one step. Reaching compensates for Scale. See Extended actions for details.

- **Complexity**. Indicates working with the large numbers of objects, by group Size. Each point of Complexity increases the Length of the action by 1. Multiple compensates for Complexity. See Extended actions for details.

- **Arduity**. Indicates difficulties inherent in working with Essence-rich targets. Each point increases the Interval and the minimum Interval of an action by one step, and the Length and the minimum Length of an action by 1. Usually cannot be compensated for.

- **Magnitude**. Dominions use Size to determine their overall power compared to each other. See Mandate of Heaven section for details.

- **Speed** of travel in narrative time; in Conflicts, a bonus to movement rolls. Uses Size as numbers for km/miles per scene/hour.

Size should be utilized whenever possible. Instead of many different rules, try to apply general effects of Size. When an Exalt fight a Tyrant lizard, it will benefit from its Size 3. When a politician is trying to sway a gathering with his speech, subtract its Size as a penalty. When ten thousand voices rise in sincere prayer, add their Size 5 to the prayer roll.

Multiple instances of the same Size do not stack. However, instances of Size as different things can, potentially leading to the sum of Size above 5. This is fine, an army of giant mechanical warriors is supposed to be powerful. Size is mostly used to easily scale the opposition and support. The characters have many other ways to shine, and to overcome mountains and hordes. If ten thousand pious pray in unison with a Zenith priest, they will probably count as equipment, and not provide Size bonus. Size is intended to be used on the fly. The Exalts can defeat armies and raise (and raze) miraculous palaces; gods bless and curse nations; behemoths stomp cities to the ground. Use Size to reflect epic grandeur of Creation in the rules.

<table>
<thead>
<tr>
<th>Size</th>
<th>Large</th>
<th>Small</th>
<th>Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:</td>
<td>Horse, tiger.</td>
<td>-1: Dog</td>
<td>10 - 25</td>
</tr>
<tr>
<td>2:</td>
<td>Siaka, mammoth.</td>
<td>-2: Cat</td>
<td>50 - 125</td>
</tr>
<tr>
<td>3:</td>
<td>Tyrant lizard</td>
<td>-3: Mouse</td>
<td>250 - 625</td>
</tr>
<tr>
<td>4:</td>
<td>Large castle</td>
<td>-4: Bug</td>
<td>500 - 3125</td>
</tr>
<tr>
<td>5:</td>
<td>Mountain</td>
<td>-5: Flea</td>
<td>1000 - 15625</td>
</tr>
</tbody>
</table>

**Hard Cap**

Dice pools, penalties and Static Defenses cannot rise up above 25 under any circumstances. But what does this mean? Do you need to optimize to reach it? In short, no.

Dice pool of a 4 is the human limit, up to 5 in Favored Traits. Most professionals have a dice pool of 2. This can be modified by equipment and other factors, but this is the baseline. Macro-fauna have effective dice pools of 5 to 8 in physical actions, due to Size. Spirits of middling power also hover around that numbers with their Gifts. Exalts routinely reach and surpass this level with their powerful charms. 10 is the maximum for any Trait, best described as “incalculable”, allowing for any feat physically possible. Exalts can achieve this level with a moderate investment.

Anything above is entirely superfluous. It does not indicate steps of quality: 10 is already enough for anything. Values of 11+ only matter for the grandest of conflicts of most powerful beings, when it matter whose absolute cosmic power triumphs. The cap of 25 is a huge overinvestment.
**Essence**

The most basic building block of Creation, Essence is the energy that unites all things and from which all things spring. To channel Essence is to work miracles, and the might of the gods and the Exalted comes from their power to do so.

Essence Rating represents an individual’s control and understanding of his own Essence and that of the world. Mortals and other beings without access to their Essence Pool have a permanent Essence of 1, while most active Essence users are at 2 or more. Gods and spirits of the Terrestrial sphere usually have up to 5, while Celestial beings can have 6 or more. The maximum possible Essence Rating is 10.

The mote pool is the collection of available motes (perceivable units, m) of Essence that a supernatural being may access to power Charms and other abilities. The method for calculating a character’s mote pool varies according to the type of being or Exaltation.

Heroic mortals have Willpower (wp) instead, representing their above-average determination. This «mote» pool can only be used to Reject Social Influence and in other specifically defined circumstances.

**Regaining Essence**

Spent motes return with time. This is called «respiring Essence», and occurs as naturally as breathing. A being regains one mote of Essence for every hour spent working, marching or otherwise engaged in strenuous activity. One regains two motes for every hour spent walking casually, engaged in enjoyable conversation or otherwise relaxing, and four motes of Essence for every hour spent sleeping, receiving a massage or otherwise recovering.

Every Exalt’s Anima Banner is visually different, as it is a representation of his very soul. Animas of the Celestial Exalted can flare up for miles, producing torrents of light and colossal images visible up to the horizon. An Exalt can spend up to (Essence/2) motes total on Caste or Favored charms per scene without raising Anima. Otherwise, spending more than (current level)m in a turn increases the Anima level by one. It can rise multiple times per turn with enough motes spent. Anima decreases by one level per scene.

**The Anima Banner**

When an Exalt spends too much Essence, an effect known as «Anima Banner» occurs. It happens because their mortal frames cannot fully contain the incandescent power of their soul that burns with Exaltation. When an Exalt spends Essence, some of this power becomes visible, manifesting around him to a spectacular visual and powerful actual effects.

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The Essence of Death

Living Essence of Creation and dark, deathly Essence of the Underworld differ greatly. Replenishing one’s reserves can be difficult in a foreign environment. When in the inappropriate region (the living in the Underworld or the Dead much everywhere else), Essence respiration slows to a quarter of its usual speed. All beings regain Essence at half the normal rate in Shadowlands. In addition, creatures of Death, including the Abyssal Exalted, are currently (political reasons) completely unable to respire Essence when touched by the Creation’s direct sunlight. Essence gained from Stunts is excluded from these limitations. Playing an Abyssal and don’t like this situation? Kill Unconquered Sun or force him to stop that shit.
**Actions**

**Simple** actions are resolved with a single roll. A single success is enough to achieve whatever the character attempts as long as is not directed at another significant character (that uses the Conflict system). Critical success can provide additional speed, information or other benefits, as decided by the Storyteller. The overall possibility of an action depends on a character’s Trait level. Remember the guidelines from the Traits section: examples and clarifications are given in sidebars there. Overwhelming Way of the Exalted counts as increasing the natural Trait level when used. If the outcome of an action is not ought to be immediately apparent, noting the dice pool and rolling it only when it becomes relevant is strongly recommended to preserve suspense.

**Extended actions**

Extended actions are used when it is important how much time is spent: crafting, research, travel and so on. Extended actions take several rolls. **Interval** is a single roll, representing a set amount of time spent working. **Length** is the number of successful Intervals required to complete an Extended action. A single success is enough to complete an Interval. Critical success completes two Intervals. Base Length is one Interval, and base Interval is Scene/Hours, modified by Size:

**Scale** is Size as the literal size: a palace takes longer to build than a hut. Each point of Scale increases **Interval** by one step. Steps are: Seconds/Action, Minute, Hour/Scene, Day, Month, Year, Decades, Generations, Centuries, Millennia, Indefinite. Negative Scale also can increase Interval if it makes the action harder – an intricate piece of jewelry is harder to make.

**Complexity** is Size as the number of parts, instances and/or components. Each point of Complexity increases **Length** by one.

**Arduity** is used for working with Essence-rich targets. It increases both **Interval** by a step and **Length** by one, plus sets the **minimum** Interval and Length to itself.

Multiple instances of Size-based modifiers can represent different sets of parameters and can stack. For example, building a city district will use Scale as the Size of buildings and Complexity as their number.

**Opposed actions and rolls**

Oppose actions are used when two characters either directly oppose (duh) each other, or directly compete with each other. It is resolved with an **Opposed roll:** both sides roll an appropriate Trait, and the character with the most successes wins with the result equal to the difference. In Conflicts, this type of roll is called a Clash, usually of attacks. If the roll is a tie and it is boring, roll or introduce something scene-changing as an (unintended) consequence.

In an Extended Opposed action, both characters just attempt the same Extended action: whoever completes it first, wins. This type of action is reserved for time-intensive challenges (like pie-eating competitions).

**Leading actions**

When Leading an action, a character assumes direct control over another character or a group, lending them his own Trait (to use instead of their Trait) to lead them to the presumable success. Bonuses and penalties remain from the one being Led. This requires full-time commitment from the Leading character, who cannot attempt other actions without charms or similar means. If the Leading character neglects spending enough time on the task, the action is still rolled with his dice pool, but a success counts as a failure and a failure as a critical failure. The same character can provide Setup and Lead the action.

Note that this need not be literally «leading» – a doctor can use his Medicine instead of the patient’s own Trait for the wound recovery roll; a captain uses his own Sail to command crew and to maneuver the ship. **Any action that requires subordinates/personnel to attempt is also treated as a Leading action.**

**Penalties**

Penalties represent various unfavorable circumstances. They range from -1 to -3. It’s hard to see in the fog (-1); harder still at night (-2). Both make you functionally blind (-3). Although penalties can stack, strongly consider making actions impossible (for the Supernatural Way to overcome the obstacle) instead of increasing the penalty from the same source past -3.
Projects

Projects are time-consuming (and mostly off-screen) endeavors, such as crafting, research, travel, mustering armies, etc. Projects are Extended actions, base Interval Scene, base Length 1. Permutations are as follows:

**Minimum Interval:** a minimum amount of time necessary after Ways are applied to speed up the project, as dictated by common sense and Arduity.

**Scale:** large targets/goals. Each point of Scale increases Interval by 1 step. Reaching compensates for Scale.

**Complexity:** multitudes of objects, by Size as numbers. Each point of Complexity increases Length by 1. Multiple compensates for Complexity.

**Arduity:** Essence is involved (in targets, goals, or circumstances). Each point increases Interval and minimum Interval by 1 step, and Length and minimum Length by 1. Usually cannot be compensated for (Supernatural 5 for a point, maybe).

Some projects include two steps: Plans/Design and Implementation/Building. Planning is a separate Extended action, usually with Lore, with Interval 1 step shorter and halved Length. Plans must be completed before the Building begins. It is up to the Storyteller to decide which projects require planning.

Necessary **materials and tools** must be present for the project, reasonably proportional to the goals. Some tools may count as Equipment, if appropriate.

Large projects may require a qualified **work force**; such projects are Leading actions. Work force can compensate for the project’s Scale by 1 step, but it needs to be at least (Scale/2) Size. This can be waived or improved at the Storyteller’s discretion. The work force’s Size is also added to the minimal Interval: it takes time to manage a large number of people.

**Penalty** indicates particular difficulty of the project.

Crafting Artifacts

Making **Artifacts and Beings** is a bit of a special case. Such projects always require Plans, and both Essence and the appropriate Trait Rating of the character attempting the project must be equal or higher than (Artifact’s Rating + 1) or (Being’s (Rank - 1)).

Base Interval is Scene for Artifacts and Month for beings, modified by (Rating or (Rank - 1)) Arduity and twice that Penalty, plus Scale and Complexity, if any.

Quality of beings is Complexity and Penalty.

Both Artifacts and beings also require rare, precious and thematically resonant materials (and/or exotic circumstances of production arranged), called **Sources**, which can be Minor (1), Major (3) or Defining (5), depending on their rarity, relevance and the Storyteller’s discretion. Time and effort can be substituted somewhat: for each lacking level of Sources, increase Arduity by 1. At least one actual Source must always be used.

Repair usually needs less Sources, and has Interval reduced by 1 step, but the rest remains the same.

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Stealth

Stealth is resolved with a roll, which can be Simple or Opposed, rolled as needed. It usually does not take actions: it’s more about how you do things (and how much Essence you spend on Stealth charms). If the character is not being actively searched for, use Notice instead of making a roll for everyone who could see him. Stealth is considered an «attack», and Notice or active search a «Defense» for the purposes of Ways.
Conflicts

Conflicts system is used for Physical, Social and Mental conflicts between significant characters. It follows the same general principles, but there are different specifics for each type. Characters act in a repeating Initiative order every turn, attempting to overcome Defenses and reduce or circumvent the opponent’s harm-absorbing Qualities to make inflict lasting changes on each other.

Initiative and turns

At the beginning of a Conflict (before participating), all characters involved make a Join Conflict roll. The Trait rolled depends on the type of conflict: Join Battle is (Wits/Awareness), Join Debate is (Wits/Socialize) and others are possible as decided by the Storyteller. The result is the character’s Initiative. The characters act in the descending Initiative order, receiving one action per turn. A character can delay his action, if desired; to do so, name the Initiative count: the character acts on it this turn. His actual Initiative does not change.

Join Conflict should be rerolled, changing the Initiative order, each time that something significant enough to affect the whole scene happens, as decided by the Storyteller. If charms or other beneficial effects are used for the Join Conflict roll, the result only lasts as long as that charm does. When it ends, make another Join Conflict roll. If such charm is used at any other moment, treat Initiative as a Static Defense for the Ways and other effects calculations.

Movement

Movement is usually important in Physical conflicts only. Distance in Conflicts uses the following Ranges: Touch (0), Short, Medium, Long, and repeatable Extreme. Characters can move one Range per turn without spending an action. As an action, Athletics, Ride or Sail can be rolled to move an extra Range, or two on a critical success. With a vehicle or on a mount, doing so only spends the action if the roll fails or was already attempted this turn; a successful first attempt per turn is free. Difficult terrain halves movement or penalizes actions, at the ST’s discretion. Prone characters cannot move except to stand up.

Attacking and Defending

To attack, spend an action and roll (Trait + bonuses), subtracting the sum of appropriate Static Defenses and other penalties beforehand. See Traits descriptions to see which are appropriate. Bonuses from Equipment, such as Damage, are included directly in the attack dice pool. If successful, inflict damage or a Consequence by the amount equal to the successes. If two characters act at the same Initiative and their attacks affect each other, resolve them as a Clash of attacks – an Opposed action. Defending does not use actions, but Clashing with an attack does.

Values

Values prevent the immediate infliction of Consequences. Most Values are a Damage track that must be filled before a Consequence can be inflicted.

Physical Value is Health levels, representing the amount of trauma a body can withstand without suffering a crippling injury or death. Default is five. Each level has an associated number: 0, -1, -1, -3, -3, indicating the degree of impairment from pain: apply the listed penalty to all Trait rolls and Defenses except Soak when that level is filled with damage. Mortals naturally heal one Health level per success on a (Sta/Resistance, min. 1 die) roll, rolling once per week. Exalted and creatures of Essence roll once per day.

Social Values are Intimacies, representing the character’s attachments. They have three Ratings: Minor (1) ones are moods and preferences. Major (3) are deep-seated beliefs and feelings. Defining (5) are what the character lives for – going against one gives a point of Limit each and every time. Characters normally choose actions in accordance to their Intimacies. Intimacies may support or hinder incoming Influence – by boosting or penalizing Resolve against it by half of the relevant Intimacy’s Rating. Social actions often create, change or destroy Intimacies to affect disposition and actions of the target.

Mental Value is a special case. Mental Value is Limit, which is used for both Social and Mental defense. It is not damaged or used up normally: see instead Rejecting Influence, below. Mental attacks can also damage the mind, inflicting damage or Derangements as a Consequence; see Mental Attacks, below.
Consequences

To inflict a Consequence, a number of successes left after all opposition is required. The attacker chooses which one to try to inflict before rolling, when relevant.

Physical Consequences affect the conditions of the target’s health and well-being:

- **Incapacitated** (1): the character is down and cannot further participate in the current scene.
- **Never Found the Body** (3): the character is dispatched in a dramatic enough manner. He cannot participate in the current story, and may be dead at the Storyteller’s discretion.
- **Instant Death** (5): the character is dead. If there are not enough successes for the result of (5), treat it as Incapacitated or Never Found the Body instead (by the number rolled).
- **Crippled** (3): the character has suffered a permanent injury, causing a -3 penalty to the appropriate actions. Defender can choose to take this Consequence instead of any other one (or instead of up to 3 incoming damage) once per scene, or more with a two-point stunt. Recovering requires story reasons and 1xp.

Social Consequences concern Intimacies or Decisions:

- **Instill Intimacy** (new Rating): form an Intimacy of a chosen context, or improve an existing one by a step. Sequentially raises an Intimacy several times with enough successes, or possibly creates a lesser one with too few.
- **Erode Intimacy** (Rating): reduce the Intimacy’s Rating by one step. With enough successes, it can be reduced multiple times.
- **Persuade** (Rating): convince the target to do something. Successes required must equal the Intimacy normally required to do the thing.
- **Inspire** (new Rating): create an emotion as a powerful temporary Intimacy. Unlike Instill, it is not created sequentially, but straight at the (result) Rating. However, the target acts according to it by itself, with the equal Rating Decisions. It fades by one level per scene.

Decisions achieved as Consequences count as appropriate-level Intimacies, and take precedence over the normal Intimacies of the same level.

Mind Control: the effects that control minds directly are still resolved with Social actions, Social Traits and Consequences, enhanced with the Supernatural Way.

Mental Consequences reflect the damage to the character’s mind and soul:

- **Damage Sanity** (Hazard creation). Inflict a Derangement on the target. See Hazards section for details. This usually arises from supernatural sources, or truly traumatic events like dedicated mental and physical torture.
- **Physical Damage** (1+): Treat the result as the amounts of Physical damage dealt after Defenses. This mostly arises from supernatural sources, either directly or by forcing self-harm.

Rejecting Influence

A character can deny a Social or Mental Consequence by having a relevant opposing Intimacy of equal or higher Rating (Defining are enough for anything), spending 1m/1wp and taking a point of Limit. When a character (except mortals) has gained 2 point of Limit that way in a scene, he is Jaded: he becomes immune to similar Influence for a scene. A character cannot be Jaded in a Limit Break: if he enters one, he stops being Jaded. Characters can Reject obviously inappropriate Influence without an Intimacy for no cost.

Intimacies

A character can have a maximum number of player-decided Intimacies equal to the sum of his Virtues. They are generally acquired in play as the characters react to the events happening to them. Players can, more or less, raise, lower or discard them in downtime as needed: between stories or in a dramatic moment is also a good time. If someone tries to cheese the system, changing them when convenient, the Storyteller should feel free to dish out some Limit, «to represent the mental stress of having a soul fill of turmoil».

The characters can have contradicting Intimacies: this is a great opportunity for good roleplay. Consider rolling the Ratings Opposed against each other and acting on the victorious Intimacy whenever they come to conflict. Watching a character making his own decisions can be great fun! And remember, Intimacies are descriptive, not prescriptive: they should naturally arise from the way you play your character.
Special Conflict Circumstances

An Ambush is an attack made against a completely unaware foe. Ambushed characters cannot consciously defend against such attacks (denying them Evasion, for example), while QCs have their Defense halved. Surprise attack is an attack made against an opponent that is aware of the danger, but not of its exact source. If the attacker’s Initiative is higher than the Defender’s, treat it as an Ambush. Otherwise, the defender is at -1 penalty to the appropriate Defense.

Defend Other. A character may defend another one from attacks, adding one of his Defenses to the target’s until the beginning of the defender’s next turn. Should the attack succeed, the attacker may choose to inflict damage upon either the defender or the original target of the attack. Defending another character requires the defender to spend an action, as well as (for Physical Conflicts) stay close enough to the target. Defending Other can be declared as a reaction to an attack against a valid target of Defend Other, as long as the character has an unspent action available.

Grapple refers to a move that aims to prevent an opponent from taking actions. Traits used are heavily context-dependent. To Grapple, roll the appropriate Trait, as an action, to catch the target, against either Evasion or Guile. If successful, the target is prevented from moving, using Evasion/Guile, and making attacks or similar actions. On the target’s next turn it can attempt an Opposed (Strength/Athletics) or (Social Trait) action to gain Control of the Grapple (trying to maintain Control does not take actions). The party taking Control can end the Grapple, or hold the other party instead. A Grapple is maintained until the party in Control, whoever it may be, chooses to end it.

Other maneuvers, such as disarming, feints, going full defense, etc., are best represented by Setup or just Simple/Opposed rolls. These can be Clashes or penalized by the appropriate Static Defenses.

Leaving Conflict is straightforward. If you are in melee, move away first (Opposed roll if an enemy tries to stop you). When you are in a position to safely leave (as decided by the Storyteller), hidden, or otherwise prepared, roll the appropriate Trait to leave the scene, Opposed if someone objects. In Social conflicts, use the appropriate Social Trait to fold the conversation and end the scene, Opposed if others still wish to continue.

Mental attacks

Sometimes, the characters attempt to perceive or understand something so harmful or alien that it can damage their psyche. Alternatively, something so harmful or alien that it can damage their psyche may actually be trying to damage their psyche.

Mental attacks resemble Social in most ways. Resolve acts as the main Static Defense, and it can be supplemented by Intimacies, although they need to be very relevant for that. Exalts and spirits can Reject it as with Social Influence; mortals do not receive such luxury. Disorders inflicted as a Consequence act as diseases, but do not deal damage: instead they force an appropriate-Rating erratic behavior for their Interval on a failed resistance roll (Appearance/Integrity). They also do not disappear: no matter how well you roll to resist, they are just suppressed for the Interval. Dedicated mental healing is required to recover.

Read Character

Reading Character is trying to determine its Virtues and Intimacies by observation or interaction. Roll ((Per/Socialize) - Guile). Success reveals a relevant detail, like an Intimacy or a Virtue level (two on a critical). This can also be done outside of Conflicts.

Virtues and Actions

Virtues at three or more dots can prevent the character from acting contrary to them, even if he was convinced to do so earlier by a Social action. Characters can deny Virtue as normal to prevent it, and go through with the chosen course of action. If so prevented from acting, they may try again sometime later, if the Rating of their Decision is higher than the Virtue in question.

It Just Works

While the Conflict system as presented here is generalized and formalized (to make mechanics more transparent and open to modification and charm design), in practice, different types of Conflict rarely directly interact with each other, and technical terms like Values or Consequences are rarely, if ever, used in play. Combat is Combat; Social Influence is Social Influence. Don’t overthink it.
Hazards

Hazards are external and impersonal dangers and impairments that must be overcome with a roll to not be affected. They possess Rating from 1 to 5 (overall potency), Penalty to resist it, up to -3 (different reasons), Interval (how often it is inflicted/suffered), and Duration (how long it is active overall); they count as attacks for the purposes of Ways.

Environmental Hazards are Physical large-scale dangers, with long or indefinite Durations. Rating represents how much damage the Hazard will cause. To resist, roll an appropriate Trait. Each success lowers the damage for that Interval by 1. Examples include:

- Southern Heat: 1/Scene
- Northern Blizzard: 1/Minute
- Acid/Lava bath: 4/Minute, -2
- Uncontrolled fall: (sum of Ranges)/Instant
- Suffocation: (Turns)/Turn
- Sinking (for ships) (Wound penalty)/Turn

Traps are artificial Hazards, often with a single Interval and Instant Duration. If noticed in time, before they can activate, they can be disarmed with an appropriate Trait roll. If not, they need to be resisted as normal, and probably also count as an Ambush.

Poisons and Diseases have special Duration: reduce their Rating by 1 when a resistance roll equals their Rating for an Interval (they regain 1 Rating on a failure). At 0 Rating, they disappear. Derangements, Mental Diseases, force Decisions (behaviors) instead of inflicting damage, never lose Rating, have permanent Duration, and cannot normally be removed, only suppressed for a scene on a good enough roll. Penalties may arise from quantities of poisons (Size), or the unhealthy environment. Examples include:

- Poison Snake Venom: 2/Hour
- Bleeding: (wound penalty)/Turn (Minute)
- Court Poison (Arsenic or Aconite): 3/Hour, -1
- Plague: 2/Day, -2
- Great Contagion: 4/Day (Supernatural 3 required)

Public Social actions via Appearance/Performance, such as speeches, are usually Social Hazards, affecting those perceiving them. They do Social Damage.

Obstacles are Hazards that deal no damage, but to avoid or escape its associated effects, they require a roll result equal to the full Rating.

Creating Hazards

Characters can create lasting Hazards with crafting, or temporary with charms on the fly. In all cases, roll (Trait) and divide successes between the Hazard’s aspects. Hazards begin at 0 Rating and Penalty. A success adds 1 to the Rating (up to 5), or increases the penalty to resist it by -1, up to a maximum of -3.

Crafting a Hazard usually takes a scene, and can be modified as normal: Complexity is Rating and/or Penalty; Scale Interval or Duration shifts (to make it act faster or last longer). Base Duration and base Interval are usually Instant, or Day for Poisons and Diseases, and can be modified with Scale as above.

Temporary Hazards need only Supernatural (1) and an action. Roll and divide as normal. Paced increases the Duration (in turns). For Poisons/Diseases created this way, it can also shift the Interval to make them useful in turn-based time; otherwise, they use Paced with narrative time for their Duration and Interval.

High Appearance

Appearance is a Social Attribute; it does not provide any special bonuses. It may count as Equipment in the certain circumstances. See Equipment for more details. In addition, for a certain types of games, it would be appropriate to note the Appearance of Ability-based characters, even if it does not provide mechanical benefits. You know. For research.
General game and actions guidelines

QE uses a framework of Simple actions, Setup and Hazards to represent various circumstances and effects. There are no special rules required for most circumstances, because any effect and occurrence can be mechanically described using the basic rule components, modified by Ways.

The key to a smooth game is to recognize when you should use what, and when, perhaps, forgo the rules entirely if they are unnecessary.

Actions happening in-game need not be resolved immediately, or at all. Suppose a character made a trap to hurt their theoretical pursuer; but if no one is after them, it will never be used. So, when a character makes an action the outcome of which will not be immediately apparent, don’t roll it until it becomes relevant. It saves time and reduces metagaming.

In the same vein, actions in the present can Oppose or otherwise affect actions in the past and vice versa. Suppose you investigate a crime scene. So you presently roll against Larceny of the perpetrator. He could’ve rolled it in the past and noted the result; or he can roll it now. Don’t do «gotcha, you forgot to announce the roll three hours ago», Exalted is not about nitpicking. Of course, if there were legitimate reasons to not erase evidence at the time (hurry, heat of passion, etc.), it could actually remain unhidden.

Actions that concern preparations of a general kind, like making a disguise or something, are best resolved as Setup or preparing/crafting Equipment, or perhaps both. In-game, for example, you have your disguise, and it is helpful for hiding your identity. Mechanically, you have the bonus from Setup and from Equipment, adding to your Guile to pretend that you are not you, and to other relevant rolls.

The rules often refer to an «appropriate» Trait, Defense or circumstance. What is appropriate is outlined in the rules, but also decided by the Storyteller on the individual basis. Suppose you disposed of an enemy and want to hide the evidence of your involvement. Larceny can be appropriate, because you know how it’s done. You are in a wilderness? Maybe Survival also is appropriate. Maybe its Wits if you are a Lunar. With a clever description as a stunt, the definitions can be stretched as far as the Storyteller permits.

Descriptions and stunts

The stunting and descriptions in general should follow some basic conventions outlined below, so everyone is on the same page.

Things in-game happen exactly as they are described. Consequently, do not describe the outcomes of actions that are not yet resolved, there is a chance of failure. You are otherwise free to stunt any outrageous feats of prowess, as long as they are on the general level of your Traits and charms and make sense.

Descriptions first, rules second. Things can often be represented in many different ways in the rules.

Effects like Gifts and narrative benefits may or may not apply depending on the description you provide for the character’s actions and the situation (here is the place for dramatically revealing Named charms that exactly counter certain moves, etc.).

Players are free to describe whatever objects, places, events and occurrences make sense to be present. Depending on the circumstances, the Storyteller may require a roll, or forbid things outright. Players should read the mood. While it is always fine to embellish a scene with a detail, like a chandelier to swing on a chandelier or have a food stall on a busy street to throw at your pursuers, «finding» an armed crossbow amidst the cutlery at a fancy dinner is usually not appropriate. This is extrapolated to other things: players are free to describe places and people their characters know, historical facts, breeds of cats the land is famous for, funeral rites of a local tribe, and so on. As above, read the mood: an «unguarded First Age Solar tomb filled with free loot» is not appropriate. Introduce opportunities and possibilities, not pre-made solutions.

Aggravated damage

Severe damage or Consequences that literally annihilate parts of a being can be represented with: Paced to slow the next natural healing Interval by (X) steps; possibly Supernatural (2) to make it «until healed»; possibly Supernatural (3) to convert it to Arduity for a minimum Interval (3 + (Paced/2)), slowing any natural healing and setting minimum Intervals; possibly Supernatural to ignore (X) healing for Consequences.
Measuring time

Time is measured either in narrative Intervals out of Conflicts, or in turns in Conflicts. Intervals are Instant/Seconds/Action, Minutes/Turn, Hour/Scene, Day, Month, Year, Decades, Generations, Centuries, Millennia, Indefinite. Paced Way can shift Intervals – this means changing it to the next one, as above. Instant/Seconds/Action is the smallest unit of time, corresponding to a single Initiative number.

The exact amount of time inside Intervals is left deliberately vague. Time mostly rounds up: anything longer than a particular step is treated as the next one; so «two more weeks» would count as a Month, for example. The details are up to the Storyteller. Rule of Cool applies: «a year and a day» is still a Year.

Measuring distances

QE uses a heavily abstracted distance system, measuring distance in Range bands (just Ranges for short). Ranges are Touch/None, Short, Medium, Long, Extreme, Horizon, Region, Direction, Same World, Another World, Anywhere.

First five (Touch excluded) roughly correspond to Size as numbers, in whatever units of measurement are convenient for you (meters by default). In Conflicts, only Ranges up to Extreme are normally used, and Ranges of 5+ are treated as the repeated Extreme Range, not converting to Region and above. Given the variability of Size as numbers, this allows the Storyteller to fine-tune power levels as well, choosing on which interpretation of numbers he wishes to use.

Ranges do not depend on Sizes, Speed, or any such things. This is not Third Edition, forget it. Ranges can be laid out as zone, grid or hex map, relative positions, or any combination of the above and other methods, as decided by the Storyteller case-by-case.

Note that while Size and Speed work by the numbers in narrative play, in Conflicts they only give (relatively small) dice bonus or penalty to movement. While that means that a pedestrian can overtake a warbird flying at 120mph, this is entirely intentional, as is the fact that all Ranges are effectively equal in length (the effort to traverse) in Conflicts. Exalted is about heroic feats.

Crunching up and down

The amount of crunch you need to use in QE is entirely at the player’s own discretion. Exalts with Improvised charms lend themselves well to a more casual style, with glossing over some complexities. Gifts and related things are optional, even in-character. You can play a Solar with bare fists and a couple of Ways, have fun, and the character will still be effective enough not to drag the party down.

For those who prefer more crunchy and fine-tuned experience, QE has a considerable amount of details to tinker with at many levels of interactions, from special rules such as Martial Arts to applications of positive and negative Setups, Extra Actions, Initiative and Clash shenanigans, Ignore/Negate, movement control, interchangeably used Traits (via the Supernatural Way), delayed effects, Hazards, and so on. If you feel like it, you can play very tactically, and use all the options above, as well as other tricks. See the Charm Examples, they can provide some inspiration.

Learning QE and introducing new players

While it is true that QE is made mostly for the veteran players fed up with the official rules, you can introduce new players to the setting and the game quite easily. First, make them read the setting chapters of First Edition Core rulebook and whatever book describes the type of being they intend to play. If there is First Edition version of that book available, use it. Second Edition can be used sparingly. Avoid anything and everything from the Third Edition completely – it will poison the perceptions of the setting for the players for a very long time, if not forever. When the player is up to speed on the setting, they can easily use QE’s simple and consistent rules to represent it.

As a bonus, here is a little trick for the Storytellers starting a new game. First, give the players pre-made mortal characters. Run a couple of scenes; go through the basics of Social, Mental and Physical actions; let the characters accomplish something neat. When they are comfortable, have an Exalted asshole show up and instantly obliterate their pathetic mortals. Then the players can make their real PCs. This sets the tone nicely, and prevents the harmful notions of ascribing any inherent moral high ground to Exalts.
Advantages represent the key elements of what the character’s assets or other special qualities are unrelated to Traits or charms. They cannot generally be bought after the game begins, but instead change organically, reflecting current events, at no cost. Note it down when it occurs. At the Storyteller’s discretion, players can be allowed to purchase Advantages with xp during timeskips.

Advantages have three levels of Rating that must be bought sequentially. Raising Rating increases the number of points (to 1, 3 and 5, respectively) available to distribute between the specifics of the Advantage (in shifts (>)), when such option is available. Other Advantages can have set effects on every level.

Common Advantages can be taken by anyone. Exclusive ones are restricted to certain beings or circumstances. The Storyteller is free to restrict or exclude certain Advantages, depending on the type of the story. Three-dot Advantages are quite rare: they will attract many interested parties. Some esoteric fields may have their own specific Advantages.

Ally

You have a trusted friend, mentor, or, indeed, an ally of some sort. They have their own goals and interests, but you help each other from time to time. Distribute the points on the circumstances of your relationship, starting at the first positions:

Rank or sum of levels in Backing: 1 > 2 > 3 > 4 > 5 > 6
Involvement: Minor > Major > Defining

Artifact

You have a wondrous item of significant power, granting you a number of Gift points. See Gifts section and Appendix 2: Artifacts for more details.

●: 1 Gift point.
●●: 3 Gift points.
●●●: 5 Gift points.

0-dot “Artifacts”, giving no points other that granted by Drawbacks are possible, and can be used to represent some of the more common items or curios.

Back

You enjoy a notable standing in some organization. It implies official capacity, power, and, perhaps, income, but also responsibility and duties. You get (difference in Position) Social Size with its members, and (Status + Position) Social Size, when appropriate, while representing it. Distribute points on the circumstances of your involvement, starting at the first positions:

Status in the world/setting: Minor > Major >> Defining
Position: Minor > Major > Defining

Bond (Lunars only)

You consider someone or something yours and precious above all else. You must have an appropriate Defining Intimacy to take Bond, and can only have one Bond at a time. This Intimacy can never be reduced or removed naturally (its context might completely change, though). If removed somehow, it regenerates after a story. Target needs not reciprocate.

●: You gain +1 to all rolls and Static Defenses (or -1 if it is more advantageous) in support of the target of your Bond. Whether to help or harm, depends on the context of the Intimacy. You gain a point of Limit each time you act the opposite way.

●●: You double the benefit of channeling Virtues in support of the target of your Bond, and receive an additional free channel for each Virtue per story each that can be used only when supporting your Bond. If you act against the Bond while you cannot gain Limit (like in Limit Break), you will gain the appropriate amount of Limit later, as soon as you are able.

●●●: You increase the bonus to +/- 2 and can channel Virtues two additional times per story each instead of one. You gain a point of Limit every time something tries (or you suspect tries) to act against your Bond, and you do not immediately (and unreasonably) retaliate to the fullest extent of your power.

If the target of your Bond is destroyed, the Bond itself remains, and you immediately enter Limit Break of legendary scope and proportion. After that, you gain a permanent point of Limit. Recovery from this gain will be a long and arduous journey. The specifics are up to the Storyteller, but it should be suitably difficult.
Contacts
You have useful acquaintances or partners in a certain organization or group. They are happy to help you for a reasonable compensation. Distribute the points on as much separate contacts and their circumstances as you can fit, starting at the first position:
Position: Minor > Major > Defining
Disposition: Minor > Major >> Defining

Command
You have a personal army of soldiers or servants. You need to maintain it: Backing or Resources of the equal Rating or similar means are required. You have a number of units equal to the (Rating). Distribute the sum of levels on the details of your troops between the units, starting at the first positions:
Rank: 1 >> 2 >> 3
Unit Size: 1 > 2 > 3 > 4 > 5
Quality: Normal > Good >> Elite

Cult
You have worshippers that make offering and prayers to you. Rating should roughly equal about half of the Magnitude of your faithful.

●: Increase Essence pool by (Rating).
●●: Increase Essence respiration rate by (Rating).
●●●: Gain additional (Rating) free Virtue channels per story that can be used across all Virtues.

Praying
When someone wants to attract attention of a spirit, prayer roll is made with Charisma/Performance. Gods are aloof, and the roll is difficult: a critical success is required. Offerings help: add a number of dice equal to the offering’s Resource value or, perhaps, equal to the supplicant’s Intimacy Rating towards the sacrifice. Being an ordained priest of the god gives +2 bonus, and being in a temple or a holy place can give a bonus too. Attracting the god’s attention does not guarantee anything. In addition, some gods are more distant than others, especially the powerful ones; a penalty can be imposed at the Storyteller’s discretion. Successful prayer provides a brief Defining (+5) Arcane Link to the supplicant for blessings or smiting as appropriate.

Demesne
You have claimed access to one or more Places of Power. Distribute the points on as much separate Demesnes as you can fit, starting at the first position:
Rating: (None) > ● > ●● >> ●●●
Residing in an attuned Demesne increases your Essence respiration rate by its Rating.

Followers
You have a number of steadfast followers, companions, or perhaps familiars, helping you. They have a Major positive Intimacy towards you (or maybe are automata or other artificial beings). It can change depending on your treatment. Distribute the sum of levels on the circumstances of your relationship, starting at the first positions (negative Gift points can be used to offset the cost in case of Artifact beings):
Power: Rank 1 > 2 >> 3 >> 4 >> 5
Quality: Normal > Good > Elite > Master
Numbers: 1 > 2 > 5 > 10 > 25

Gifted
You have a beneficial permanent Gift of some sort. Perhaps it is a Wyld mutation, a natural talent, or perhaps it comes from some other source.

Gifted ●●: A 2-point Gift.
Gifted ●●●: A 3-point Gift.

Manse
You are in control of a functioning Manse with Rating equal to this Advantage’s and hold its Hearthstone. Residing in an attuned Manse increases your Essence respiration rate by its Rating. If you properly carry its Hearthstone, you retain this benefit when you depart.

In addition, each properly carried Hearthstone grants a Gift with points as an Artifact of its Rating. The Manse itself is an Artifact building, and can have Gifts as such (see Gifts and Artifacts sections and Appendix 2: Artifacts for details on Manses).
Powerful Rite (Sorcerers only)

Choose one of your Initiation Rites to enhance with this Advantage, no more than once per Rite.

Powerful Rite ●: Total cost of the Rite rises to +1.
Powerful Rite ●●: Total cost of the Rite rises to +2.
Powerful Rite ●●●: Total cost of the Rite rises to +3.

Resources

You are fabulously (or outrageously) wealthy. Distribute the points on the circumstances of your fortune, starting at the first positions:

Resources: (None)>1 > 2 > 3 > 4 > 5
Turnover: Year >> Season >> Month

Sanctum (Gods and Elementals only)

You have a pocket realm, anchored in the immaterial reality by its entrance and extending Elsewhere. Your Sanctum Rating cannot exceed your Essence. If you are a spirit, it is always considered a part of your Domain.

Sanctum -: No sanctum at all. Why?
Sanctum 0: Tiny: a room or two at most; Size 2.
Sanctum ●: Decent house: a dozen or so rooms; Size 3.
Sanctum ●●: Extensive estate with outdoors; Size 4.
Sanctum ●●●: Massive town-like territory; Size 5.

The entrance can be sealed and detached from reality by the owner over the course of a month, then anchored and opened wherever the owner currently is, taking the same time. Growing a Sanctum without specialized charms (which are extremely rare) has the base Interval of Year, increased by (Rating) steps.

Style Mastery (Martial Artists only)

Style Mastery represents deeper understanding of a Martial Art, and is tied to a specific Style, providing the following benefits:

Style Mastery ●: Style Form.
Style Mastery ●●: Flawless Technique.
Style Mastery ●●●: Ultimate Technique.

See Martial Arts section for details.

Whispers

You have a mental connection to the dreams of the Neverborn, and, consequently, everything they touch. In addition to other effects, Whispers count as an Intimacy of the appropriate level towards the Neverborn. Context is character-dependent. Also, things just happen sometimes.

Whispers grant a bonus for interactions with the Underworld and its inhabitants:

Whispers ●: +1 to Occult rolls.
Whispers ●●: +1 to Social rolls.
Whispers ●●●: Double both of the above.

In addition, by taking 1 Limit, you may attempt to divine information, clues or guidance from Whispers. The Storyteller should roll (Whispers Rating) in secret and reveal some information on a success (and something false or random on a failure):

Whispers ●: Cryptic symbols and allegories.
Whispers ●●: Incomplete, but relevant knowledge.
Whispers ●●●: Answers of cold and terrifying clarity.

Vehicles and Structures

Vehicles and buildings are not treated just as normal characters as far as the rules go. The base is a Rank 1 quick character. Some may even be player characters. Why not?

Vehicles and Building have a Hull or similar Trait to determine how well-constructed it is, and have Hull levels instead of Health levels.

If it is made from wood or similar material, treat it as having light armor, if it is stone or metal – as having heavy armor. Artifact vehicles will have the appropriate number of Gift points.

As with QCs, mundane vehicles normally have -0 -1 -3 Hull levels. Size grants bonuses or penalties as normal, but also grants an extra -0 Hull level per point of Size. Artifact vehicles are treated as having (Rating) Rank, so a base of (Rating) (-0 -1 -3) Hull level sets, and can have Quality from Gift points allocated to it. Vehicles that are airtight remain so as long as there is no wound penalty; afloat or flying until they hit -3s.

Vehicles can be repaired. Roll Int/Craft to restore Hull points equal to the number of successes. Base Interval is Minutes, modify as normal for the project.
Equipment

Equipment is heavily abstracted. For every task, there can be appropriate Equipment to use. It is roughly divided into Light and Heavy.

Equipment just provides +1 bonus to appropriate actions.

Heavy Equipment provides +2 bonus, but carries some Drawback or penalty.

For example: a rare book about heraldry might give +1 to relevant Lore rolls; a whole library will give +2 bonus, but it is large, heavy and needs to be properly stored and transported somehow.

Equipment bonuses do not stack. Only the very specific and relevant to the situation equipment should provide a bonus, to avoid slowing the game down.

Players can assume that their characters begin with any mundane items of gear that fits their character concept and Advantages. Simply record the items you wish and have the Storyteller look the list over.

Weapons

As with all Equipment, Weapons can be normal or Heavy. They give Equipment bonus to Damage (include in the attack rolls). Heavy Weapons usually have the drawback of being Slow [N]; attacks with them are resolved N Initiative counts after the attack is declared. This does not reduce the characters actual Initiative, but gives others some time to react. Heavy Weapons by default are usually Slow 1. Most are also two-handed. Weapons can also be Social or Mental – but those are usually not physical items.

Ranged Weapons by default can be used to attack up to Short (normal) and Medium (Heavy) Ranges, but cannot be used at Touch Range. Ammunition is generally not tracked, unless relevant, rare or expensive (or you have a single throwing spear).

Siege Weapons usually count as Equipment, and siege demolitions are handled as Extended actions. However, if used in direct combat, threat attacks from siege Weapons as having appropriate Size, usually 1 or 2 for Heavy. Larger effective Sizes can be attained by the Artifact siege Weapons.

Armor and Shields

Armor provides Equipment bonus to Soak. Heavy armor reduces Initiative by 1 as its Drawback, subtracting from the rolled Join Conflict result. Armor is often time-consuming to don, taking several minutes. Wearing armor can apply penalties to swimming, moving silently and so on. Light armor usually gives no penalty; Heavy can give -1 or more.

Light shields provide +1 bonus to Soak. Heavy shields also provide +1 Evasion, as they are so big that the user can be barely seen. Shields engender passivity; penalizing Initiative by -1 and -2 respectively, as with armor. Shields are useless if they cannot be brought to bear against the attack, but stack with armor.

Natural Weapons and armor

Beasts of Creation sport an impressive array of killing organs, appendages and adaptations.

Natural Weapons almost always count as normal. They cannot be disarmed, but can be Crippled by injuries sometimes. Every predator has one or more natural Weapons as logic dictates.

Natural armor is rare. Most animal do not have any, relying on Size. Hides, scales and furs can count at most as Light armor. Carapaces and such may be Heavy. Some bizarre biology may count as a shield.

Money and Wealth

Wealth is handed in a heavily abstracted manner. For the day-to-day expenses, it is assumed that a character can afford a lifestyle of some modest prosperity (unless the player decides otherwise). For the larger expenses, Resources value is used.

Resources are tied nicely to Size. If you have Resources 3, your income is equal to that of a group of Size 3 (about 600) families of average income. Expensive purchases are assigned a Resource value. If your Resources are higher, it is of no issue. If they are equal, your Resources temporary decrease by one dot until the appropriate turnover period has passed (See Resources Advantage). If they are lower, you do not have enough to make the purchase.
Charms and Ways

To represent the variability and the manifold nature of various charms, sorcery and other powers, QE uses the universal mechanic of Ways. A Way is a rules term, and represents using Essence to a certain effect. Characters usually have access to the four Common Ways, and a Native Way that affects the dice/success ratio. Exalts also have the sixth Way, Overwhelming, that represents their capacity to operate outside of the confines of human limitations. A combination of one or more Ways applied to enhance an action is a charm.

Charms are the most common form of using Essence. Charms can be Improvised (assembled on the fly) or Named (created beforehand, named and recorded). Not every type of character can access both types of charms, and there is usually a mote cost difference. Improvised charms often represent the general aptitude. Named charms always represent specific applications, purposefully trained or learned by the character. Ways and charms are usually attached to a Trait and can only be used to enhance actions with that Trait. Ways apply their effects before any modifiers.

A Way’s effectiveness depends on a parameter noted as (X), derived from an unmodified Trait Rating, differently for different beings; in all cases it cannot be higher than that being’s Essence Rating. You also cannot use a charm that includes more Ways at (X) of (1+) than your Essence Rating. Each Way may be included only once per charm, although the (X) total can be divided into different applications; same Ways from different Traits, however, can be combined in multi-Trait charms. Charms cost 1m per Way with (X) of (1+) for (X) at (1-5). Levels of (X) above (5) increase the cost by (X-5)m each, cumulatively: form +1m at (6) to a total of +15m at (10). This does not count as including more Ways. You can always use less (X) than your available maximum.

<table>
<thead>
<tr>
<th>Charm timing restrictions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charms that include Native Ways function only for a number of turns with Paced, never for narrative Intervals. Any charm, especially if it adds a dice bonus, can be also restricted to turns at the Storyteller’s discretion. This is a deliberate decision to encourage tactical thinking and careful Essence management, and to prevent the ridiculously cost-effective long effects, to which everyone who could would gravitate otherwise.</td>
</tr>
</tbody>
</table>

Common Ways

Multiple increases the number of actions or targets by (X); or allows one result to count as a result of up to (X) different extra actions; or allows actions to occur independently of the character (often, continuously if combined with Paced). It explicitly does not allow the same action to be repeated in the same turn with the same target (or same purpose): no repeated attacks, movements, or anything similar (rules-wise; stunt whatever). Multiple can also compensate for up to (X) Size bonus or penalty of groups or Complexity of projects; it also can allow effects on the Dominion scale with the Magnitude affected of ((X)-5) x 2.

Paced extends or delays the effect by (X) turns; or changes the time (Interval) that an action or an occurrence takes by (X) shifts in chronological steps (Seconds/Action, Minutes/Turn, Hour/Scene, Day, Month, Year, Decades, Generations, Centuries, Millennia, Indefinite). Combined with other Ways, Paced describes how long their effect lasts; if Paced is also used to some other effect in that charm, (X) must be divided between applications. Paced can also change narrative Speed (Size as numbers, the lower ones, as km/miles/scene) – in charms this requires Paced allocated to time that the effect lasts in addition to Speed. Paced cannot be chained (immediately reactivated) to extend narrative Intervals: effects occur at the end of the highest Paced extending them. Turn-based Paced, however, can be so chained.

Reaching extends the Range of an effect or an action by (X) Ranges, or inflicts knockback, or otherwise moves the target for (X) Ranges if the supplemented action was successful. Resisting the action also prevents the movement. It is mutually compensated by Size of large targets (but not groups), and can be used in charms to negate bonuses for such Size or for large-Scale projects. Ranges are Touch, Short, Medium, Long, Extreme, Horizon, Region, Direction, World (part of a Coil), Another world (not), Anywhere (whole Spiral).

<table>
<thead>
<tr>
<th>Arcane Links</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sympathetic connection and other means that extend Reaching for magical effects are called Arcane Links, and can be Minor (+1; information), Major (+3; a part of a whole) or Defining (+5; a direct connection). They stack, and are mostly for flavor in some specific spells and charms, and are available solely with the Storyteller’s approval.</td>
</tr>
</tbody>
</table>
Supernatural modifies an action or an effect in some way that circumvents the in-universe laws of nature and limitations, adhering to the character’s charm themes. Supernatural has three levels of effects, with the (X) of 1, 3, and 5:

Minor (1) allows: making an action regardless of a single circumstance that would categorically prevent it (walk on water, attack as if having a Weapon, look through a wall, steal from a coin purse without opening it, touch or see an immaterial being); ignoring or affecting a concern or thing that is not enhanced by Essence (darkness, Weapon damage, wound penalty, attempts to evade, etc.); or gaining a comparable small (action-worth or +/-1 modifier) narrative benefit. For charms and Gifts, it also allows having a second, separate configuration of the levels of (X) that is used by a Way, or of Gift points in a Gift, allowing for variability in the effects.

Major (3) allows: a cardinal departure from the norm, significant enough to change, create, prevent or solve a scene (fly, breathe underwater, dematerialize, turn into shadow, travel between Creation and spiritual realms); ignoring or affecting Essence-enhanced things and concerns (cut through Essence-enhanced armor, permanently kill a spirit, convince an Exalt despite his Overwhelming Resolve, Enlighten a mortal’s Essence), unless prevented by Supernatural (1) Way specifically negating it (block the unblockable, see the invisible); it also allows, with the effective required (X) = 2 (3 - 1 for the condition), to produce conditional timing effects when combined with Paced 1 (as long as I remain in the water; as long as I stay still); or gaining a comparable moderate (scene-worth or +/-2 modifier) narrative benefit.

Defining (5) allows: performing feats of legend, of singular impact and awesomeness (punch someone to Malfeas through the fabric of reality, relocate a city without anyone noticing, cure the Great Contagion); affecting Essence-enhanced things or concerns as above unless an opposing Supernatural (3) Way specifically negates it; creating minor unconditionally lasting effects when combined with Paced (make a lamp that never runs out of oil; leave a hoof print that forever travels up the mountain); or gaining a comparable significant (story-worth or +/-3 modifier) narrative benefit.

Power

Power is a special Way, used exclusively to represent the benefits from external sources, most often for Artifacts with Evocations. A point of Power usually adds 1 die to a roll, but at the steep cost in of 1m paid or 1 Gift Point permanently and specifically allocated to enhance a specific charm. The only exception is that Artifacts can add up to (Rating) dice for the same 1m in their own Evocations, (and Sorcery, see Sorcery).

Power can only be used as a Way in charms, not as a permanent bonus; for that, use Gifts that provide direct benefits. See Gifts section for details.

Native Ways Reference

Overwhelming: Increase a Trait by (X), or double a Static Defense, for a single action. All Exalts, and no other beings, have access to this Way.

Triumphant: Convert up to (X) failed dice, excepting those showing 1s, to successes, or double a Static Defense, for a single action.

Relentless: Roll an additional die for every failed die (including the failed additional dice from Relentless itself, including those showing 1s), up to (X) additional dice, or double a Static Defense, for a single action.

Auspicious: Reduce the TN by (X), or increase it by (X) for the opponent when defending or Opposing, up to a maximum of +/- 3.

Resurgent: Reroll up to (X) failed dice (each die can be rerolled only once), excepting those showing 1s, or double a Static Defense, for a single action.

Optimized: Reduce the TN for up to (X) dice to 5+ (Efficient), or count 8s+ as double successes for up to (X) dice (Empowered), or both for +1 Clarity (Exemplar), or double a Static Defense, for a single action.

Subordinate: Convert up to (X) pairs of failed dice, excepting those showing 1s, into one success per pair, or double a Static Defense, for a single action.
A Gift is a permanent or a semi-permanent configuration of Essence or physical form. It usually provides a constant benefit of some sort, or gives access to some specific capability. Each Gift has a certain number of points distributed between its effects. Every Gift describes a narrative circumstance, not just some bonus or a mechanic.

Gifts come from various sources. Infernal and Lunar Exalted have access to Gifts from their Exaltations. Spirits and Raksha have native Gifts reflecting their nature. By default, characters can support number of Gift points woven into their being (like mutations and such) equal to their (Stamina/Integrity + Essence) without adverse effects. Any points above that provide the same amount of negative Gifts, hindering Traits and/or Virtues chosen at the Storyteller’s discretion.

Artifacts confer their Gifts to the user. Artifacts are of the three Ratings: • (1), •• (3) and ••• (5), providing the listed base number of Gift points. Artifacts can also have up to (1 + (Rating x 2)) points of Drawbacks that provide extra Gift points accordingly. Most Artifacts require Attunement, unless a Drawback is taken it is considered 0 (1gp Gift for no Attunement, to enable use by mortals). A character has an Attunement limit of (Essence) dots of Artifacts. Artifacts of non-aligned materials take one more Attunement than normal. Each point of Attunement above the limit decreases both mote pool and respiration rate by 1.

Artifacts often exhibit powers called Evocations. Each is unique to the Artifact in question and is a separate Named Charm that can include the wielder’s Native Ways, Power, and any Common Ways, regardless of the wielder knowing them. Artifacts use their own themes for Evocations, and an Evocation’s (X) equals higher of (Essence) or (Artifact Rating). Evocations can also be written similarly to an (up to Artifact’s Rating) Circle spell, with the appropriate mote cost to be paid directly from the character’s own Essence pool or by spending (Circle)m and «Shaping» it as a spell, rolling some appropriate Trait. Artifact creatures, if independent, can use their own Evocations as normal.

<table>
<thead>
<tr>
<th>Helpful Size reference</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="#" alt="Image" /></td>
<td><img src="#" alt="Image" /></td>
</tr>
<tr>
<td>Large</td>
<td>Small</td>
</tr>
<tr>
<td>1: Horse, tiger.</td>
<td>-1: Dog</td>
</tr>
<tr>
<td>2: Siaka, hippo.</td>
<td>-2: Cat</td>
</tr>
<tr>
<td>3: Tyrant Lizard</td>
<td>-3: Mouse</td>
</tr>
<tr>
<td>4: Large castle</td>
<td>-4: Bug</td>
</tr>
<tr>
<td>5: Mountain</td>
<td>-5: Flea</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GPs</th>
<th>Gifts and Drawbacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1/-2*</td>
<td>+1 bonus to a specific dice pool/Static Defense (and/or a Defensive Clash).</td>
</tr>
<tr>
<td></td>
<td>See text</td>
</tr>
<tr>
<td>Permanent Hazard:</td>
<td>+2gp per Rating, -1gp per Penalty. +1gp per Rating, +(Penalty/2)gp as a Drawback.</td>
</tr>
<tr>
<td>-2*/-3*</td>
<td>+/- a variable of 1-3 numerical range (Intimacy bonus, Advantage, (Limit/2), etc.). -3 is for Static Defenses.</td>
</tr>
<tr>
<td>-1</td>
<td>Enhances actions with a (X=1) Common Way. Up to (Rating or Essence/2) times, stacking, per Way*.</td>
</tr>
<tr>
<td>0*</td>
<td>Can manifest (Artifact Rating) Evocations to be learned.</td>
</tr>
<tr>
<td>-3</td>
<td>Welder can use (Artifact Rating) Evocations immediately, without learning them or spending xp.</td>
</tr>
<tr>
<td>-1</td>
<td>Increases (X) of a specific Common Way by 1 for its Evocations*. Cost increases separately per Way.</td>
</tr>
<tr>
<td>-1</td>
<td>A useful narrative advantage: produces light; immunity to a specific type of poison; a hearthstone socket.</td>
</tr>
<tr>
<td>-3</td>
<td>Significant narrative advantage: read any language; ability to fly or breathe underwater.</td>
</tr>
<tr>
<td>-1*</td>
<td>+1 or -1 Size. Cost does not increase for the Gifts acquired from Endowments.</td>
</tr>
<tr>
<td>-1*</td>
<td>Can store (Artifact Rating) motes to power itself (does not recharge by itself).</td>
</tr>
<tr>
<td>-1*</td>
<td>Magitech node; can include up to (1 + Artifact Rating) magitech subsystems.</td>
</tr>
</tbody>
</table>

*If taken multiple times, the GP cost increases by the number of times it was already taken, unless it is used as a Drawback.

+1 | Magitech subsystem; cannot be used separately, must be a part of another Artifact with a node. |
+1 | Uses (Artifact Rating) Attunement. |
+1 | A narrative disadvantage: immobile, requires an hour to activate, needs a health level per usage. |
+1 | Gives -1 penalty to something. Offset cost does not increase with multiple applications. |
+2/+3 | Gives a point of Limit to the user per scene when it was used/per each usage. |
+1/+2 | Requires 1m or an action spent to activate for a scene/per each usage. |
+1+(1/2/3) | Requires an inserted Hearthstone (•/••/•••) (a socket included). Its Gifts and effects are suspended. |
+1/+2 | Requires scene-long (+ Scale, maybe) monthly/daily (25 hours) maintenance at -(Rating x 2) difficulty. |
+3 | Requires scene-long maintenance from a specialist at -(Rating x 2) difficulty before or after each usage. |
+1/+2 | Useable (Rating) times per scene/one use only, expendable or consumable. |
**Sorcery**

Sorcery is the art of external Essence manipulation, as opposed to the internally-produced charms. Instead of relying on his own prowess to achieve something, a sorcerer instead shapes Essence into a distinct pattern (spell) that will achieve that something on its own. Sorcery is divided into the three Circles, and is slow, but powerful and versatile.

**Spells**

Spells are patterns of Essence that a sorcerer weaves to achieve a specific result. Mechanically, each spell is its Effect and a number of Ways that supplement it. Spells are always Named and are never Native.

Unlike charms, spells do not use derived \((X)\) to determine the potency of their Ways. Each spell has its own number of Ways and their levels, not limited by Essence or Traits. Instead, the total \((X)\) of all the Ways used in a spell is its cost in sorcerous motes, and the spell’s total cost is limited by the Spell’s Circle:

- **First Circle:** Up to 5.
- **Second Circle:** Up to 10.
- **Third Circle:** Up to 20.

All spells include a single free level of a Common Way (often Supernatural). It serves as the base, enabling the spell’s main purpose, and does not count towards the limits. (Essence) is added to the Ways of a spell as a variable, providing scaling; it also does not count towards the sm cost and limits of the Circle. Spells can be enhanced with Common Ways and Power up to a total of 10 maximum in each Way. A spell only functions for as long as its Paced Way indicates.

The main product of a spell is called Effect, and it is applied Power. Some of the possible Effects include:

- For the spells that are attacks or direct actions (Power) is rolled as the dice pool.
- Lasing bonuses or penalties are calculated as Gifts. A spell grants (Power) total Gift points.
- Spells create Hazards, unrolled, of \((\text{Power}/2)\) Rating, (Power) Penalty and (Power) Interval/Duration shifts, allocating Power separately to each. Interval starts at (Duration) (Paced, or Day for poisons and diseases).
- Summoning beings of (Power/2) and no higher than (Spell Circle x 2) Rank. Excess Power can be also used as a bonus dice for the Binding roll (see below). Quality of the being, if any, is up to the Storyteller’s discretion.
- Spells can create beings «ex Essentia», of the Rank equal to \(((\text{Power}/2) - 1)\), and (additional Power) Quality. Rank is still limited to (Spell Circle x 2).
- Spells that create objects craft with normal crafting rules, with the dice pool of (Power) and Ways that will modify the project.

**Shaping and Casting**

**Shaping** is the process of gathering Essence for a spell. When Shaping, Sorcerers cannot defend (Evasion = 0), unless they use Multiple Way to somehow mitigate that. To Shape, a sorcerer first spends (Circle)m, sm or wp. Then, roll Occult as a special Extended action, once per turn, gathering 1sm per success on the roll. If the process is interrupted, 2sm is lost per skipped turn. At 0 sm, the spell fails. When the gathered sm total reaches the spell’s total cost, it can be cast.

Before or after a Shaping roll, a sorcerer can spend any number of sorcerous motes he holds from Rites, or substitute his own Essence (2m spent converts to 1sm), to enhance the result. Some spells are designed a to be Shaped and cast as a long **ritual**: such spells are generally unusable for use in Conflicts, but count as being one Circle higher for the purposes of being Counterspelled or Distorted, and change their base Duration to «Scene» instead of «Action». And, of course, they fail spectacularly when disrupted. Workings (see below) do not gain these benefits.

**Casting** is using a spell. It does not consume actions, and occurs immediately after Shaping is complete. Whether an additional roll is needed depends on the spell in question, and it uses its own dice pool anyway.

**Dispelling** is dispersing the gathered sorcerous motes to prevent a spell being completed. Roll Occult as a Shaping action, targeting a spell you see in (Essence) Range that is being Shaped. It loses the number of sm equal to successes rolled. If you do not know the spell, you are at -1 penalty. You also at a -1 penalty for each Circle of the spell that you are not initiated into.
Countering is forcibly shattering an existing sorcerous Effect with a dedicated Countermagic spell. Spells of lower Circles end quietly (no roll). Spells of equal Circle are shattered and explode violently. Spells of higher Circles are unaffected. Shattering a spell is quite obvious. An exploding spell uses a dice pool of (its total cost) to possibly do harm or otherwise affect environment. The Countermagic spells are as follows:

First/Second/Third Circle Countermagic (5/8/11sm)
Supernatural: 1+2/5/8, Reaching: +2 (Medium), Multiple 1; special: if targeted by a cast spell, you can immediately make a free Shaping action for this spell.

Distortion is a counter-Working, intended to warp or change an ongoing active sorcery. It is performed as a normal Working, with the same base time requirements as the targeted Working (long-lasting spells also count as equal-Circle Workings). With a Main Focus, you can introduce an Effect that counteracts or changes the target sorcery by the total of (Distortion’s Effect/2). You can use extra Foci as normal. Distortion immensely complicates Countering or further Distortions: each one must be dealt with before affecting the initial Working again.

Sorcerous Projects

Workings represent large-scale magic projects and powerful rituals. They use the same framework as spells, but are always Improvised. First, determine what the Working will do, which Ways it uses and its total sm cost as if it was a spell; unlike spells, a free Way level and (Essence) bonus variable are not used.

Roll Int/Occult as an Extended action. Base Interval is Scene, modified by (Circle) Arduity, to Day / Month / Year. Instead of having fixed Length, it requires gathering a total number of successes equal to the Working’s sm cost to complete it. You are at a -2 penalty for each Circle of the attempted Working that you are not initiated into, plus cannot use Made Foci and treat all failures as critical when overreaching so. Workings count as one Circle higher for resisting being Counterspelled or Distorted. Workings require instruments, time, and at least one Focus.

A Focus is an Essential conduit for a Working. This can be either an existing rare, exotic and thematic thing (Apt) or a substitute created with the Working itself (Made). Using a Made Foci increases the Arduity of the Working by one for each Made Focus included. A Working must include at least a Main Focus. Its Ways can be further supported by up to additional (Circle) Foci each, improving that Way’s value by 1 per extra Focus without raising the cost or counting towards cost limits. Made Foci are vulnerable to destruction, which damages the Working; Apt Foci are usually expended or unaffected. The higher the Circle of the attempted Working is, the rarer and more precious the Focus must be, similarly to the Artifact Sources.

Summoning and Binding

Summoning spells and Workings must include Paced. If the Effect of a summoning spell lasts longer than a scene, it must be cast as a ritual.

Several beings can be summoned or created by adding Multiple appropriate for the numbers summoned, and additional (Multiple x Rank) Power.

Summoned creatures retain their free will (if any) and must be bargained with or Bound before serving the caster (allied beings usually don’t require that).

Binding involves Int/Occult (Caster) vs. App/Integrity (target) special Extended Opposed roll; the first one to reach (Opponent’s Essence) successes total wins. Binding without prepared ritual facilities, or of the unknown entities should be heavily penalized.

Lasting Effects

Not all spells require Paced to make lasting changes. If a spell raises the walls from the earth, they will remain afterwards. If something created by a spell can exist without one, Paced is probably not required.

Oh, shi... 

As we all know, spectacular fuck-ups is what being a sorcerer is all about and if you wait to understand things before you meddle with them, you’ll never get anything done. As such, failures on the Working and ritual rolls involve deviations from the intent; critical failures invariably produce strange, horrific and catastrophic mishaps or side effects to be resolved in future adventures. Have fun!
Learning sorcery

All sorcerers overcome the Five Trials, but there are many methods of gaining sorcerous power. Initiation refers to the method of learning Sorcery and the style of using it. An Initiation must follow a theme, as reflected by its Control spell and Rite. Gusts of wind blow around a storm sorcerer when he is angry; shadows deepen as a master of darkness passes by; blood seeps from cracks in the earth as a necromancer shapes his magic. Learning Sorcery is a changing experience. Not only you sacrifice progressively more important things as you move to the higher (or lower) Circles, it influences your body and soul. Some spells can become unavailable because of a certain Initiation if they run contrary to its themes, at the Storyteller’s discretion. You can (and should) include tiny cosmetic magical effects related to your Initiations in stunts.

An Initiation includes a Circle attainment (the power to use that Circle), a Rite, a Control spell, and a 1-point Gift (usually, but not always, related to the Control spell). Mechanically, this is all gained by learning the first spell of the appropriate Circle (for simplicity’s sake), but narratively it should be a much more involved process. Starting to Shape your Control spells costs one m/sm/wp less, to a minimum of 0.

Rites provide means to gather and store sorcerous motes (sm), which are used to pay for the spells. sm from repeating the same Rite do not stack. Construct appropriate Rite for each of your Circles, using the following table (the cost must balance to 0 by default):

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<tr>
<th></th>
<th>-1</th>
<th>0</th>
<th>+1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Granted sm</td>
<td>-1sm</td>
<td>2sm</td>
<td>+1sm</td>
</tr>
<tr>
<td>Rite time</td>
<td>Scene</td>
<td>Action</td>
<td>None</td>
</tr>
<tr>
<td>Sm last for</td>
<td>Turn</td>
<td>Scene</td>
<td>Indefinitely</td>
</tr>
<tr>
<td>Conditions</td>
<td>Rare</td>
<td>Frequent</td>
<td>Trivial</td>
</tr>
<tr>
<td>Sacrifice</td>
<td>Significant</td>
<td>Nominal</td>
<td>None</td>
</tr>
<tr>
<td>Limits</td>
<td>1/Story</td>
<td>1/Scene</td>
<td>1/Turn</td>
</tr>
</tbody>
</table>

Spells are learned one by one. First Circle is available to anyone with Int/Occult 3+. Second Circle is available to celestial Exalts and spirits, and requires Occult 4 and Essence 4 (Essence 6 for spirits). Only Solars and their ilk (and perhaps Essence 9+ spirits) can learn Third Circle sorcery. It requires Occult 5 and Essence 5. You can only attain Third Circle in one type of sorcery ever. You can exchange one or more of your starting Ways/Charms for spells to start as a sorcerer.

Powerful Rite Advantage

Choose one of your Initiation Rites to supplement with this Advantage, no more than once per Rite.

Powerful Rite •: Total cost of the Rite rises to +1.
Powerful Rite ●●: Total cost of the Rite rises to +2.
Powerful Rite ●●●: Total cost of the Rite rises to +3.

Necromancy

Necromancy follows the same rules as normal sorcery, but it is much more limited in its purview. It commands darkness, death, beings and elements of the Underworld, it invokes the Neverborn or the Oblivion itself. This greatly limits its functionality in Creation and for the living, and mostly to harmful effects. However, any spells that exclusively affect the Dead or the Underworld gain an additional free level of a Way; that does not increase the cost and can even break normal Circle limits. Such spells usually have no effect on anything that is not already Dead, or do harm.

Shaping Sorcery in the Underworld is at -2 penalty, as is shaping Necromancy under the light of the sun. Necromancy has its own set of Countermagic spells. They can be used against Sorcery and vice versa, but they treat the targeted spell as being one Circle higher.

Deathlords are an exception to the normal rules and can lean and use Third Circle Necromancy regardless of Essence Rating, which most of them do.

Infernal Sorcery

Infernal sorcerous enlightenment opens understanding through a prism of a specific Yozi’s or demon’s concepts. Each sorcery Initiation is affiliated towards one. The spells that create effects within that Yozi purview cost 1sm less. However, the spells hostile to that Yozi purview cannot be learned and used at all. Neutral spells change their looks, but it is mostly cosmetic. For example, the Ebon Dragon’s spells excel at manipulating darkness and shadows; however, they can produce nothing related to the light or fire; and, for example, an Infallible Messenger will appear as a wisp of shadow, but perform as well as a normal one.

Fae Sorcery

Raksha do not use sorcery as presented here. Their «sorcery» is either «Artifacts» or stunting. Wyld-based Initiations do exist, but they follow the normal rules.
Martial Arts

Martial arts consist of a variety of different Styles, divided into three Levels: Terrestrial (1), Celestial (2), and Sidereal (3). Each Style consists of: Themes with a different Base Trait assigned for each (to Base (X) on); <Style> Way; and <Style> Mastery Advantage. A Style can have up to (Level) weapons it is compatible with. By default, no Style can be used while armored.

Style Themes

Each Style has (3 + Level) points to distribute among its specializations. Reduce the points by 1 to be able to use the Style Light armor, and by 2 – in Heavy armor. All Themes begin at 0, progressing to Minor (1) to Major (2) to Defining (3) for 1 point per step. Each must have a different Base Trait assigned. Themes are:

- **Offence**: Propensity to direct attacks or damage.
- **Defense**: Harm-evading or harm-enduring capability.
- **Speed**: Utilizing reaction or movement.
- **Skill**: Methods to control and hinder opponents or enhance your own capabilities.
- **Extra**: Unique and unusual capabilities, whether esoteric, Social or other.

Style Ways

Each Style has its own unique Way, <Style>. A charm that uses <Style> is a Style Technique, and cannot include any Native Ways except for Overwhelming. Techniques are only to be used to Clash Defensively, never with Static Defenses. All Ways in a Technique replace their (X) with the Style’s (X). It is derived from the Style’s Themes: \( (X) = (Style’s \ Level + Theme) \). It still cannot exceed (Base Trait) or (Essence). Use the lowest values when combining Themes. Techniques can be used with various Traits as appropriate, not only the Base Trait (for example, many Styles use Brawl when unarmored, and Melee with weapons). Each Technique uses one specific Theme. Techniques are always Named charms. The Way of the <Style> is:

- <Style>: Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

Style Mastery Advantage

Style Mastery represents deeper understanding and is tied to a specific Style, providing the following:

- **Style Mastery ●**: Style Form.
- **Style Mastery ●●**: Flawless Technique.
- **Style Mastery ●●●**: Ultimate Technique.

- **Style Form**: by rolling Base Trait as an action to perform a kata, or by spending 1m at any time, you can activate the <Style> Form. It lasts until you fail a <Style> roll, the scene ends, or you activate another Form. While in a Form, for that <Style>’s Techniques you can reroll up to (Style Level) failed dice (before rolling the <Style> dice), gain +1 to a Static Defense and have (Style Level) Gift points of other benefits.

- **Flawless Technique**: designate an appropriately restrictive circumstance: the Way of the <Style> costs 0m and does not count toward Ways limits when used in this circumstance, for all Techniques of the Style.

- **Ultimate Technique**: Assemble a Technique. It can only be used once per scene, but <Style> adds full (X) dice in it instead of providing dice per successes; moreover, you may add a second instance of an already included Way to it, while also ignoring Essence limitations on the maximum number of Ways.

Learning Martial Arts

One can learn the available Styles, or a Style of a level higher than normal for double the cost and time when taught by a Sifu (only the Sidereals and Sidereal-taught Solars can usually learn Sidereal Styles).

<table>
<thead>
<tr>
<th>Level</th>
<th>Normally available to</th>
<th>Require</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terrestrial</td>
<td>Any Essence-users</td>
<td>-</td>
</tr>
<tr>
<td>Celestial</td>
<td>Celestial Exalts and beings</td>
<td>Essence 2</td>
</tr>
<tr>
<td>Sidereal</td>
<td>Sidereal Exalted</td>
<td>Essence 4</td>
</tr>
</tbody>
</table>

Sidereal Styles and Sidereals

A Sidereal who knows a Form for a Sidereal Style can benefit from a Student’s Sutra, and who learns a whole style – Master’s sutra. If he subscribes it similarly to their Prayer Strips, and spends 1m to activate it, it floats about him for a scene, reducing cost of that Style’s Techniques by 1m (Student) or 2m (Master) per turn total, to a minimum of 1m.
Quick characters

Quick Characters (Extras) are for the NPCs and for the reference. QCs have Ranks from 1 to 6, determining their base statistics. QCs do not have normal Traits. They only have Good and Bad numbers used as dice pool and as a Static Defense, depending on whether the QC is competent in what is going on, or not. They have 3 Health levels (0 -1 -3) per Rank, and around Rank + (Quality x 2) free Gift points. For Essence-using QCs, default to the following when lazy: mote pool is (Essence x 3) + (Quality); (Essence + Quality) known charms/Ways; (X) equals (Rank).

Rank 1 is mortals. Rank 2 is elementals, First Circle demons, minor Raksha and comparable entities. Rank 3 is powerful gods, greater elementals and Raksha lords. Rank 4 is Lesser Elemental Dragons, Celestial gods and Second Circle Demons. Rank 5 is Third Circle Demons, highest gods and other potent beings. Rank 6 is the mightiest of the mighty, singular entities of immense power. Exalts, because of their intensive charms, naturally overreach into higher Ranks. Terrestrial are effective Rank 2-3+. Celestials are 2-4+.

Each Rank is further subdivided by Quality, reflecting the individual puissance of the character. Average is the baseline. Good indicates professionalism and high competence. Elite represent lifetime commitment or extreme specialization. Master represents the best of the best, singular experts and champions. Modify the base stat line as needed. Quality is universal: some QCs are more specialized in certain areas then others. Feel free to mix and match the numbers.

The following represents base Traits and Gifts bonuses for the main specialization, Equipment is not included.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Dice Pools</th>
<th>Stat. Def.</th>
<th>Health total</th>
<th>Essence</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2/0</td>
<td>1/0</td>
<td>3</td>
<td>1-2</td>
</tr>
<tr>
<td>2</td>
<td>3/1</td>
<td>2/1</td>
<td>6</td>
<td>2-3</td>
</tr>
<tr>
<td>3</td>
<td>4/2</td>
<td>2/1</td>
<td>9</td>
<td>4-5</td>
</tr>
<tr>
<td>4</td>
<td>6/3</td>
<td>3/2</td>
<td>12</td>
<td>6-7</td>
</tr>
<tr>
<td>5</td>
<td>8/4</td>
<td>4/2</td>
<td>15</td>
<td>8-9</td>
</tr>
<tr>
<td>6</td>
<td>10/5</td>
<td>5/3</td>
<td>18</td>
<td>10</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Quality</th>
<th>Dice Pools</th>
<th>Def.</th>
<th>Health</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good</td>
<td>+1</td>
<td>+1</td>
<td>+ (Rank/2) x (-3)</td>
</tr>
<tr>
<td>Elite</td>
<td>+2</td>
<td>+2</td>
<td>+ (Rank/2) x (-3 -1)</td>
</tr>
<tr>
<td>Master</td>
<td>+3</td>
<td>+3</td>
<td>+ (Rank/2) x (-3 -1 -0)</td>
</tr>
</tbody>
</table>

Types of beings

**Mortals**: Rank 1. Apply Quality as needed.

**Megaflora**: Large beasts will have Size, still Rank 1.

**Demons**: First Circle is Rank 1-2, and usually Good or higher Quality due to specialization. Second and Third Circles are Ranks 3-4 and 5-6 respectively, of varying Qualities. Most demons can materialize.

**Elementals**: Diverse beings, they can be of Ranks 1 to 3 for normal Elementals and Rank 4-5 for Lesser Elemental Dragons (who have Size of (Essence - 4)).

**Gods**: Occupy Ranks 1 to 6, depending on the personal status. Most can materialize.

**Fair Folk**: are of Rank 1 to 3 usually, but have high Quality, and can double stunt bonus for 1m. Nobles are at least Rank 2 Elites that have charms, their own brand of «sorcery», and Artifacts with Evocations. Lords are around Rank 3 Elites.

**The Dead**: zombies are Good Rank 1. Constructs can be varied and monstrous. Ghosts can vary a great deal, and some horrors from the Lower Mysteries are easily Rank 5 or more. Only the most puissant ghosts learn how to materialize fully.

**Behemoths** are unique beings, usually of quite considerable might. Assign ranks 1 to 6 as needed.

**Vehicles** or structures are Rank 1 if they are of mundane origin. Artifact ones are equivalent to having (Artifact Rating) base Rank, and can add Quality using Gift points, as with beings. See Vehicles sidebar for the guidelines on the creation and statistics of vehicles.

See Appendix 9: Designing NPCs for specific examples and templates.

### Materialization

Most spirits are immaterial by default: they can perceive but not affect material world in this state. Material beings can neither perceive nor affect the immaterial ones. Many such beings can materialize, weaving themselves a solid bodies from their own Essence, to become permanently material; this generally takes a charm with a total cost of (Essence + 2)m. Dematerializing back is free. Elementals are in the material state by default, but some learn to dematerialize, in the same way.
Groups

One mortal may be a trivial opponent, but what about an army? For the ease of play, large formations of similar Quick Characters are folded into groups that act as one. Groups have the following qualities:

- A group acts as one character.
- A group can attack or otherwise affect all targets in the reasonable range of the attempted action at once.
- Groups add Size as bonus to attacks, Evasion and Resolve.
- Groups have additional (Size) health levels.
- Groups do not suffer wound penalties.
- Groups always round fractions up and roll a full Chance die if reduced to 0 dice, even if they are made of mortals.
- Groups have extra dice or successes pool, also used as motes or wp; see Using Groups.

Size of the groups is intentionally nebulous, especially for large formations. Elite soldiers would require smaller numbers to qualify for the same Size as a horde of weak untrained conscripts. While larger armies, of course, do exist, they have trouble fully engaging smaller opponents, and are best represented as several Size 5 groups, as larger formations are simple impractical for the normal game scale. Alternatively, loop around, counting a Size 5 group as one person, and calculate Size accordingly from there for the one-on-million fights.

Small groups can be of Size 0, still gaining the benefit of ignoring wound penalties and affecting anyone in reach.

Using Groups

Commanding groups is represented by making Setup
rolls or Leading groups by the commanders. Groups can be of any type: armies to be led, crowds to be impressed, parliaments to be swayed, etc.

Health lost by a group usually represents all types of losses, including wounded and those who ran away or were incapacitated. If a group is made from beings of Perfect Morale – automatons, zombies or dream-eaten soldiers, double the health level bonus from the group’s Size to represent their resilience and capacity to fight until total destruction (add one level for Size 0 groups). Such groups also automatically succeed on all Valor checks, are immune to fear, and never rout.

Restoring numbers can be done in a number of ways, from healing the wounded to recruiting new members. In general, for hastily restoring immediate losses roll an appropriate Trait at -(Size) penalty, restoring 1 health level on a success, and 2 on a critical success. This can only be done once per scene per method, and some methods can be used only so much: you can patch up a few wounded, but the rest are dead. Call for the necromancers. Long-term replenishment can be handled as an Extended Social action, as a Dominion action (See Mandate of Heaven), or just as a consequence of actions off-screen and unrolled.

Rout check is what happens when the group has a reason to withdraw because of emotion-based issues: being hit by large-scale combat sorcery, intimidated by a higher-up, got a critical success scored against it and anything else at the Storyteller’s discretion. Roll an appropriate Virtue, defaulting to (1 + Quality). If successful, everything’s fine; otherwise the group runs from a battlefield, abandons debate, or anything else appropriate. Physical, Mental and Social-based circumstances and groups are all valid for rout checks.

A group has a pool of (Rank + Quality) extra dice that it can add to actions, rout checks, or to increase a Defense by 1 per spent die, to represent its strength in numbers and prowess. They can also be used to Deny Virtues or Reject Influence instead of Limit. Essence-using groups increase this dice pool by (Essence), and count added dice as automatic successes (1 per die; can still be removed from a roll due to penalties, as dice). No more than (Rank) dice can be spent per action. The pool is restored after the group had time to rest.

<table>
<thead>
<tr>
<th>Size</th>
<th>Average numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>5 - Fang</td>
</tr>
<tr>
<td>1</td>
<td>25 - Scale</td>
</tr>
<tr>
<td>2</td>
<td>125 - Talon</td>
</tr>
<tr>
<td>3</td>
<td>625 – Wing/Dragon</td>
</tr>
<tr>
<td>4</td>
<td>3125 - Legion</td>
</tr>
<tr>
<td>5</td>
<td>15625 - Army</td>
</tr>
</tbody>
</table>

Some creatures and effects are of such a scale that can easily destroy even the largest armies, as is represented by the Multiple Way. Such things reduce the group’s Size bonuses by the appropriate amount. Which is (X).
Mandate of Heaven

When leadership and government becomes a matter of importance, use this set of rules. Individual organizations and states are referred to as Dominions. They are treated in all things as separate characters. Their core capability is reflected in Magnitude, which represents a combination of the relative landmass, population, influence and overall prestige.

<table>
<thead>
<tr>
<th>Magnitude</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Non-entities; cannot make external actions.</td>
</tr>
<tr>
<td>1</td>
<td>Town/tribe/neighborhood.</td>
</tr>
<tr>
<td>2</td>
<td>Small nation/city-state.</td>
</tr>
<tr>
<td>3</td>
<td>Large nation.</td>
</tr>
<tr>
<td>4</td>
<td>Regional/huge nation.</td>
</tr>
<tr>
<td>5</td>
<td>Direction/</td>
</tr>
<tr>
<td>6</td>
<td>Creation-sized region/</td>
</tr>
<tr>
<td>7</td>
<td>Several Creation-sized regions.</td>
</tr>
<tr>
<td>8</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td></td>
</tr>
</tbody>
</table>

A Dominion has the following Traits (they always use Defensive Clashes, and do not have Static Defenses):

Military: martial capability, organization and morale of the Dominion’s armed forces.

Government: efficiency, complexity and integrity of the laws, bureaucracy and economy of the Dominion.

Culture: social impact, influence, international fame, history and reputation of the Dominion.

Dominions do not have Virtues, but they do have a Limit track, representing internal tensions. Dominions can Reject Government and Culture Influence using their Features as Intimacies, for 1 Limit.

Dominion Initiative and Turns

Initiative dice pool is (Government - Magnitude). A Dominion can attempt a number of actions per turn equal to its Magnitude. These follow the normal rules for multiple actions: repeating the same action against the same target is not allowed.

A turn usually represents a significant amount of time. It normally equals (Day + Magnitude/2). For Conflicts, use the highest Magnitude of the Dominions involved to determine the time each turn takes for all of them, unless the Storyteller decides otherwise. Magnitude 0 Dominions cannot take actions except for a single Internal action per turn. Dominions generally do not move, nor is their possible movement important.

Attacking, Defending and making actions

Dominions use the Conflicts system to resolve any actions it might attempt. Dominions have three types of Trait-based action types, roughly corresponding to Physical/Mental/Social. In addition, a Dominion’s Features can grant bonuses or penalties equal to the half of their Rating, similarly to Intimacies, to appropriate actions. Magnitude acts as Size, providing the appropriate bonuses and penalties. For the strictly internal actions, Dominion is always «attacking» itself, rolling an appropriate Trait against (own Magnitude), modified by any appropriate Features as above.

Dominion Values

A Dominion relies on three main types of specific Values beyond health – Features – to reflect the details of its current state and dispositions. A Trait can support up to (its Rating) positive Features. Features have three Ratings: Minor (1) are small traditions, institutions and policies. Major (3) are notable establishments, strengths and currents of culture. Defining (5) are core facets of the Dominion. Features can boost or penalize rolls of the appropriate Trait by (half Rating); this bonus also applies to the Dominion’s external actions.

A Dominion also has a number of Health levels equal to (5 + Magnitude) that absorbs damage directed at its Magnitude. Dominions do not suffer wound penalties.

Dominion and characters

Characters can make Setup actions as normal to help the Dominion, but such efforts need to be of a noticeable scale to succeed. Alternatively, Dominion actions can be automatically successful if the events are played out as a normal story. Characters can also Lead the Dominion’s actions. For each action, the Storyteller chooses a Virtue associated with it for the character to roll. If the roll is successful, either he or the Dominion (player’s choice) gains 1 Limit.
**Dominions and Consequences**

Three types of actions are Military, Government and Culture. To inflict a Consequence, an action of the same type normally must be used, unless some clever stunt is applied.

- **Erode Feature** (Rating): reduce a Feature’s Rating by one step. With enough successes, it can be reduced multiple times by one action.
- **Instill Feature** (new Rating): form a Feature of a chosen context, or improve an existing one by a step. Sequentially raises a Feature several times with enough successes, or possibly creates a lesser one with too few. This is used to shape another Dominion to one’s wishes, or weaken it for further attacks.
- **Damage Trait** (1): reduce the appropriate Trait by 1 until Recovered. This cannot be done if the target Trait has a maximum possible number of positive Features.
- **Persuade** (Rating): force the Dominion to do something definite. Successes required equal the Rating of Intimacy generally needed for such an action.
- **Damage Magnitude** (Defending Trait Rating): Reduce the Magnitude by 1, permanently. This can only be done if all Dominion’s health levels are filled with damage. Applying this Consequence restores health to the new full value. A Dominion of 0 Magnitude subjected to this Consequence ceases to exist.

Dominions are, by design, quite resilient. It is much easier to subvert or conquer one than to completely destroy it. Subjugation, obviously, is achieved with Eroding or Instilling the Dominion’s Features. There is no hard limit on the number of negative Features a Dominion might accrue.

External control might count as one. Alternatively, depending on the nature of conquest, some previously positive Features could become negative for the new leadership, or even separate to become (possibly hostile) independent Dominions: for example, a «Fanatical religious cult» devoted to the deposed God-King can transform from a positive Feature to a hostile separate Dominion. In short, unless you are very thorough with the conquest, the Storyteller should provide some unexpected problems.

**Restoration and Improvement**

Dominions do not «heal» or recover from damage on their own, nor do they use xp to improve. To that ends, the Dominion can target itself with actions to apply the following Consequences if successful:

- **Establish Feature** (new Rating): form a Feature of a chosen context, or improve an existing one by a step. Sequentially raises a Feature several times with enough successes, or possibly creates a lesser one with too few.
- **Purge Feature** (Rating): reduce the Facet’s Rating by one step. With enough successes, it can be reduced multiple times by one action.
- **Restore Trait** (1): restore a damaged Trait by 1. It can only be done if you have more positive Facets in this Trait than negative ones.
- **Restore Health** (1+): restore a number of health levels equal to the successes achieved.

Dominions can improve Magnitude or a Trait with an Extended internal action, at the - (New Rating + Magnitude) penalty. Interval is one Dominion action (Magnitude already affects the time). Length is (New Rating) Intervals. A single Trait must be rolled throughout the project. If any of the rolls fail, all effort is wasted and the improvement fails. The improvement cannot be attempted if the targeted Trait has less than maximum number of positive Features. To improve Magnitude, all three Traits must fit this criterion. A Dominion may also increase in Magnitude because of conquest and other actions, like establishing economic control over a region. This is up to the Storyteller. Higher Magnitude is not always beneficial.

Dominions can bestow Advantages to characters as an Extended action. Roll an appropriate Trait at a penalty of (Advantage Rating). Length is 1. Maximum Rating a Dominion can grant is (Magnitude/2). Storyteller can always limit or restrict this way of gaining Advantages at his discretion.

**Decay and Corruption**

It is notoriously difficult to keep running any large organization, let alone a nation, effectively. When a Dominion rolls a critical failure, it acquires a negative Facet of the appropriate Rating. Additionally, it is highly recommended to roll a Corruption die for a Dominion every five turns. Roll a single die and randomly apply a negative Facet to the Dominion on a success, to represent the ongoing challenges. Then reset the count.
General considerations

By design, Exalts have very cost-effective and powerful Native Ways. Exalts are meant to perform in peaks, overcoming the opposition. However, they are more focused, and limited, in scope. Powerful non-Exalt beings do not perform in peaks: they remain on the constant level of proficiency, utilizing higher Trait maximums, permanent Gifts, and so on. They also have charms that are often greater in coverage, but less concentrated and less effective against single targets.

An Exalt will do very well against solitary and powerful opponent, because their charms will easily outperform comparable dice pools. Creatures other than the Exalts usually do not have access to many roll- or success-manipulating mechanics, relying simply on large dice pools.

Powerful non-Exalts will be more effective against hordes of weaker opponents, as they do not need to spend Essence as much to remain on the level. And finally, the Exalts are vulnerable to attrition via numbers, because without Essence they are just shiny mortals and do not even get the Chance Die benefits.

Stacking benefits

Bonuses and penalties from different sources stack. These different categories of sources include: Traits, stunts, Setup dice, charms, Gifts, Artifacts, Sorcery, Evocations, Size. Additional categories can be possible at the Storyteller’s discretion. Within the same category, they generally do not stack.

Traits only ever go from 1 to 10. This range encompasses every possible action. Almost no bonus counts towards the actual Trait rating itself; most only provide bonus dice that do not count as raising the Trait for the minimal requirements purposes. Effects that directly increase it normally do; external help only counts as bonus dice. The Storyteller is the final arbiter on what applies. For example, in your game, Equipment may count as increasing the Trait if you want to underscore the importance of being supplied. By default, I recommend to count only Overwhelming, natural Gifts and stunts as raising the Trait minimums. (X) is always derived from the unmodified Trait Rating (except for the Lunar Shapeshifting Endowment), because charms apply before modifiers.

Themes of charms

The mechanics are very flexible, and their applications are innumerable. Still, some limitations must apply. First, there are the absolutes: no unconditional immortality; no traveling back in time; no resurrection. Second, the charms of individual beings must follow certain themes: no Solar charm will let you grow a third hand with eyeballs instead of nails that petrify whoever you touch. No Abyssal charm will cause the growth of healthy living trees: however, black, gnarled, blood-drinking vines complete with the thorns and spikes of bone are fair game. Themes are very important to enforce.

For other things, themes are important as well: an Artifact sword forged from frozen lightning should not call forth pillars of lava from the Earth. A god of birds has no power over fish.

In all cases, the Storyteller is free to prohibit or change anything he deems unfit.

Storytellers are people too!

The rules place a lot of power in the Storyteller’s hands, especially regarding mechanics, arguably more so than most games. This is not an excuse to deny players everything cool because of some ill-considered power trip. Abuse should be curtailed on both sides of the table. Give players cool shit, it’s Exalted, that’s the power trip. Abuse should be curtailed on both sides of the table. Give players cool shit, it’s Exalted, that’s the power trip.

Players: don’t push your luck. This is not a permission to heap stupid things for the ST to make them work. It is an encouragement to create well thought-out charms, spells and Artifacts for everyone’s enjoyment.

Example Dominion

Lap
Magnitude ●●● Dominion. Initiative -1; Turn = Month
Health: □□□□□ □□□
Limit: □□□□□
Military: ●
Features: Sepoi Militia ●; 12th Realm Legion ●●●●
Government: ●
Features: Rice ●●●●; Export ties across Creation ●●
Culture: ●
Features: Nothing ever happens in the Lap ●●●●.
The intent of the rules

The following elucidations explain the core assumptions of QE as a system. When in doubt what means what, and how to adjudicate the rules, try to keep the following in mind.

QE is a system-based ruleset (as opposed to the exception-based ones). All things are included in and resolved within the system, and no additional mechanics should be introduced: all effects (such as charms, which are exception-based in the official Exalted) should be represented within existing rules.

QE is narrative resolution system (as opposed to simulative resolution ones). It operates in intents, outcomes and consequences. It does not concern itself with reality or physics simulation at all. A character uses his capability (Trait) to try to achieve his goal. Other circumstances (bonuses and penalties) are counted to the benefit or to the detriment of the intent. It does not matter what happens in the process of an action all that much, only what it amounts to in the end – allowing for the freedom of stunting. Whether the goal was achieved or not depends on the roll.

This also means that the rules play second fiddle to what is happening in the narrative: not in the usual «ignore the rules you don’t like» approach, but in the «rules are for resolution of the narrative, not the other way around» approach. Most actions can be represented in a two or more equally valid ways mechanically. Always decide what you want to happen first; always think how to represent it in the rules second.

Finally, QE is pointedly not a gamist system at all. People confuse narrativism with gamism all the time. There are no meta currencies or meta rules in QE. Yes, some degree of abstraction is inevitable. However, even abstract rules and terms refer to and represent actual things existing in-universe. All meta-only rules (like 3E’s Initiative and craft points) are right out.

And, following up on the above, any attempt to game the system should be crushed with extreme prejudice. The rules are in place to represent what is happening in-game. Not the other way around. Some degree of optimization is alright. Blatantly in-maxing, rules-lawyering, stretching definitions and other such things are completely unacceptable.

Perfect attacks and defenses

The always-hitting attacks and other actions that ignore all reasonable resistance are handled with Supernatural Way. Clarification for your convenience:

There are two effects: one that makes something opposing you inapplicable, always referred to as «Ignoring»; and another one that prevents the first one, always referred to as «Negating» it. There is also always a reference to the (X) of the effect listed with it.

The Ignoring/Negating balance is slanted towards defense by a step: Negating is easier. Ignoring a Static Defense means also Ignoring its basic Trait, reducing it to a Chance die, when it is used for a Defensive Clash.

The levels are as follows:

Ignoring (1) works only on things not enhanced by Essence in any way. It is automatically Negated by using any Essence to oppose it. For example, an Ignoring (1) charm can easily cut through armor, removing its bonus to Soak; it does nothing against Artifact armor which is enhanced with Essence by the virtue of Attunement.

Ignoring (3) works on anything, unless Negating (1) is specifically countering it. This, of course, requires an application of Supernatural Way with an (X) of (1). Negating must specifically oppose the Ignoring for this to work. For example, an Ignoring (3) charm can cut through Artifact armor; the defender must have a charm or something else that gives him a specific «Negates (1) any effect that would ignore your armor» effect.

Ignoring (5) requires Negating (3) instead to prevent.

Most things can be Ignored with such effects: anything that works as a Static Defense, a bonus from something, etc. The exception is as follows: a Trait that is used for an active action cannot be Ignored. The reason being that Ignoring works on a specific things, while the active Trait roll represents the character trying to do something by applying all he knows. Thus, you can Ignore a Damage bonus of a sword if you cannot be cut; but the Melee attack rolled by your opponent represents an attempt to do you harm by any means possible, from tripping you to cause a bad fall to cutting a column to fall down on your head.

You can Ignore (5) the Negation up to (5) itself, but you would still need more (X) left to be able to Ignore something else; I do not recommend it for anything except maybe Sidereal Martial Arts, if even that. Storytellers are free to prohibit this option outright.
How to play Exalted

Seeing as you are reading an unpublished homebrew rulebook that was anonymously posted in a remote corner of the Internet, you probably know what a RPG is and all that. How Exalted with QE is different, and how it should be used, however, is worth mentioning.

Exalts are very driven people with way too much personal power. Both the setting and QE assume as much. Your character should have strong opinions and well-defined goals that he wants to achieve. The key here is want. No lazy coward ever gets Exalted. Your character needs to be proactive. Don’t afraid to set unreasonable goals or commit to unreasonable courses of action, as long as they are personal choices. An Exalt is like a nation: he can do whatever he wants because he’s powerful enough to get away with it. Think big. Slaying rats in a basement is not what Exalted is about. Conquering a kingdom or defeating an undead invasion is only a beginner’s first step. It’s a game about your characters, not about stopping some unleashed ancient evil or vanquishing some major threat to the world. Your characters are the unleashed ancient evil and they are a major threat to the world. And they have peers. Act like it.

For QE rules-wise, remember that Physical, Social and Mental are all valid approaches to solving any problem. You can defeat a rampaging demon by hand, or you can trap him in an occult binding you have prepared. Or you can befriend him: that rampage he was on – it was probably another Exalt who put him to it anyway. The demon may be grateful and invite you to visit him in Malfeas for some drinks afterwards.

Consequently, don’t overspecialize your character. An Exalt can be tremendously good at something, and can easily become so with a bit of experience. Some degree is fine, but if you are at least not moderately well rounded, you’ll get easily blindsided by another approach. Remember the example above: your character can be befriended as well. And convinced to kill or abandon other PCs. This is as much a part of the game as combat: don’t say «my character would never do that!» It’s like saying that he would never lose in a fight. Physical, Social and Mental are equally valid. PCs and NPCs can die. They can be driven mad. They can be turned against everything they hold dear. There are no balanced encounters. This is all part of the fun. Embrace it. You have power. Your peers have, too.

How to run Exalted

Read the column to the left. Apply to NPCs. Done. More specifically, the driving force of all Exalted stories are powerful characters, who all have strong opinions on how things should be, and the ensuing conflicts. Your preparation needs to begin with a list of entities (and their factions, if any) active in your game, for your PCs to butt heads or ally with, and their goals (affecting the PCs, ideally). There is no pure good and pure evil. Everyone should be at least marginally reasonable, relatable, and a bit humanizingly petty.

Never prepare rails or long-winded plots. Exalts will run them over easily. After you have a list as above, give each NPC a rough timetable of what they will attempt to achieve their goals. Let them try. Bring in your PCs. Roll. Adjust it when they interact with it.

Don’t let the PCs turtle. Shovel joke is actually no joke. There should be (PCs + 1) things (not necessary critical, but still) going on around at all times. Make them choose where to go and what to do. Let other scenarios proceed, but not necessary to the end. Track time, to a day at least. This is incredibly important. Track time.

The game is a story that you, your players and the dice create, not a tactical simulation. Mix Physical, Social and Mental. Be prepared to use or react to all three as needed. PCs are powerful. Give them opportunities to make decisions that affect things on a scale both large and small. Don’t forget to show how those decisions affect the world around them. This is mandatory.

Don’t make «encounters» or «balance» things for the PCs. Don’t min-max, however, people are imperfect. Put things in that should be in. Place characters where they need to be. It’s the players’ task to find or make solutions. Your task is to play as the world. Make sure it’s a world, not a dumb game map. PCs are powerful enough and can choose their battles. Do not retcon anything, ever – consequences are a major point.

Experience points awards

In keeping with the personal-driven nature of the game, primarily give xp for achieving personal goals. Separate them to Minor, Major and Defining as you see fit. Give 1, 3 and 5 xp, respectively, on completion. Secondly, for less personal-driven, but still impressive achievements, give 1-3 xp instead. When in doubt, give less: if you can doubt, it was not that impressive.
Optional rules

Long Turns (recommended)

The default assumption is that an action takes some dozen seconds, and a full turn takes several minutes of in-game time. This may be inappropriate for some scenes, especially for mass combat with armies and such, and for scenes of debates or other Social interactions. This is where you can use Long Turns.

The base frame of actions increases by 1 Interval step. Thus, a character’s Action takes several Minutes, and a Turn lasts near an hour – the length of a normal Scene.

To represent Long Turns, besides accounting for it in stunts, reduce all Turn-based Paced effects duration by 1, to a minimum of 1. At the end of a Long Turn, all characters respire 1m (+ any motes from Hearthstones) as an hour-equivalent passes.

Staggered Size (optional)

This option can be used to make large Size more meaningful. You have two lines to draw:

Hard Stagger: Sizes lower than the line cannot meaningfully affect larger Sizes at all. Sizes higher than the line cannot affect any larger Sizes as well.

Soft Stagger: Sizes lower than the line have no Size bonus against larger Sizes. Sizes higher than the line have no Size bonus against larger Sizes as well.

You can combine the two options, but the line should not be lower than Size 3. Using Staggered Size places more value on Reaching Way, especially with (X) of 4+.

Tides of Battle (optional)

To make Conflicts more cinematic, and de-emphasize efficient Paced charms, introduce Rise and Fall. At the beginning of a Conflict, decide if each character’s first turn is Rise or Fall. After a character completes his turn, change the type for his next turn. Rise is normal. During Fall, the character cannot make direct attacks of the Conflict’s main type (Physical or Social, usually), leaving a turn free for Setups, Read Character, Hazard Creation, Social/Physical attacks (in Physical/Social Conflicts), etc. This is a rule, not an in-game effect.

Catching a Breath (optional)

This option allows regaining motes in a Conflict at the cost of a turn, basically. This option represents conserving one’s power as every anime character does.

Catching a Breath is a special attack action. It must be directed at a single significant character you are in Conflict with that you are able to attack (groups and environment, including hapless mortals around, do not qualify). You cannot make other attacks or actions this turn, even as Extra Actions.

The attack is rolled with the dice pool of a single Chance die (of the appropriate type, as normal). No dice or successes can be added to it from any source. All other effects apply as normal, except for the Native success-modifying Ways, they don’t. Regardless of the result of the attack, the following benefit applies:

Exalts: regain the lower of (Stunt level) or (current Anima) motes.

Others: regain 1 mote.

This mote regain is cumulative with motes regained from Stunting itself, if any. If combined with Tides of Battle, Catching a Breath is available only on Rise turns, but grants 1 more mote than normal.

Toning it Down (optional)

Some people hate fun think QE is too generous with its power levels. While this is a consequence of having a universal scale of effects (as opposed to having only «piddly», «100 levels of agg» and «perfect attack, infinite damage, can’t be bothered to write 3CDs» levels), I get it. Things can be toned down easily.

Size solves all problems. Just use Size numbers at the lowest possible reading for each bracket. Range 4 is now 500 meters instead of several kilometers, and so Total Annihilation is back to scale. The same goes for everything –Size is used in Ranges, projects, group numbers, and everything else.

In addition, use less groups, more separate characters. This will inevitably force PCs to spend more motes on individual targets, even if they are just dudes with sledgehammers. The rest is just how you describe your scenes.
**Characters, Exalted**

**Solar Exalted**

**Traits**

**Dawn:** Archery, Brawl, Melee, Thrown, War.

**Zenith:** Integrity, Presence, Performance, Resistance, Survival.

**Twilight:** Craft, Investigation, Lore, Medicine, Occult.

**Night:** Athletics, Awareness, Dodge, Larceny, Stealth.

**Eclipse:** Bureaucracy, Linguistics, Ride, Sail, Socialize.

**Endowments**

**Holy:** Against a Creature of Darkness, pay 1m to turn the Chance Die into a dice pool to (Essence/2) dice (or add (Essence/2) dice in a Clash), for a single action.

**Zeal:** When channeling a Virtue to enhance an action using a Caste or Favored Ability, take 1 Limit to add successes to the result instead of adding dice.

**Capabilities**

**Charms:** (X) = lower of Ability or Essence. Solars can use Improvised charms by paying a surcharge of 1m, and Named charms as normal. Solars do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming:** Increase a Trait by (X), or double a Static Defense, for a single action.
- **Triumphant:** Convert up to (X) failed dice, excepting those showing 1s, to successes, or double a Static Defense, for a single action.

**Charm themes:** Excellence, Radiance, Overpowering.

**Other:** Solars can learn sorcery of any type and Circle, Celestial Martial arts, and, from a Sidereal sifu only, Sidereal Martial Arts at the double cost and time.

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**Design – Solars**

Solars are relatively straightforward by intent. However, their charms and Endowments are devastatingly powerful, and they have access to all the learned tricks of the trade. There are very few things that can stop a determined Solar – and most of them are other, equally determined, Solars. As long as they have enough motes, that is.

---

**Anima effects**

All Solars may discern the exact time of the day. In addition, for 1m per turn, or for free at Iconic Anima:

- **Dawn:** +1 to all Static Defenses and to Clashing with attacks. Automatically succeed on all Valor rolls.

- **Zenith:** Incinerate a dead body with a touch, preventing both the corpse and the hungry ghost from rising. Creatures of Darkness in Touch Range suffer from an Environmental Hazard of (Essence/2)/Turn, -3.

- **Twilight:** +1 Resolve against Mental attacks; +2 to Shape Sorcery rolls and to all rolls using Evocations from the Artifacts of the Solar’s own making.

- **Night:** The Solar is impossible to recognize as a specific person. Also, as a permanent bonus, Night Castes can spend up to (Essence) motes on Caste and Favored Abilities each scene without them adding to Anima level (instead of (Essence/2) as normal).

- **Eclipse:** Sanctify an oath. Oathbreakers accrue a number of critical failures equal to (Eclipse’s Essence/2) to be suffered at the worst possible time.
Solar character creation

1. Have an idea and a general concept.
3. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Solar Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for Solars is 3.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues / 2).
7. Assign 3 known Ways to Caste or Favored Abilities; add 5 Ways to any Ability, spells or Techniques in any combination.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your Storyteller is feeling generous.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Every character begins with -0 -1 -1 -3 -3 levels. For Solars, add 2 Health levels for each known Resistance Way, starting with the higher penalty levels. Solar maximum is 6x-3, 6x-1 and 5x-0 levels.
14. Here is your shovel.

Solar character advancement

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)-1, min. 1</td>
<td>(current level) weeks</td>
</tr>
<tr>
<td>Trait, non-Caste</td>
<td>(new level)</td>
<td>(current level) months</td>
</tr>
<tr>
<td>New Way, Caste or Favored Ability</td>
<td>2</td>
<td>One week</td>
</tr>
<tr>
<td>New Way, other Abilities</td>
<td>3</td>
<td>Two weeks</td>
</tr>
<tr>
<td>Named Charm, Caste and Favored only</td>
<td>0</td>
<td>(Ways) days</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>0</td>
<td>(Ways x 2) days</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Ways) months</td>
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<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td>story reasons</td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x2</td>
<td>(current level) months</td>
</tr>
<tr>
<td>Martial arts Technique, base</td>
<td>2</td>
<td>One month</td>
</tr>
</tbody>
</table>

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if this is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Solar can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten training time.

Solar Limit Break

Solar Limit Break, in addition to the normal effects, is linked to one of the four Virtues. If the relevant Virtue is not immediately apparent, choose the highest one. For a scene (the current or the next appropriate one), the character is ruled by the Virtue in question: either it its most extreme and strict interpretation, complete denial and rejection of it, or some hypocritical combination of both. Randomize when in doubt. The character acts as the Virtue dictates, disregarding other Virtues, Intimacies, practical concerns, common sense and everything else. There is no talking down a Solar in a Limit Break. If the player hesitates to act out this condition, the Storyteller should temporarily take control of the character.

Limit Break feels tremendously cathartic for Solars. A Solar entering Limit Break immediately regains (Essence) motes. Any actions the character takes are always feel completely justified to him, and even he is disabused of this notion, the next time he is in the Limit Break it will feel right and completely justified regardless. If the Storyteller deems that the player acted irrationally enough (as if the character was in a Limit Break when that is not the case), he should remove a point of Limit to encourage further insanity and abuses of power (but never forget to enforce any story consequences of such actions).
Lunar Exalted

Traits

Moon status:
Full: Strength, Dexterity, Stamina.
Changing: Charisma, Manipulation, Appearance.
No: Perception, Intelligence, Wits.

Endowments

Shapeshifting: For 1m, change into a form or a combination of forms, manifesting up to (Essence + 3) Gift points total. In addition, up to (Essence) narrative disadvantages (as per Gifts table) can be accepted for 1 extra beneficial Gift point each. Gifts from Shapeshifting do not count towards the natural limits, and bonuses from them count as having higher unmodified Attribute for the calculation of (X), (except for the Size bonus, which does not).

Lunars have their human and totem animal forms, and more can be acquired with a ritual hunt, for 1xp each. Record Gifts and Drawbacks for each one, defaulting to (Rank + (Quality x 2)) Gift points total when in doubt. Mimicking another person is a 3-point Gift.

Tell: Each Lunar has a distinct mark that appears in all forms. A critical success is required to detect the Tell, or to recognize the Lunar as the same individual in a different form. The Tell also features prominently in the Anima banner.

Moonsilver tattoos: A Lunar’s Caste is fixed by applying a set of moonsilver tattoos. In addition to protecting the Lunar from the dangers of being Casteless, they grant immunity to all effects that would change his physical shape except his natural Shapeshifting. This immunity extends to the beneficial effects as well. When Anima is dim, Lunars may choose to conceal the tattoos inside their flesh.

Capabilities

Charms: (X) = Lower of Essence or (Attribute/2). Bonuses from Shapeshifting-acquired Gifts count as natural Attribute for this purpose. Lunars can use Improvised charms by paying a surcharge of 1m, and Named charms as normal. Lunars do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming**: Increase a Trait by (X), or double a Static Defense, for a single action.
- **Relentless**: Roll an additional die for every failed die, (including the dice from Relentless itself and those showing 1s), up to (X) additional dice, or double a Static Defense, for a single action.

Charm themes: Transformation, Beasts, Wyld.

Other: Lunars can learn sorcery and necromancy up to the Second Circle and Celestial Martial Arts Styles.

Anima banner

0. Dim: Anima is invisible and silent.
1. Glowing: Glittering Caste Mark appears on the brow. Moonsilver tattoos, if any, become visible and glow gently. Normally, both can be hidden, but when the Exalt spends Essence, they brighten, shining through any concealment.
2. Burning: The Lunar is surrounded by a halo of gaseous silver illumination, and his Caste mark and tattoos shine constantly as above. When the Exalt spend Essence, the light becomes more solid and bright. His Caste Mark sears afterimages in the eyes of the onlookers. Stealth is impossible. Things that come into contact with the Anima become damp or slightly warped, as if exposed to the night cold fog.
3. Iconic: A coruscating conflagration of streaming silver surrounds the Exalt, visible for miles. Air around hums and rustles as a torrent of furious metal leaves. Cold winds howl. Primal terror or awe grasps mortals. When the Exalt spend Essence, an image of his totemic animal flares into existence around him.

Design – Lunars

Lunars would lag behind other Celestial Exalted without Shapeshifting. Their native Ways are effective, but not very powerful alone – they need large base dice pool to really shine. And Shapeshifting provides just that, because Gifts from it count as natural Trait for the (X) calculation. Shapeshifting is a Lunar’s main tool. In addition, Lunars get the largest amount of heath levels possible for Exalts.
**Anima effects**

All Lunars may discern the exact time of the day.

**Full Moon:** For 1m, add a success to a movement,Feat of Strength, or Stamina roll. Free at Iconic.

**Changing Moon:** Motes spend on Shapeshifting do not increase your Anima unless you wish it so. For 1m, +2 Guile for an action – this is free at Iconic.

**No Moon:** For 1m, +2 to any Occult roll concerning spirits of Creation or Fair Folk, or to any Social roll against such beings of lower Essence. Free at Iconic.

**Casteless:** As above, depending on the current phase of the moon. In addition, can take Limit to add up to (Limit taken x 2) Gift points when Shapeshifting.

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**Lunar character advancement**

<table>
<thead>
<tr>
<th>Trait, Caste or Favored</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>(new level)x3</td>
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<tr>
<td>Trait, non-Caste</td>
<td>(new level)x4</td>
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<tr>
<td>New Way, Caste or Favored Attribute</td>
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<tr>
<td>New Way, other Attribute</td>
<td>5</td>
<td>One month</td>
</tr>
<tr>
<td>Named Charm, Caste / Favored</td>
<td>0</td>
<td>(Ways) days</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>0</td>
<td>(Ways x 2) days</td>
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<tr>
<td>New Form</td>
<td>1</td>
<td>One hunt</td>
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<td>New spell</td>
<td>(Circle)</td>
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Time indicated assumes rigorous training, 8 hours a day or so. Increase the time accordingly if this is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Lunar can always learn Ways and charms in his Caste and Favored Attributes. Paced Lore on behalf of the teacher can shorten the training time.

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**Lunar Limit Break**

Lunar Limit Breaks are related to surrendering to their animal sides for the comfort of a simple existence: fight or flight is the most common, but a solace in any unreasonable instinctive behavior will do, in addition to the normal effects of a Limit Break. This is not limited to Physical aspects: Social or even Mental manifestations are perfectly appropriate. If the player hesitates to act out this condition, the Storyteller should temporarily take control of the character.

Limit Break feels as the right and proper behavior by Lunars. A Lunar entering Limit Break regains (Essence) motes immediately. Any actions the character takes are always feel completely justified to him, and even he is disabused of this notion, the next time he is in the Limit Break it will feel right and completely justified regardless. If a Lunar behaves impressively like his totem animal in some significant way, the Storyteller should remove a point of Limit to encourage further beastliness.
**Dragon-Blooded**

**Traits**

**Air:** Linguistics, Lore, Occult, Stealth, Thrown.

**Earth:** Awareness, Craft, Integrity, Resistance, War.

**Fire:** Athletics, Dodge, Melee, Presence, Socialize.

**Water:** Bureaucracy, Investigation, Larceny, Brawl, Sail.

**Wood:** Archery, Medicine, Performance, Ride, Survival.

**Endowments**

**Anima Flux:** A Dragon-Blooded’s Anima at Iconic level is an Environmental Hazard of 1/Turn (other Dragon-Blooded are immune). It affects everything in Touch Range. Multiple instances are merged, each additional Anima Flux nearby applying a -1 penalty to the resistance roll, up to a -3 maximum.

**Reinforcement:** Terrestrial Exalted benefit greatly from cooperation and joining their powers. When a Dragon-Blooded uses a Native charm, other Dragon-Blooded in Short Range of him may spend 1m each to either add +1 to that charm’s dice pool (up to a maximum of +3), or to benefit from that charm by raising its Multiple by 1 (also to a maximum of +3), if the initiator permits. For the Extended rolls, all helpers must spend as much time as the initiator (aiding him).

**Capabilities**

**Charm themes:** Elements, Cooperation.

**Others:** Dragon-Blooded can learn sorcery of the First Circle and Terrestrial Martial Arts. Dragons of a Different Color can learn Necromancy instead.

**Design – Dragon-Blooded**

Dragon-Blooded are all about cooperation and combining strengths. They are weaker than other Exalts by themselves, but are quite efficient with their animas and charms, able to improvise Named Charms, and gain good benefits from cooperation.

**Anima banner**

0. **Dim:** Anima is invisible and silent.

1. **Glowing:** Elemental markings, such as element-colored skin, appear or become more pronounced. When the Exalt spends Essence, light elemental effects momentarily appear about him.

2. **Burning:** Elemental markings become even more pronounced. The Exalt is constantly surrounded by physical manifestations of his element. When the Exalt spends Essence, it swirls around him in the shifting vortex of light and power. Objects around are affected as natural for the contact with the element.

3. **Iconic:** The Exalt’s power can be seen and heard for miles. The elemental effects heighten and begin destroying architecture and the environment. When the Exalt spend Essence, the elemental effects expand to unnaturally brilliant levels and his personal imagery flare into existence around him.

**Anima effects**

For 1m per scene, or for free at Burning and higher anima level:

**Air:** Can move an additional Range for normal movement. Immune to natural cold.

**Earth:** +1 Soak and all Resistance rolls. Immune to knockback and cannot be knocked prone when on the ground.

**Fire:** Anima Flux begins at Burning at 1/Turn, rising to 2/Turn at Iconic. Immune to natural fire and heat.

**Water:** Can breathe, move, attack (including ranged), see through, talk, and stand on or in the water freely.

**Wood:** +1 Evasion, immune to plant-based toxins, Hazards, difficult terrain and concealment.
**Dragon-Blooded character creation**

1. Have an idea and a general concept.
3. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Dragon-Blooded Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for the adult Dragon-Blooded is 2; for the newly Exalted it is at 1.
6. Calculate Essence pool: (Essence x 2) + (Highest Virtue / 2).
7. Assign 4 known Ways to Caste or Favored Abilities; add 2 Ways in any Ability, spells or Techniques in any combination.
8. Distribute 6 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your Storyteller is feeling generous.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Every character begins with -0 -1 -1 -3 -3 levels. For DBs, add one Health level for each known Resistance Way, starting with the higher penalty levels. DBs maximum is 4x-3, 4x-1 and 3x-0 health levels.
14. Here is your shovel.

**Dragon-Blooded character advancement**

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored (new level)</td>
<td>(current level)</td>
<td>weeks</td>
</tr>
<tr>
<td>Trait, non-Caste (new level)+1</td>
<td>(current level)</td>
<td>months</td>
</tr>
<tr>
<td>New Way, Caste or Favored Ability</td>
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<td>One week</td>
</tr>
<tr>
<td>New Way, other Abilities</td>
<td>4</td>
<td>Two weeks</td>
</tr>
<tr>
<td>Named Charm, Caste and Favored only</td>
<td>0</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>0</td>
<td>Instant</td>
</tr>
<tr>
<td>New spell (Circle)</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation (Ways)</td>
<td>(Ways)</td>
<td>(Ways) months</td>
</tr>
<tr>
<td>New Advantage (new level)</td>
<td>Off-screen</td>
<td></td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Essence (new level)x4</td>
<td>(current level)</td>
<td>months</td>
</tr>
<tr>
<td>Martial arts Technique, base</td>
<td>2</td>
<td>One month</td>
</tr>
</tbody>
</table>

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Dragon-Blooded can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten the training time.

**Dragon-Blooded Limit Break**

A Dragon-Blooded in a Limit Break behave the most human of all Exalts, but more intensely: all rolls of Virtues of 3+ are automatically successful. In addition, his behavior is influenced by his elemental nature. Treat it as being Inspired by an emotion Intimacy with the Rating of (Essence). Those are at the Storyteller’s discretion, but usually are:

- **Air**: curiosity, flightiness, absent-mindedness, detachment, snobbishness, dangerous idealism, focus on details.
- **Earth**: ruthlessness, inflexibility, irrational stubbornness, hesitation, close-minded traditionalism.
- **Fire**: dangerously excessive emotional outbursts, rage, zeal, self-hatred, no impulse control.
- **Water**: ignoring danger, sociopathic efficiency, pathological lying, indecision and refusing to commit.
- **Wood**: hedonism, overbearing involvements, clinginess, pointless spite and cruelty, narcissism.

A Dragon-Blooded in a Limit Break have his Element-induced emotions always raging while it lasts. They can be ignored, but it may be difficult to do so if Essence is high enough.
**Abyssal Exalted**

**Traits**

**Dusk:** Archery, Brawl, Melee, Thrown, War.

**Midnight:** Integrity, Presence, Performance, Resistance, Survival.

**Daybreak:** Craft, Investigation, Lore, Medicine, Occult.

**Day:** Athletics, Awareness, Dodge, Larceny, Stealth.

**Moonshadow:** Bureaucracy, Linguistics, Sail, Socialize, Ride.

**Endowments**

**Entropic:** For 1m, either subtract (Essence/2) successes from an opposing action’s result, or enhance your own action: if successful, the target loses (Essence/2) motes.

**Necrotic Essence:** The Abyssals are Creatures of Death. In any world other than the Underworld or in a similarly Death-aligned space, they respire Essence four times slower (and not at all in the sunlight), and need to surround themselves with the trappings of death or suffer a -2 penalty to all actions. However, they can feed on the living to replenish Essence. Some grow fangs, some drink breath. Either way, treat it as an unarmed Brawl attack. An Abyssal must inflict a total of (5 / target’s Essence) damage on a single target, rounding down, to regain 1m. Charms may allow modifying the process, at the Storyteller’s discretion.

**Capabilities**

**Charms:** \((X) = \text{Lower of Essence or Ability}\) Abyssals can use improvised charms by paying a surcharge of 1m, and Named charms as normal. Abyssals do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming:** Increase a Trait by \((X)\), or double a Static Defense, for a single action.
- **Triumphant:** Convert up to \((X)\) failed dice, excepting those showing 1s, to successes, or double a Static Defense, for a single action.

**Charm themes:** Darkness, Death, Destruction

**Other:** Abyssals can learn sorcery up to the Second Circle, necromancy up to the Third Circle and Celestial Martial Arts. Abyssals receive one mandatory free dot of the Whispers Advantage.

**Anima banner**

0. **Dim:** Anima is invisible and silent.

1. **Glowing:** Black Caste Mark appears on the brow. Normally it can be hidden, but when the Exalt spends Essence it splits open and begins to bleed through any concealment.

2. **Burning:** The Abyssal is surrounded by an intense dark aura, and his Caste Mark is visible constantly as above. When the Exalt spend Essence, the aura rises and expands. His bleeding Caste Mark burns with a blue, red, white or black radiance. Stealth is impossible. Things that come into contact with the anima become frail, worn and brittle, as if aged.

3. **Iconic:** The Exalt is engulfed in a chilling bonfire of Essence, visible for miles. Shadows dance. Darkness falls. Whispers fill the air. Mortals flee or tear out their eyes in existential terror. When the Exalt spend Essence, an image of totemic significance, a mirror of his soul, flares into existence around him.

**Anima effects**

For 1m, sense the existence, but not the location, of any Shadowlands and Creatures of Death in (Essence) Range. For 1m per turn, or for free at iconic anima:

**Dusk:** All actions against the Exalt suffer -1 penalty. Automatically succeed on all Valor rolls.

**Midnight:** One corpse per turn, in Short Range, rises to serve as a zombie (Rank 1, Good). All Creatures of Death in (Essence/2) Range gain +1 Damage bonus.

**Daybreak:** +1 Resolve against Mental attacks and +2 to Shape Necromancy rolls; +2 on all attempts to oppose, harm or subvert Artifacts (including Evocations) and constructs, except those of the Abyssal’s own making.

**Day:** The Abyssal is impossible to recognize as a specific person. Also, as a permanent bonus, Day Castes can spend up to (Essence) motes on Caste and Favored charms each scene without them adding to anima level (instead of (Essence/2) as normal).

**Moonshadow:** Sanctify an oath. Oathbreakers accrue a number of critical failures equal to (Essence/2) to be suffered at the worst possible time.
Abyssal Virtues

The Abyssals (like Nephwracks and other spectres) view the world very differently than most. Their perspectives on life, death and what is important in both are reflected in their understanding of Virtues.

**Compassion** is desire to end the suffering of others, most often through the release of death and Oblivion; and also the ability to understand the suffering itself. High Compassion opposes both inflicting or tolerating suffering and both creating and preserving life.

**Conviction** represents emotional endurance, fanatical loyalty, stubbornness and the will to do whatever is necessary. High Conviction opposes doubts, acts of disloyalty, dishonesty, and all compromises.

**Temperance** represents the cold detachment and icy, calculated prudence. High Temperance opposes all uncontrolled displays of emotions and passions and untimely or excessive uses of power and resources.

**Valor** is courage, zeal, bloodlust and unholy fury. High Valor opposes displays of fear, hesitation, acts of mercy, and holding back in general.

In addition to that, no Abyssal feel any fear or revulsion towards death and anything associated with it, like blood, corpses, or gruesome scenes of carnage. Such things feel instead cozy, inviting and nice.

**Abyssal character creation**

1. Have an idea and a general concept. Decide the cause of death that led to Exaltation.
3. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Abyssal Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for the Abyssals is 3.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues / 2).
7. Assign 3 known Ways to Caste or Favored Abilities; add 5 Ways in any Ability, spells or Techniques in any combination.
8. Distribute 4 dots of Advantages.
9. Choose a Defining and two Major Intimacies.
10. Spend some additional xp, if your Storyteller is feeling generous.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Every character begins with -0 -1 -1 -3 -3 levels. For Abyssals, add 2 Health levels for each known Resistance Way, starting with the higher penalty levels. Solar maximum is 6x-3, 6x-1 and 5x-0 levels.
14. Here is your shovel.

### Design – Abyssals

While being mechanically similar to Solars, the Abyssals are thematically very different. This is most obvious in their charms. Unlike Solars, whose charms deal with their own excellence, the Abyssals should be granted a big leeway in what their charms could accomplish. The Abyssal charms are often very overtly magical as opposed to the clean Solar perfection, even those without the Supernatural Way.

For example, an Abyssal could command a body to rise and serve with a simple Supernatural 1 + 1 Presence charm to create a permanent zombie. He could step into and meld with someone’s shadow with a Stealth charm. He could blanket the area in cold darkness, smothering all light sources, make a shadow report on its owner, annihilate a sword striking at him with a glance, play a song that awakens the dead, and do all that just with normal Abyssal charms.

Coupled with the changes in mindset and operating capacities, this should provide characters that are very different from Solars.

### Questions of loyalty

Loyalists directly serve the Deathlords. They can get Backing (their Deathlord) Advantage for free at the character creation, at any Rating desired. This implies the appropriate level of obligations, however.

Independents are not sworn to a particular Deathlord, and maybe even hostile to one or two, but still fulfill their roles as Deathknights. Some work mercenarily for rewards or favors, some dabble in ancestor cults, some rule Shadowlands. The Independent’s standing is based on the Abyssal’s personal relations.

Renegade status is reserved for those who actively oppose or betray the Neverborn or the Underworld on a large scale. They are reviled and actively hunted.
Abyssal character advancement

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)-1, min. 1</td>
<td>(current level) weeks</td>
</tr>
<tr>
<td>Trait, non-Caste</td>
<td>(new level)</td>
<td>(current level) months</td>
</tr>
<tr>
<td>New Way, Caste or Favored Ability</td>
<td>2</td>
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<td>New Way, other Abilities</td>
<td>3</td>
<td>Two weeks</td>
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<tr>
<td>Named Charm, Caste and Favored only</td>
<td>0</td>
<td>(Ways) days</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>0</td>
<td>(Ways x 2) days</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
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<td></td>
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<td>Essence</td>
<td>(new level)x2</td>
<td>(current level) months</td>
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<td>Martial arts Technique, base</td>
<td>2</td>
<td>One month</td>
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Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. An Abyssal can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten the training time.

Handling the Neverborn, Whispers and Deathlords

The Neverborn are incoherent. Most of the time, they are either unable or do not care enough to declare their will clearly. They dream their strange dreams and communicate in weird visions (if at all). Sometimes, however, an extremely, extremely rare case will arise and something will provoke or disturb the Neverborn enough to focus their attention to issue direct orders. In such cases, in is in the best interests of literally everyone involved to resolve situation as fast as possible to lull the dead worlds back to their slumber, else the area will soon be crawling with Deathlords, their servants, angry undead behemoths striding forth from the Labyrinth and swarms of spectres.

The Whispers represent the connection to the «hive-mind» of the Dead, consisting of the slumbering Neverborn, everyone with the Whispers Advantage, everything that has ever died, currently dies, or dwells in the Labyrinth, and of countless memories of the Dead that the Underworld itself is made from. This connection grants an incredible sense of communion, reassurance and comfort, as well as a source of information, for those mad enough to embrace it. For others, it is insanity and torture unending.

The Deathlords are plenty powerful (Rank 5-6) and command incredible resources. However, they are sedentary, and their influence is limited to the territories they control. They are also on bad terms with each other. If an Abyssal fed up with his lord absconds fast enough and sets shop on the other side of the world, he will have to fight off assassins only occasionally. The Deathlords are well aware of the fact, and most treat the Abyssals as valuable assets. The Deathlords themselves are sane enough, but also very inclined to follow their natures, as dictated by the aspects of Death they represent and embody.

Abyssal Limit-Break Resonance

The Abyssals are free of the Great Curse and emotional vulnerabilities of the living, and so do not have Limit and do not suffer from Limit Breaks. Instead they have Resonance, representing the oversaturation with the power of death that occurs when they act against their nature and purpose (causing their own Essence to overcompensate) or when they call upon it deliberately and excessively to bolster their will and power.

As Resonance increases, the Abyssal’s spectral nature seeps to the surface, causing instinctual fear in the living and dread in the Dead. The Abyssal is at -(Resonance/2) penalty to all Social actions except intimidation against all except servants of Oblivion and his Lunar mate (if any), and an equal bonus to such intimidation. If Resonance rises over 5, it bleeds into manifestations with the total intensity equal to the (5 + excess), chosen by the Storyteller (immediately or at the end of the scene, as appropriate), and Resonance returns to 5. The Abyssal may deliberately release the energy into the world around before the Resonance exceeds 5. This can be done once per scene, and does not require actions. Roll (current Resonance): a manifestation of the intensity equal to successes, chosen by the player, occurs, and then Resonance is reduced by the same value. On a failure, the Abyssal gains a point of Resonance instead of losing any, and manifestations of the total intensity of (Essence), chosen by the Storyteller, immediately occur.
Resonance Manifestations

Resonance manifestations normally occur immediately, and can stack. Some examples are outlined below, but feel free to invent additional horrors aplenty. When the Abyssal exerts himself, especially at the high Anima levels, visual effects also tend to peak. The effects are not completely random: loyalist Abyssals should see the Resonance helping them style on their enemies more often than not, while renegades often suffer more personalized torments. In the lands of the living, Resonance spreads death and disrupts Fate. In the Underworld, Resonance warps reality and calls to the madness of the Labyrinth and the Void; adjust the following examples accordingly.

**Intensity 1**: Minor supernatural events and occurrences. The Abyssal’s eyes shine with cold radiance; cold wind or otherworldly voices follow him around; shadows and reflections appear twisted or move; holy symbols tarnish in the Abyssal’s presence; stigmata form on his body; events conspire to cast the Abyssal in a sinister light, within the boundaries of coincidence or bad luck. Manifestations of this intensity are usually cosmetic, useful for stunting, or count as Supernatural (1) at the very most, normally lasting for a scene.

**Intensity 2**: The Abyssal begins to affect the world around him. His voice carries farther and echoes in a horrific choir; animals nearby howl or panic; rations crowd the trees and rooftops around; grass dies where he walks; holy symbols warp and blacken for half a mile around; the Abyssal becomes cold, pale or dessicated as a corpse, or reeks of funerary oils and perfumes. Nightmares plague the sleepers. Screens begin to display static or sudden jump-cuts of disturbing imagery. Eerie wails emit from speakers, lighting flickers, and symbols dissolve into a shadow, leaving him a skeleton; crops die; hungry ghost warriors emerge from the Abyssal’s former name.

**Intensity 3**: The Abyssal’s mark is felt for miles around. Sky grows dark and overcast, crackling with black lightning; water the Abyssal lingers near freezes solid; mirrors and glass that catches the Abyssal reflection shatter; his flesh dissolves into a shadow, leaving him a skeleton; crops within his line of sight die; shadows in his presence could sing haunting paean; Abyssals participating, removing (successes) Resonance.

**Intensity 4**: The world hurts at the Abyssal’s touch. Howling tempests wrack the sky. Seas grow becalmed, or are stirred into violent storms; all unborn nearby are doomed to stillbirth; livestock in the Abyssal’s line of sight fall ill and die; hungry ghosts awaken in previously content corpses; plants smaller than a tree wither and rot for miles around. Lighting fails or bulbs burst with no warning, while plumbing spits out blood. Complex machinery becomes clogged with half-dead flesh. Metals rust or develop patinas, and communication devices return only static and screams of the damned. Default to a dice pool of (Essence), or a Hazard (Essence/2), both with Supernatural 1-2 to represent them.

**Intensity 5+**: Things get really serious. Morals looking upon the Abyssal bleed their eyes out; corpses in the Abyssal’s presence awaken and rampages until dawn; spectres emerge from the shadows; things die and crumble; Shadowlands blight the land. Default to (Essence + Resonance) dice and Supernatural 3.

### Gaining Resonance

- +1 instead of each point of Limit the Abyssal would get.  
- +1 per life directly saved; + (Size x 2), minimum 2, for saving a group; up to 10 points per scene.  
- +4 for battling the forces of death on behalf of the living.  
- +1 for living among mortals as one of them, per day.  
- +1 for taking a living lover, per encounter they survive.  
- +5 for siring or bearing a living child, upon birth.  
- +1 for acknowledging the Abyssal’s former name.  
- +1 for not wearing the trappings of death, per day.  
- +1 for dwelling in a Solar or Manse or Demesne, per day; additionally +2 if attuned to it or its Hearthstone.  
- +1 for opposing or subverting his Deathlord, per day.  
- +10 for denying directly expressed will of the Neverborn.  
- +10 for seeking transformation to a Solar, like a little bitch, per scene of effort.  

Other: Storyteller’s discretion (warn your players!).

### Loosing Resonance

- -1 for spending a day in the Underworld, or a week in Shadowlands or a location heavily associated with death.  
- -1 for being present at a significant occurrence of either destroying life or celebrating death, per event.  
- -1 for noticeably advancing interests of death (-2 if it was over those of the living), per event.

A solemn pilgrimage to the Mouth of the Void removes Resonance completely. Deathknights in good standing can also participate in a prayer-meditation to the Neverborn, costing wounds (which Negate (5) Paced healing) and lasting from dusk to midnight. Roll (Whispers + wounds taken + number of additional Abyssals participating), removing (successes) Resonance. Failure grants a number of Resonance points equal to the dice rolled, and renegades are better off not trying at all.
Infernal Exalted

Traits

Physical: Strength, Dexterity, Stamina.
Social: Charisma, Manipulation, Appearance.
Mental: Perception, Intelligence, Wits.

Endowments

Affinity: The Infernals are beings of raw primordial potential, focused through the lens of Exaltation by Affinities. An Affinity is a capacity to use charm themes of a Yozi (or a healthy Primordial Principle) in their charms. Each Affinity has 6 Ways the Infernal can learn to unlock in it, separately. The Infernal can use any of his Ways that are assigned to Attributes with any Affinity he has unlocked for that Way. For example, if an Infernal knows Overwhelming of the Malfean Affinity, he could use any Overwhelming Way he has assigned to any of his Abilities for Malfean charms. New Infernals begin with their patron’s Affinity as Native, fully unlocked. It also serves to determine his Caste. He can unlock additional Affinities afterwards, which are called Chosen. The themes and limitations of each Affinity must be clearly established.

Ascendancy Mantle: The Infernal can reshape himself to better channel one of his Affinities. This state is called a Shintai, and radically changes the Infernal. To enter a Shintai for a scene, the Infernal must have a full Affinity unlocked and spend 3m. A Shintai contains (Essence + 3) Gift points of form. The exact distribution of Gifts is decided when a Shintai is first acquired, and upgrades with Essence. Being in a Shintai also allows Improvising charms of the appropriate Affinity (at no additional cost), and all Named charms of that Affinity cost 1m less, to a minimum of 1m. Once per scene, activating a Shintai fully restores the Infernal’s health.

Urge: Each Infernal has an Urge related to their Caste, urging them to behave in a certain way. It represents the desire to be and act as the thing they are, intrinsic to their Essence. It is chosen at the character creation, or after the previous Urge was fulfilled, and should be related to the Patron’s goals and inclinations. It works as an additional (Essence) Rating Virtue (that can be channeled); roll it when the Infernal tries to act contrary to it: on a success, he is prevented from doing so. It can be denied as a Virtue, at the same cost.

Capabilities

Charms: (X) = Lower fo Essence or Attribute. Infernals learn Ways as normal, but can use them only with the Affinities they have unlocked. Infernal charms must be created from the Ways of the same Affinity. Infernals can use Improvised charms only in a Shintai of the appropriate Affinity. Infernals learn and use Named charms as normal. Infernals do not pay xp for charms, only for Ways. Native Ways are:

- **Overwhelming**: Increase a Trait by (X), or double a Static Defense, for a single action.
- **Triumphant**: Convert up to (X) failed dice, excepting those showing 1s, to successes, or double a Static Defense, for a single action.

Charm themes: Depend on the Affinity.

Other: Infernals can learn sorcery up to the Third Circle and Celestial Martial Arts.

Anima banner and Anima effects

Infernal anima banners have the same general power and levels as those of the Solars. The exact details, however, depend on the Infernal’s Native Affinity.

As it is not very practical to describe a score of different Anima type visuals, this it left for the players to design. Look at the other Exalts anima, and describe how the anima levels of your Infernal feel, look, and affect the world around them at each level.

Anima effects are also are different for each Caste. In addition, all Infernals can sense the presence of paths to Malfeas and manifestations and events related to known Affinities in (Essence) Range, for 1m. Some suggestions, along with themes and limitations, are presented below.

### Design – Infernals

Infernals are the most customizable of all Exalted. Attribute-based Traits and Yozi-themed Castes were implemented to further distance them from Solars. They will require some work to define their themes and limitations for each character, but that is what we play Infernals for. The Infernal Exalted as presented here are meant to be either the remade Solar shards, or the original Primordial Exalts, if the setting you play in supports such things.
Adrian
Is: cutting; bright; joy; flow; freedom; laughter; river; torment; torrent; unrestrained.
Is not: calm; complacency; indifference; petty; restraint; slow; solid; still.
Anima: for 1m per turn, or for free at Iconic, ignore the current wound penalty and add equal bonus to Soak and all attempts to overcome restraints or obstacles to movement.

Adorjan
Is: disturbing; hurt; restless; scouring; silence; motion; tearing down; tragedy; unforeseen calamity; wind.
Is not: building; chaos; comfort; complacency; greed; malice; satisfaction; stasis; structure; purposeless.
Anima: for 1m per turn, or for free at Iconic, increase Initiative by 1 and add +1 to all actions and Static Defenses involving speed (definitely Evasion, movement and Clashes).

Cecelyne
Is: amassing; desert; deliberate; desolation; expansive; insightful; lawful; patience; planning; revered.
Is not: altruism; betrayal; carelessness; freedom; forgiveness; lying; random; self-indulgence; sudden.
Anima: for 1m per turn, or for free at Iconic, add +1 to all Hazard resistance rolls and +1 to all Setup bonuses, both to create them and to benefit from them.

Cytherea
Allegedly Is: awareness; awareness; enabling; inspiration; ignition; imagination; invention; possibility; transcendence.
Allegedly Is not: methodical; mundane; gentle; introverted; materialism; shy; small; understandable.
Anima: For 1m, or for free at Iconic, once per turn you may increase the (X) of a Way that you or another target within (Essence) Range use by (1).

Eben Dragon (Dragon’s Shadow)
Is: liminal; guileful; horrible truths; opposition; selfishness; shadows; the Other; temptation; transition.
Is not: beyond; brazen; careless; light; irrational; fair; fire, unyielding.
Anima: The Infernal is impossible to recognize as a specific person. Also, as a permanent bonus, he can spend up to (Essence) motes on Caste and Favored charms each scene without them adding to anima level (instead of (Essence/2) as normal).

He Who Bleeds The Unknown Word
Is: implication; inscription; language; metaphor; poetry; recording; writing; symbolism.
Is not: considerate; definition; hidden; plain; mechanistic; repetition.
Anima: for 1m per turn, or for free at Iconic, add +2 to any dice pool or a Static Defense that are supplemented with Named charms only (no Improvised).

Elloge
Is: abstraction; correspondence; interpretation; introspective; fiction; language; metaphor; symbolism.
Is not: color; fake; form; material; objective; open; place; silence.
Anima: for 1m per turn, or for free at Iconic, add +2 to a dice pool or a Static Defense if the opposing action is enhanced only with Named charms (no Improvised).

Hegra
Is: dreams; emotions; ephemeral; evanescent; exchange; insight; flux; generous; madness; storm; visions.
Is not: administration; avoidance; attention; foresight; holding; logic; pattern; separation.
Anima: for 1m per turn, or for free at Iconic, add +2 to all Inspire and all other emotion-based actions.

Isidoros
Is: active; direct; gravity; immense; inexorable; force; overcoming; tenacity; will; unrelenting.
Is not: delegating; dependent; evasive; misleading; reliant; restrained; senseless; subtle.
Anima: for 1m per turn, or for free at Iconic, you can channel one of your Virtues one additional time per scene for free; in addition, (Essence/2) Ranges around you count as difficult terrain for everyone else.

Kimbery
Is: corrosive; distrust; drowning; jealousy; hate; kindness; martyr; love; toxic; secretive; spite.
Is not: beauty; certainty; clean; constant; forgiving; shallow; truthful; quick.
Anima: for 1m per turn, or for free at Iconic, add a number dice equal to the total number of positive Intimacies to all actions against the subject of those Intimacies. Increase the bonus by +1 for each such Intimacy that is Defining.
Theon
Is: awe; authority; eminence; flame; holy; glory; majesty; magnanimous; pride; vast; righteousness.
Is not: mere; diminishment; hesitation; humble; restrained; subtlety; uncertainty; weakness.
Anima: for 1m per turn, or for free at Iconic, any action or Defense opposing the Infernal is at -1 penalty. Automatically succeed on all Conviction rolls.

Malfeas
Is: agony; authority; blight; crushing; city; forceful; glory; rage; resilience; strength; vast; wrath.
Is not: accord; abstinence; arrangement; creation; haste; leaving; prudence.
Anima: for 1m per turn, or for free at Iconic, ignore current wound penalty for Strength, Stamina/Soak and Appearance/Resolve, and apply an equal bonus to those statistics instead. Automatically succeed on all Valor rolls.

Metagaos
Is: assimilation; deceptive; devouring; ensnaring; hunger; host; replication; spreading; swamp.
Is not: accord; abstinence; arrangement; creation; haste; leaving; prudence.
Anima: for 1m per turn, or for free at Iconic, the Infernal inflicts any Physical damage to a living being, he regains a lost health level.

Oramus
Is: art; beyond; boundaries; definition; impossibility; inspiration; paradox; sevenfold; truth; unique; wonder.
Is not: adhering; conformist; comprehensible; conventional; expected; normal; deceptive.
Anima: for 1m per turn, or for free at Iconic, anything the Infernal’s does is enhanced by Supernatural Way with (X) = (1), in an application of his choice for each instance, stacking with Supernatural from charms.

Qaf
Is: aloof; axis; enhancing; discovery; enlightenment; hope; mountain; perfection; procreation; stoic.
Is not: adapting; easy; content; moving; yielding.
Anima: for 1m per turn, or for free at Iconic, Anima and similar effects of other characters do not affect you.

Sacheverell
Is: asleep.
Is not: allowed to have Exalts.
Anima: irrelevant.

She Who Lives In Her Name
Is: brilliant; constructive; efficiency; hierarchy; loyalty; methodical; orderly; organization; pattern; structure.
Is not: biased; emotional; excessive; hypocritical; inappropriate; random.
Anima: for 1m per turn, or for free at Iconic, add +1 to all attempts to plan, build or create complex tools, objects or constructs. Increase the bonus to +2 for Artifacts and spells, including for Shaping sorcery spells and sorcerous Workings.

Szorenny
Is: considering; duplication; forest; illusions; imitation; mirrors; receptivity; reflections; silver.
Is not: definite; direct; kind; original; rash; reckless.
Anima: for 1m, mimic the mechanics of an active Anima of a target within (Essence) Range until you activate this power again or the scene ends.

Infernal character creation
1. Have an idea and a general concept.
2. Choose a Caste. Record the starting Affinity. Assign 2 Favored Attributes wherever you want.
3. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute additional 12 dots as desired. Infernal Traits can be of a maximum of 5 (6 in Favored).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
5. Starting Essence for Infernals is 3.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues / 2).
7. Assign 2 known Ways to Caste or Favored Attributes; add 3 Ways in any Attribute, spells or Techniques in any combination.
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Every character begins with -0 -1 -1 -3 -3 levels. For Infernals, add 2 Health levels for each known Stamina Way, starting with the higher penalty levels. Infernal maximum is 6x-3, 6x-1, 5x-0 levels.
13. Here is your shovel.
### Infernal character advancement

<table>
<thead>
<tr>
<th></th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)x3</td>
<td>(current level) weeks</td>
</tr>
<tr>
<td>Trait, non-Caste</td>
<td>(new level)x4</td>
<td>(current level) months</td>
</tr>
<tr>
<td>New Way, Caste or Favored Attribute</td>
<td>4</td>
<td>One week</td>
</tr>
<tr>
<td>New Way, other Attribute</td>
<td>5</td>
<td>One month</td>
</tr>
<tr>
<td>Named Charm, Caste and Favored only</td>
<td>0</td>
<td>(Ways) days</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>0</td>
<td>(Ways x 2) days</td>
</tr>
<tr>
<td>New Way in an Affinity</td>
<td>(Affinities you have any Ways in)</td>
<td>One month</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Circle) x 2</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)</td>
<td>Off-screen</td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x2</td>
<td>(current level) months</td>
</tr>
<tr>
<td>Martial arts Technique, base</td>
<td>2</td>
<td>One month</td>
</tr>
</tbody>
</table>

Time indicated assumes rigorous training, 8 hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. An Infernal can always learn Ways and charms in his favored Attributes. Learning another Affinities always require some outside source. Paced Lore on behalf of the teacher can shorten the training time.

### Ascension

Whether by design or by mistake, Infernal Exaltation holds a tremendous capacity for evolution. An Infernal might change in the following manner, if he so chooses, has already undergone all previous changes, and has fulfilled the prerequisites listed:

**Heretical Integration Practice** (Essence 4, at least one Chosen Affinity completely unlocked): the Infernal can combine different Affinities in his Named Charms.

**Potential Principle Prana** (Essence 5, at least two Chosen Affinities completely unlocked): the Infernal designs a new Affinity for himself. He can then unlock Ways in this new Affinity as normal, but cannot use them before completing the next change.

**Triumphant Howl of the Devil-Tiger** (Essence 6, all six Ways in the personal Affinity unlocked): the Infernal remakes his own nature. His personal Affinity becomes his Native Affinity, and he has full access to it. His previous Native Affinity becomes Chosen instead. His Anima effect and Urge also change to suit his new Affinity, and he stops aging. The Exaltation he passes on will have his new Native Affinity as Caste.

**Jouten-Begetting Inversion** (Essence 7): after a season-long meditation, the Infernal emerges from his chrysalis having directed all of his Exaltation’s potential towards his own being:

- The Infernal loses access to Overwhelming and Triumphant Ways. Convert all instances of this Ways assigned to Traits / Affinities to experience. Charms remain, but without them.
- The Infernal loses access to all Chosen Affinities. Convert all unlocked Ways in them back to experience as well.
- The Infernal’s Essence pool is now (Essence x 2) + (sum of Virtues). He can raise Traits up to (Essence) maximum, as spirits do. He may immediately spend any amount of xp he has to instantly raise his Traits. His natural Gift point limit is raised by (Essence), and he can hear successful prayers directed to him.
- His Native Affinity Shintai is now his natural form, retaining all benefits at no cost, but he cannot enter other Shintais. He can compact into his old form for 1m per scene. He can heal as per his Shintai once per scene for 1m.

### Infernal Limit Break

Infernal Limit Breaks are quite simple. In addition to any other effects, he is limited in any action by his Native Affinity and its themes. Any actions that go contrary to it are not even considered, and the Urge takes a prominent place in the character’s priorities.

Limit Break feels as the right and proper behavior. An Infernal entering Limit Break regains (Essence) motes immediately. Any actions the character takes are always feel completely justified to him, and even he is disabused of this notion, the next time he is in the Limit Break it will feel right and completely justified regardless.
Inner Cosmos Actualization (Essence 8): the Infernal manifests an internal universe, with the laws and substance aligning with his Affinity and not bound by the laws of Creation. He can touch it with charms to send people and objects in and out. It can reach up to (Essence – 5) Magnitude, but it is initially small and empty. It can be expanded and shaped with Extended rolls, crafting landscapes, inhabitants and other contents inside with direct application of will.

Shining Pantheon Unfurling (Essence 9): The Infernal can expand his soul outwards, forming a Third Circle Devas of his own. The process of forming one consists on feeding its (its Essence x 25) motes while it grows, although it only absorbs one mote per day. When born, it forms seven Second Circle souls for itself as normal.

An Infernal can have the maximum of (sum of Virtues) Third Circle souls. Each has an unbreakable Defining Intimacy towards the Infernal, as well as resonates with one of the Infernal’s own Intimacies, chosen at the beginning of the process. It will consist of a being and a Feature of the Infernal’s inner world as normal, and have all the normal traits of a Third Circle soul.

Glory Incarnate (Essence 10, all possible Third Circle souls created): work with the Storyteller to design a goal, a deed of legend significant enough to forever sear the Infernal’s legend upon Shinma. This should be significant enough to be very difficult even for the Infernal and his army of souls at his current power. When the Infernal completes it, he undergoes a final transformation, achieving the status and vastness equal to the Primordials. His Exaltation departs, its work complete, to seek a new host.

The character transcends his current stats. Depending on the campaign, it is time to either retire the character, or to make a starting Primordial character as normal to continue from there (see the appropriate section).

It may be necessary to play the character at this stage for a bit, to wrap up the campaign or a plot line, for example. In this case, give the character as many of the Primordials’ transcendence Endowment effects from the appropriate section as needed to represent his ongoing breakthrough.

<table>
<thead>
<tr>
<th>The Dead are Weird Too!</th>
</tr>
</thead>
<tbody>
<tr>
<td>As an optional option, consider the similar line of transformations for the Abyssals. However, instead of transforming themselves, they should grow into the Underworld; becoming one with the land, so to speak.</td>
</tr>
<tr>
<td>This may include budding off their own little non-Euclidean phylactery-tombs to circle around the Mouth of the Void, growing to become a source of dark power, and a Dominion, over time and Essence. This way, the Abyssals may eventually replace or supplement the Neverborn as the Dreamers of the Labyrinth and the conduit of Whispers. For example:</td>
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<tr>
<td>Immortal Malevolence Entombment (Essence 5): A sarcophagus grows for the Abyssal in a tomb of one of the Neverborn. If killed, the Abyssal will return to «life» inside it after a month. If he is killed with permadeath charms, he still returns, but after a year and a day, and also loses 1 dot of permanent Essence.</td>
</tr>
<tr>
<td>Phylactery-Tomb Separation (Essence 6): The Abyssal’s sarcophagus rises through the flesh of the Neverborn to the surface, where it soars to circle the Mouth of the Void as a new tomb-world coalesces around it. It a Dominion with (Essence - 5) Magnitude. The Abyssal may rearrange the interior with a thought, and can travel with it through the Labyrinth and the Underworld. If the Abyssal leaves, his tomb returns to the Mouth of the Void after (Essence) days or (Essence) hours respectively. It serves as a conduit for Whispers and necromancy spells that rely on the Neverborn, ensuring their functions even in the absence of the dead Primordials.</td>
</tr>
<tr>
<td>Elaborate as needed from here.</td>
</tr>
<tr>
<td>Alternatively, an Abyssal might sink his roots in some kingdom, becoming its lord and master, laying down the Old Laws as he becomes one with his Dominion, or entertain any other number of possibilities, like becoming a bodhisattva of the Void – fading in existence only to help others to cast off the chains of being, then returning to Oblivion.</td>
</tr>
<tr>
<td>Generally, unlike Infernals, who become less human and eventually transform entirely, releasing the Exaltation, the Abyssals should remain as they are, but grow in power and acquire additional assets and capabilities, with the inclinations towards obtaining some sort of Dominion to rule and be empowered from. This is thematically very appropriate for the Deathknights.</td>
</tr>
</tbody>
</table>
Sidereal Exalted

Traits

Journeys: Resistance, Ride, Sail, Survival, Thrown.
Serenity: Craft, Dodge, Linguistics, Performance, Socialize.
Battles: Archery, Athletics, Melee, Presence, War.
Secrets: Investigation, Larceny, Lore, Occult, Stealth.
Endings: Awareness, Bureaucracy, Integrity, Brawl, Medicine.

Endowments

Arcane Fate: After the Sidereal departs the scene, roll (Int/Occult), at -3 penalty, for everyone else, at each Interval step (see Paced), from Turn/Seconds and up to a Year, and then annually. Failure means forgetting the Sidereal and his involvement. This applies to anyone told about the Sidereal as well, and to any written accounts. Sidereals, Celestial gods of the Bureau of Destiny and beings Outside Fate are unaffected.

Weaving Fate: Spend a scene to outline the design in a written petition, and submit it to the spiders by hand or prayer. By default, it affects one target for a scene, anywhere Inside Fate. Roll (Constellation’s Ability + Essence), no Overwhelming allowed; spend successes:

- Scope: (successes spent on Multiple) in either Scale of mortals or the combined Essence Rating of the targeted significant beings.
- Duration: (successes spent on Paced) shifts to prolong the time that the effects apply.
- Effects: related to the Constellation invoked and destiny planned, for 1 success each (no repeats, except for Coincidences):
  - Artless Prodigy Blessing: -1 to the Target Number.
  - Blissful Idiot Blessing: +1 bonus.
  - Hound-Chases-Rabbit Blessing: target regains 1m/1wp when completing a task related to the destiny.
  - Fortified Spirit Blessing: +1 bonus to a Virtue.
  - Sloped Floor Curse: +1 to the Target Number.
  - Ruin Without Failure Curse: -1 penalty.
  - Heart-Piercing Curse: any failed action of the Trait related to the curse causes the target to lose 1m/1wp.
  - Name-Destroying Curse: -1 penalty to a Virtue.
  - Coincidences: Up to (successes spent) of Ratings of narrative occurrences: 1/3/5 for Minor/Major/Defining; each Coincidence occurs once, regardless of Duration.

The player should write the petition like: «I pronounce that [the subjects] be taken into the College of the [Constellation invoked] and there be subjected to [the destiny you plan for them] until the [Duration]», for the Storyteller to keep. Pattern spiders do appreciate calligraphy, well-positioned cosmatories, and explicit instructions. Cancelling an astrology effect before the Duration elapses requires another petition, with the successes equal to the used original ones. Sidereals are heavily encouraged by their elders to clean up as soon as possible. Things can be traced, you know.

A Sidereal can also weave Fate directly at the Loom instead, by himself: Extended action, Interval Scene, maximum Length (Essence). Distribute total successes as above, and Overwhelming can be used, if any. This is very much against current regulations; unless 5 or more successes than used are achieved, the spiders will be extremely annoyed at such clumsy meddling.

Sidereal astrology has no effect on beings Outside Fate. Also, pattern spiders will bite you if you bother them too often or mess with the workings of Fate too much, and then you’re fucked.

Resplendent Destinies: A Sidereal can also use his astrology to weave a temporary archetypical persona for him to be, a generic destiny outlined by a constellation. Spend one success on Scope (regardless of Essence); any on Duration as normal, with Scene being the base. The rest are banked: while wearing the Resplendent Destiny, they can be used at any time to produce Coincidences. A Resplendent Destiny is donned by 1m and an action, and taken off instantly for free. You lose banked successes equal to the suspicious action’s Rating (see Social Conflict) by breaking character. At zero successes and/or when the Duration expires, the Resplendent Destiny unravels forever, and is forgotten by the world. Sidereals can recognize a Resplendent Destiny on sight, although for others it is as real as anything in Creation.

Prayer Strips: Most powerful Native Sidereal charms require using prayer strips inscribed with the Maiden Scriptures. (Resources 2 each, Linguistics or Craft roll at -1, 6 hours to prepare, single use). For such a charm, ignore limitations on the charm’s Ways composition. A Sidereal may only know one such charm per Ability. Destroying an active prayer strip ends its charm, but it has the Defense of (Dodge + Essence) and 15 x -0 Health levels. An inactive prayer strip is just paper.
Capabilities

Charms: (X) = Lower of (Essence/2) or Ability for Native Ways and Lower of Essence or Ability for Common Ways. Sidereal can only learn and use Named charms and never learn Ways separately. All Native Named charms cost 1m less. Native Ways are:

- **Overwhelming**: Increase a Trait by (X), or double a Static Defense, for a single action.
- **Auspicious**: Reduce the dice Target Number by (X), or increase it by (X) for the attacker when defending, up to a maximum of +/- 3.

Charm themes: Foresight, Astrology, Fate, Divinity.

Other: Sidereals can learn sorcery up to the Second Circle and any Martial Arts Styles (with reduced cost).

Anima banner

0. Dim: Anima is invisible and silent.
1. Glowing: An almost invisible Caste Mark appears on the brow (critical success to notice); it brightens imperceptibly when the Exalt spends Essence (simple success to notice). It is undetectable if covered.
2. Burning: The Caste Mark becomes obvious if it is not covered; pale aura can be seen around the Sidereal in a dim lighting. When the Exalt spends Essence, his Caste Mark shines through any concealment, and he is illuminated by a soft, but unmistakable halo of his patron’s color.
3. Iconic: The Exalt is surrounded by a steady halo of brilliant light, bright enough to read by out to a stonecast away. Unlike other Exalted, boring Sidereals have no personal imagery in their iconic animas.

Anima effects

For 1m, the Sidereal can sense if there are any gates to Heaven within (Essence) Range. For 2m (4m outside Fate), a Sidereal can make Lesser Sign of his patron Maiden to cause his Anima to expand and cover his surroundings with the following effect for a scene:

- **Journeys**: +1 Range for all movement, for the Sidereal and all allies within (Essence/2) Range.
- **Serenity**: +2 to all Performance rolls and peace-seeking Social actions, for the Sidereal and all allies within (Essence/2) Range.
- **Battle**: +1 Soak and Resolve, for the Sidereal and all allies within (Essence/2) Range.
- **Secrets**: Negate (5) all effects that would ignore Resolve and/or Guile, and add +2 Guile, for the Sidereal and all allies within (Essence/2) Range.
- **Endings**: Add a success to both successful damage-dealing Physical attacks and Social influence to Erode Intimacies and quell emotions, for the Sidereal and all allies within (Essence/2) Range.

Design – Sidereals

Sidereals are very mechanically complex Exalt type. They are also the most mechanically nebulous, with all the narrative advantages, personas, Fate manipulation, deliberately withheld information, irritable pattern spiders and limited, static charms. Many of the exact circumstances and possibilities of a Sidereal game rely more on an understanding between the players and the Storyteller than the mechanics and numbers. So, Sidereals are not recommended for the new players (or powergaming assholes, because the ST has the final word anyway, but the possibility to annoy him with dumb requests is greater).

That said, any misuses of Fate should never be prohibited outright. Instead, introduce snarls and tears in the Loom, resulting in the reality aberrations, more work, and censure from peers and superiors; this should be the price for stretching and overusing the narrative advantages the Sidereals can so easily create. If the players use their powers carefully, subtly and cleverly, no additional problems should arise. To conclude, as long as the Sidereal behave like the mysterious agents of Destiny, with a necessary minimum of direct Fate amendments, and relying more on subterfuge, third parties, plans, misdirection, their own charms and martial prowess, and commit to full-power Fate interventions only in the direst of emergencies, it all should work out as intended.
Sidereal character creation

To create a Sidereal character, do the following:

1. Have an idea and a general concept.
3. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 20 dots as desired. Sidereal Traits can be raised to a maximum of 5 (or 6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for the Sidereals is 3.
6. Calculate Essence pool: (Essence x 2) + (Sum of Vitrues / 2).
7. Get up to 5 Named Native charms, spells or Techniques in any combination. Spend 10xp on Martial Arts Styles in any combination.
8. Distribute 6 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your Storyteller is feeling generous.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Every character begins with -0 -1 -2 -3 -4 levels. Raising Essence additional 2 levels at Essence 4, 5 and 6, starting with the higher penalty levels, up to a maximum of 2x-3, 4x-1 and 5x-0 total Health levels at Essence 6.
14. Here is your shovel.

Sidereal character advancement

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)</td>
<td>(current level) weeks</td>
</tr>
<tr>
<td>Trait, non-Caste</td>
<td>(new level)+1</td>
<td>(current level) months</td>
</tr>
<tr>
<td>Named Charm, Caste and Favored Trait</td>
<td>2</td>
<td>(Ways) days</td>
</tr>
<tr>
<td>Named Charm, Other Trait</td>
<td>3</td>
<td>(Ways x 2) days</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

New Advantage (new level) Off-screen
Raise a Virtue 2 Instant, but needs story reasons
Lower a Virtue 2
Essence (new level)x2 (current level) months
Martial Arts Technique 1; or 2 for Sidereal Styles One month

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. A Sidereal can always learn Ways and charms in his Caste or Favored Abilities. Paced Lore on behalf of the teacher can shorten the training times.

Sidereal Limit Break and other woes

Sidereal Limit Break is very insidious in nature, and is unlike that of any other type of Exalted. On the surface, the Sidereal just become stressed as most others do. They experience the same state of emotional instability as non-Exalts, following the general rules. The real effects are more subtle. Probably because of the broken Mask. Seems fitting.

For every Limit Break a character undergoes, the Storyteller may mispresent a piece of information, whether past, present or future, as being in the Sidereal’s favor, or aligning with his plans, or supporting his theory. This should never be as crass as «you do not notice the guy with the sword». It is missed clues, misread moods, and disregarded evidence. Read Character Social action is ideal for this kind of effect, as well as investigation, research, design and other rolls that have to do with long-term planning or chains of events. Note that this should not be done immediately after the Limit Break or even done at all; and the severity of the effect should increase proportionally to the number of Sidereals that are participating in the events.

Besides the Limit Break, a Sidereal must be ever careful not to overreach when manipulating Fate. Pattern spiders detest crude alterations. When they are angered enough, they’ll bite the Sidereal’s own thread of Fate with devastating detrimental effects. The exact effects, as well as the limits of pattern spiders’ patience, are left for the Storyteller to decide and maybe outline to the players, depending on the story. See Paradox on p. 214-215 of The Sidereals, 1st edition, for ideas. Nobody actually likes Sidereals, even in the Bureau of Destiny, so no one reprimands the spiders.
Astrological Colleges quick reference

House of Journeys

The Captain: Determination, order, military command, fatherhood, tyranny, crystals, bureaucracy, discipline. Sail.
The Gull: Wanderlust, wind, fish and birds, irresponsibility, rakish charisma, carelessly free life. Thrown.
The Messenger: Duty, bravery, arrogance, raptors, communication, selflessness, news, professional service. Ride.
The Ship’s Wheel: Underdogs, cult beliefs, Solars, obsessive love, martyrdom, burdensome debt, wild animals as a group, success of perseverance. Survival.

House of Leisure

The Ewer: Love, motherhood, righteousness, idealism, monastic duty, obsession, seduction, fantasies. Dodge.
The Lovers: Carnal indulgence, physical lust, submission, slaves, vermin, sex, rape and abuse. Socialize.
The Peacock: Discerned and practical partnerships, love for wealth’s sake, procreation, dualities, alliances, bright colors, necessity, traps, distraction. Craft.

House of War

The Banner: Reputation, story, awe, pageantry, leadership, epics, infamy, reigns of terror, philanthropy, tidings, symbols, heraldry, witnesses. Presence.
The Gauntlet: Sergeants, ruthless expedience and battlefield logic, confrontation, callousness, sacrifice of others, necessity, livestock management, pragmatism, surgery, the greater good. Brawl.
The Spear: Soldiers, professionalism, training, taking initiative, lack of vision, tactics, skill, competition. Melee.

House of Secrets

The Guardians: Hearth wisdom, age, superstition, charlatans, tradition, patience, observation, inevitability. Larceny.
The Key: Innovation, cleverness, hubris, mechanical devices, books, libraries, medicine, curiosity. Investigation.
The Mask: Secret wisdom, lies, security services, guarded people, religious mysteries, extortion, trickery. Stealth.
The Sorcerer: Secrets of power, humanity, geomancy, artifice, infernalism, talismans, Essence use, egotism. Occult.
The Treasure Trove: Erudition, horoscopes, schools, blight, blindness, inflexibility, secret societies, prophecies. Lore.

House of Endings

The Crow: End of dreams and illusions, slow but painless deaths, inevitability, orphans, acceptance and comfort of death, dark humor, depression, waking, indifference. Awareness.
The Haywain: Endings that cannot be easily describes, muddled and difficult to categorize deaths, mystery, cover-ups, treachery, comebacks, gradual decline, aging and decrepitude. Bureaucracy.
The Rising Smoke: End of journeys physical and metaphorical, quick deaths, rest, stagnation, growth, new employment, fresh prospects, murder. Athletics.
The Sword: End of hope, slow and painful deaths, perseverance, failure, illness, tribulation, inheritance, resignation, the vanquished, the broken, the crushed and the worn down. Integrity.
Alchemical Exalted

Traits

Alchemicals use Attributes as Traits, and have six Castes, each with the three Caste Attributes:

- **Orichalcum**: Strength, Charisma, Intelligence.
- **Moonsilver**: Dexterity, Appearance, Wits.
- **Jade**: Stamina, Charisma, Wits.
- **Starmetal**: Dexterity, Manipulation, Intelligence.
- **Soulsteel**: Stamina, Manipulation, Perception.
- **Adamant**: Strength, Appearance, Perception.

Endowsments

- **Axiomatic**: For 1m, turn the Chance Die into a dice pool to (Essence/2) dice (or add (Essence/2) dice in a Clash), for a single action, against a creature condemned by the Great Maker, including any manifestations of Gremlin Syndrome and the Wyld. The Dead of lower Essence Rating are valid targets by the (unfair and judgmental) association; Creatures of Death of equal/higher Essence, and other Primordial souls and works, are beyond Autochthon’s sanction.

- **Artificial**: Alchemicals need no air, cannot starve to death, do not age. Their natural Gift point limit is 0.

Charm Installation: Alchemicals have a limited number of charm slots to install known charms in. They can swap them at the vats or via field surgery. Alchemicals have (Essence +3) Dedicated charm slots that can house only Caste or Favored charms, and the same number of General charm slots that can be used for any charm. Alchemical charms are physical objects in their body, like specialized Artifacts. As such, each charm includes 3 Gift points (not counted towards the natural limit) that can be used to increase its Ways (+1 (X) of a Way for 1gp, +2 (X) for 3gp, as normal); provide the related installed Equipment or useful narrative advantages; or provide related bonuses to dice pools or Static Defenses. See also Special Applications.

Submodules: Alchemicals can permanently upgrade their charms with Submodules. Each one is treated by the rules as a normal Artifact • that is permanently installed in its charm, providing the benefits directly related to the charm’s usage. Each Submodule costs (1 + installed Submodules for that charm)xp to install, up to a total of (X) Submodules installed per charm.

Capabilities

Charms: (X) = Lower of Essence or (Attribute/2). All Alchemical charms are Named. Alchemicals do not use improvised charms and do not learn Ways separately, see Charm Installation. Native Ways are:

- **Overwhelming**: Increase a Trait by (X), or double a Static Defense, for a single action.
- **Optimized**: gain one of the following benefits (chosen and set at the charm’s initial creation), or double a Static Defense, for a single action:
  - **Efficient**: Reduce the TN of up to (X) dice to 5+ (choose dice before rolling).
  - **Empowered**: Count 8s+ as double successes for up to (X) dice (choose dice before rolling).
  - **Exemplar**: Apply both of the above (for the same set of up to (X) dice; choose dice before rolling). Using Exemplar gives the Alchemical a point of Clarity.

Charm themes: Machines, Integration, Construction.

Other: Alchemicals can learn sorcery of the First Circle and Terrestrial Martial Arts Styles. They also possess and can utilize their own form of «Sorcery», called Protocols; see below for details.

Special Applications (of the charm slots)

- Larger Alchemicals can install a «charm» silo, storing a replica of their former smaller body, which they can launch as a remote-controlled avatar in up to Medium Range (possibly extending the range with other charms or submodules).

The following two types of general upgrades take charms slots, but provide no Gifts and cannot receive Submodules. All Alchemicals are considered to already «know» them, and they can be installed multiple times each.

- Each Stamina «charm» increases health levels by 2 per slot, starting with the higher penalty ones, up a maximum of 8x-3, 8x-1 and 7x-0 health levels total.
- Integrate an Artifact (except Submodules): one slot compensates for up to 2 Attunement for it. The Artifact is connected to the Alchemical, and is folded into the body or Elsewhere and hidden when not in use. Dedicated slots can house only for Artifacts of the Caste material; General slots can support any Artifact.
Anima banner

0. **Dim**: Anima is invisible and silent.
1. **Glowing**: Tiny sparkles of Essence dance around the Exalt’s soulgem and active charms. When he spends Essence, light arcs across his soulgem and charms in a flickering corona.
2. **Burning**: Aura of light in the colors of his Caste envelops the character’s body, and active charms are ablaze with actinic radiance. Stealth is impossible. When the Exalt spend Essence, he leaves shining traces of light on whatever he is in contact with.
3. **Iconic**: Exalt’s aura becomes a radiant field of discharged power, humming electrically, and his active charms thunder with cracks or vents of energy. When the Exalt spend Essence, his anima expand into his personal iconic display of industrial power.

Anima effects

**Orichalcum**: For 1m, add +1 to Damage and Soak for a turn. Free at Iconic.

**Moonsilver**: For 1m, add +1 to Evasion and Initiative for a turn. Free at Iconic.

**Jade**: For 1m, add +1 to Soak and +2 to all Stamina rolls for a turn. Free at Iconic.

**Starmetal**: For 1m, add +1 to Damage and Initiative for a turn. Free at Iconic.

**Soulsteel**: For 1m, add +1 to Resolve and Soak for a turn. Free at Iconic.

**Adamant**: For 1m, the eyewitnesses must roll (Wits or Integrity) at -(Essence/2) penalty at the end of the scene. Those who fail forget all details about the Alchemical. Free and mandatory at Iconic.

Alchemical character creation

1. Have an idea and a general concept.
2. Choose a Caste. Assign 1 Favored Attribute in Caste Attributes. Assign 2 additional Favored Attributes wherever you want.
3. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute 6 dots in Caste and Favored Attributes. Distribute additional 8 dots as desired. Alchemical Traits can be of a maximum of 5 (6 in Favored).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
5. Starting Essence for Alchemicals is 2.
6. Calculate Essence pool: (Essence x 2) + (Highest Virtue x 2).
7. Create enough Named charms to fill all the available charm slots. Consider them installed at the beginning of the game, unless you also decide to install general upgrades (see Special Applications, above).
8. Distribute 4 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Each character begins with -0 -1 -3 -3 levels. Alchemicals can have a maximum of 8x-3, 8x-1 and 7x-0 health levels, and use charms slots to increase current health levels (see Special Applications).
13. Roll 1d5 for the starting Clarity.
14. Here is your shovel.

Matters of Size

Human-sized bodies cannot support Essence Ratings higher than 5 for the Alchemicals. As a part of the improvement process, they are rebuilt into massive armored frames: for Essence 6 – 4-7 meters in height (Size 1), for Essence 7 – 6-10 (Size 2). Alchemicals of Essence 8+ are rebuilt into cities, (Size 3+, but mostly immobile, infrastructure), and have Dominions to reflect that, with building-sized charms (as Features) that can be used for Leading Dominion actions. The greatest of those eventually reach Essence 10 (Size 5). While immobile, they are far from defenseless or impotent: they are still high-Essence Exalts, after all.
Alchemical character advancement

The Alchemicals can only advance Virtues and non-Native charms by training. Anything else requires refitting the Alchemical in the vats, modifying his body, mind and soul via complex surgical procedures. Developing a charm requires some time, but it can be easily installed or removed and stored until needed.

<table>
<thead>
<tr>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Upgrading Trait, Caste or Favored</td>
<td>(new level)x3</td>
</tr>
<tr>
<td>Upgrading Trait, non-Caste</td>
<td>(new level)x4</td>
</tr>
<tr>
<td>Developing Named Charm, Caste or Favored</td>
<td>(Ways)</td>
</tr>
<tr>
<td>Developing Named Charm, other</td>
<td>(Ways)+1</td>
</tr>
<tr>
<td>Submodule</td>
<td>(1 + Existing Submodules)</td>
</tr>
<tr>
<td>Installing a charm</td>
<td>-</td>
</tr>
<tr>
<td>Removing a charm</td>
<td>-</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
</tr>
<tr>
<td>New Protocol</td>
<td>(Circle)</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)</td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x3</td>
</tr>
<tr>
<td>Martial arts Technique, base</td>
<td>2</td>
</tr>
</tbody>
</table>

Time indicated assumes vigorous training when relevant, 8 hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Alchemicals can learn Martial Arts Techniques as normal Named charms. These charms, however, do not take slots, as they represent the Alchemical’s own learned capabilities; however, any Overwhelming Way used must be installed in existing charms to be used in Techniques.

City-Sized Municipal charms are represented as additional positive Features for permanent structures, or just as normal charms. They take slots either way.

Protocols

Protocols are a form of sorcery (pattern spiders or Design Weavers backdoor commands, technically). They follow the same rules, except as outlined below:

- Only spells (Protocols), no Workings.
- Initiations and Rites are not used.
- Protocols can be paid for from the personal mote pool at 1m to 1sm cost.
- Outside Fate or Design of Autochthon, the cost to Weave (Shape) a protocol is doubled.
- There are only two Circle-equivalents:

Anyone can be implanted with a Man-Machine Protocol Weaver, but only Alchemicals can access the God-Machine Protocol Weaver. Both are irremovable Intelligence charms, taking up slots as normal (3 Gift Points for those without charm slots).

Alchemical charm creation and installation

Training times to learn new charms indicated in the advancement table assumes that the design of the required charm already exists somewhere in the vast data repositories of the Autochthon, and needs only to be retrieved and modified for a particular Alchemical.

Designing a completely new charm from scratch needs to be treated as creation of a new Artifact ●●, and must be carried out as normal, including Design and Build steps. If there are existing connections to the Autochthonian infrastructure, the charm can be then disseminated near instantly to be available to learn for the other Alchemicals. If the Alchemical is stranded, the charm will remain a singular creation for a time.

Installing or removing a charm without specialized facilities of Alchemical vats can be a challenging task: Extended action, Base Interval Minutes is modified by Arduity 2 to Day, Length 3. The attempt is at -4 penalty. Either Craft or Medicine can be used. A critical failure ruins the charm, which then needs to be repaired (or re-created) as an Artifact ●● before the installation can be attempted again.
Clarity

Instead of the Limit track, the Alchemicals have Clarity. As it rises, an Alchemical draws away from imperfections of humanity towards the cold logic of the machine. The effects are outlined below. The Alchemicals do not enter normal Limit Breaks, instead entering the Full Synchronization state, below, and can remain in it indefinitely. The effects are as follows:

**Clarity 0-1**: The Alchemical’s thought processes are almost completely human.

**Clarity 2-3**: The Exalt grows colder, and often seems impatient with or disdainful towards mortal failings. All Social rolls not pertaining to intimidation or logical reasoning are at -1 penalty, as are all Compassion rolls. Communication with machines and beings of equal or greater Clarity is unaffected. Minor emotion-based Intimacies and similar effects are suppressed.

**Clarity 4-5**: The Exalt has progressed beyond humanity. Any emotional needs are taken into account only from the perspective of logic. Previous stage’s penalty rises to -2, and Major emotion-based Intimacies are suppressed as well. However, the Alchemical gets +1 bonus to any Mental rolls involving logic, and to all Temperance rolls.

**Clarity 6: Full Synchronization**: The Exalt is a being of pure machine logic, humanity and emotions merely a fragment of his efficiency calculations. Previous stage’s penalty rise to -3, and all emotion-based Intimacies are suppressed. Previous stage bonuses rise to +2. All further Clarity gains are ignored.

**Gaining Clarity**

+1 instead of each point of Limit.
+1 when acting against an emotion-based Intimacy.
+1 for each week spent without meaningful, non-violent contact with people (spirits of Autochthon and other Alchemicals do not count).
+1 for using Exemplar, up to +1 per scene.

**Losing Clarity**

At the end of a scene in which the Alchemical meaningfully interacts with normal humans, roll Compassion (applying penalties according to the current Clarity). If the roll is successful, the Exalt loses one point of Clarity. On a botch, the Alchemical’s alienation deepens, and he gains a point of Clarity. Only one point of Clarity may be lost in this manner per day.

Alchemicals also lose a point of Clarity when an action enhanced with a Virtue channel is successful.

Voidtech and Gremlin Syndrome

Gremlin Syndrome is a manifestation of detrimental conditions and processes of Autochthon: descending Clarity, decreasing efficiency, devolving processes and deteriorating order. It is a malicious and active force, and it is contagious. It wants to spread.

Voidtech (no relation), refers to the nightmarish fusions of terrible misshapen machines and cancerous organic defilement, achieved by exposing flesh and machines to the Gremlin Syndrome.

From the rules perspective, «Voidtech» is a 2-point Drawback (outside of the normal limit, if any), applicable to Alchemical charms and Submodules, machine spirits, automata, machinery, Artifacts, permanent Gifts and other things at the Storyteller’s discretion. Using, Attuning, or otherwise utilizing something with this Drawback gives 2 Gift points to spend (as normal for Drawbacks), and also Gremlin Syndrome: temporary for the replaceable sources such as Alchemical charms, Artifacts, or infliction on purpose (Supernatural 3 + Paced); or permanent for permanent Gifts or infection-wrought tech-mutations.

Infected Alchemicals replace Clarity with Dissonance; others get a separate Dissonance track (they do not gain Dissonance instead of Limit or equivalent). It functions as Clarity does, with the following exceptions. Penalties apply to all Social rolls except with other gremlins. No analytical bonuses are gained. 1 point of Dissonance is gained for every day outside of Autochthonia or inside a Blight zone. If Dissonance rises to 6, Gremlin Syndrome becomes permanent. Every «Voidtech» Drawback a character benefits from after the first provides 1 permanent Dissonance point.

Dissonance works as an additional «Virtue». It can be channeled, but doing so always gives a Dissonance point. It compels sociopathic sadism, bringing pain and suffering to others, especially in horrid displays of waste and inefficiency; tearing down machines and societies; and, of course, spreading the Gremlin Syndrome. At Dissonance 3+, failing the Dissonance roll (or Denying it) is required at every opportunity to tear down cables from the nearest wall and jam them down the throat of the nearest mortal, or similar. At 6, Dissonance cannot be Denied (until it drops to 5 or less). Autochthon’s power (including his Exalts and spirits) explicitly cannot cure the Gremlin Syndrome.
Characters, Mortal

Heroic Mortals

Traits

Warrior: Archery, Brawl, Melee, Thrown, War.
Priest: Integrity, Presence, Performance, Resistance, Survival.
Scholar: Craft, Investigation, Lore, Medicine, Occult.
Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.
Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Heroic Will: Instead of a mote pool, mortal characters have a pool of Willpower (wp) equal to (1 + highest Virtue). It cannot power charms, but can be spent to reject Social Influence and automatically succeed on a roll to remain conscious for a turn.

Enlightenment

Enlightened mortals gain Essence pool of (Essence + Highest Virtue) instead of Willpower pool. It depends on a game whether the character is Enlightened or not.

Capabilities

Mortals cannot normally use charms or Artifacts that require Attunement, unless they are Enlightened. Enlightened mortals can learn First Circle Sorcery or Necromancy, Terrestrial Martial Arts and Evocations. Mortals do not have any Native charms, Ways, or (X).

Design – Mortals

Here is your Dante Must Die mode. Enjoy.

Mortals roll to naturally heal only once per week, bleed (Hazard (Wound Penalty)/Minute) if wounded below -0, pass out if their wound penalty exceed Resistance (roll to resist for a turn), are subject to diseases that other beings ignore, and are otherwise inconvenienced. At least they breed quickly and can Exalt sometimes.

Mortal character creation

To create a Mortal character, do the following:

1. Have an idea and a general concept.
3. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Mortal Traits can be raised to a maximum of 4 (5 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for mortals is 1. Mortals cannot raise Essence above 3.
6. Calculate Essence pool if Enlightened: (Essence + highest Virtue).
7. Enlightened mortals maybe acquire up to 3 charms/spells/Evocations if appropriate.
8. Distribute 5 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Each character has five health levels: -0 -1 -1 -3 -3.
14. Here is your shovel.

Mortal character advancement

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)x2</td>
<td>(current level) months</td>
</tr>
<tr>
<td>Trait, other</td>
<td>(new level)x3</td>
<td>(current level) months</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Ways) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level) Off-screen</td>
<td></td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x5</td>
<td>(current level)x2 months</td>
</tr>
<tr>
<td>Martial arts Technique, base</td>
<td>2</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.
Half-blooded

Traits

Warrior: Archery, Martial Arts, Melee, Thrown, War.
Priest: Integrity, Presence, Performance, Resistance, Survival.
Scholar: Craft, Investigation, Lore, Medicine, Occult.
Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.
Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments (choose one)

Fae-blooded: Trait maximums are increased by 1. Favored Traits begin with an additional free dot.
Half-Caste: Choose up to five Abilities closest to the parent(s)’ Caste(s). Increase (X) to (Essence) for the charms in these Abilities.
God-blooded: Increase natural Gift points limit by (Essence); begin with the appropriate number of Gifts. Additional Gifts can manifest themselves as this maximum rises. Also applies to demon-blooded.
Ghost-blooded: double the starting number of charms. Respire Essence as a Creature of Death. Become a ghost at death (you also die upon reaching Essence 3).

Capabilities

Half-blooded can only use Native Named charms, with the (X) of (Essence/2) and themes strongly connected to their blood. They have no Native Ways. Half-blooded can learn First Circle Sorcery or Necromancy, Terrestrial Martial Arts and Evocations.

Half-blooded character creation:

1. Have an idea and a general concept.
3. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Half-blooded Traits can be raised to a maximum of 5 (6 for Favored Traits).
4. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them, up to a 5-dot maximum.
5. Starting Essence for Half-blooded is 1. Half-blooded cannot raise Essence above 3 without becoming another being.
6. Calculate Essence pool: (Essence + highest Virtue).
7. Create up to 3 Named charms, spells or Techniques in any combination.
8. Distribute 5 dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Spend some additional xp, if your storyteller is feeling generous.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Each character has five health levels: -0 -1 -1 -3 -3.
14. Here is your shovel.

Design – Half-blooded

Way less powerful than most, but it’s something. Half-Blooded round up, but still have all the mortal vulnerabilities and mortal healing rates.

Half-blooded character advancement

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
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<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)</td>
<td>(current level)</td>
</tr>
<tr>
<td>Trait, other</td>
<td>(new level)+1</td>
<td>(current level) months</td>
</tr>
<tr>
<td>Named charm</td>
<td>(Ways)x2</td>
<td>(Ways) weeks</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
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<td>Lower a Virtue</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x5</td>
<td>(current level)x2 months</td>
</tr>
<tr>
<td>Martial arts Technique, base</td>
<td>2</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

Time indicated assumes rigorous training, 8+ hours a day or so. Increase the time accordingly if it is not the case. Without a competent teacher or other source of knowledge, many things can be impossible to learn. Paced Lore on behalf of the teacher can shorten training times.
Characters, Spirits

Gods

Traits

Physical: Strength, Dexterity, Stamina.
Social: Charisma, Manipulation, Appearance.
Mental: Perception, Intelligence, Wits.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your Natural Gift Point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

God: You are naturally immaterial; you can reform as spirits do, if killed; you can learn and use Domain charms related to your Domain; when using a Native charm, you can always channel the appropriate Virtue.

Mandate of Subordination: For 1m, as an action, you can give an order to a spirit under your command, based on your position in the Celestial Bureaucracy. To Reject this order, the target must immediately take (Essence difference, minimum 1) Limit. If it does, it becomes immune to other such orders from you for the rest of the scene.

Capabilities

Charms: (X) = (Essence) for Native Charms, and (Essence/2) for other charms. Gods can only use Named charms. Gods use spirit charms as Native.

Native Way (generally only used in Domain-related charms for Domain-related tasks) is:

- **Subordinate**: Convert up to (X) pairs of failed dice, excepting those showing 1s, into one success per pair, or double a Static Defense, for a single action.

Charm themes: By Virtues and by the Domain.

Other: Gods can learn Sorcery, Martial Arts and Evocations as normal, but most don’t bother to.

Divine Domains

Gods of Creation (except the unemployed bums slumming it out in Yu-Shan) have Domains that they are tasked with monitoring. Some have several related Domains, and some have several unrelated ones – this mostly depends on the god’s political standing in the Celestial Bureaucracy.

There are gods of each individual grain of sand and blade of grass: such spirits are weak and almost always dormant. Still, a god of a blade of grass has its Domain, and can use Domain charms on it, however irrelevant they might be in the grand scheme of things. Perhaps your characters are all gods of some blades of grass, fighting a desperate losing war against the encroaching spirits of a mushroom ring.

There are mighty gods of universal concepts, with Domains spanning the whole Creation, who could shake the world with their power – if only they weren’t busy with tea parties and politics of Heaven.

Most of the gods are in-between: gods of rivers and mountains, cities and forests, roads and buildings, and many things more. These are of moderate power within their Domains, and are weaker outside of them.

Gods **must** have enough (X) to affect their whole Domain when using charms that do so, like Sense Domain. Low-Essence gods with large Domains would have some of their natural Gifts dedicated to adding to the Ways of their Domain charms (usually Reaching), making them personally less dangerous.

<table>
<thead>
<tr>
<th>Spirit charms</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spirit charms that gods, demons, devas and elementals use as Native are thematically separated into four categories, based on Virtues:</td>
</tr>
<tr>
<td><strong>Compassion</strong>: Helping others, harmonizing with their Domains, reaching beyond themselves with senses.</td>
</tr>
<tr>
<td><strong>Conviction</strong>: Controlling minds, souls and emotions, and commanding Domains.</td>
</tr>
<tr>
<td><strong>Temperance</strong>: Defending and concealing oneself, as well as using Essence in complex manner.</td>
</tr>
<tr>
<td><strong>Valor</strong>: Directly affecting the physical world, harming others and inflicting curses.</td>
</tr>
</tbody>
</table>
God character creation

1. Have an idea and a general concept.
2. Decide the power level – the starting Essence.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute (4 + Essence) dots in Favored Attributes. Distribute additional (6 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die instead).
5. Virtues begin with 1 dot in each. Distribute an additional 4 + (Essence/2) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
8. Distribute (3 + Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Spirits have (Essence) of each -0, -1 and -3 health levels. This increases automatically with Essence.
13. Here is your shovel.

God Character Advancement

<table>
<thead>
<tr>
<th>Trait, Favored</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Favored</td>
<td>(new level)x2</td>
<td>Instant</td>
</tr>
<tr>
<td>Trait, other</td>
<td>(new level)x3</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, in Favored Trait</td>
<td>(Ways)</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, other</td>
<td>(Ways) +1</td>
<td>Instant</td>
</tr>
<tr>
<td>Reassign Gifts</td>
<td>1</td>
<td>Story reasons</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle) x 2</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)</td>
<td>Off-screen</td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x4</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts Technique</td>
<td>(Ways) +1</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

Most capabilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn, however. Paced Intelligence/Lore on behalf of the teacher can shorten training times.

Divine Might

These rules should suffice for most gods, even the mightiest ones. However, the Storyteller and players are encouraged to come up with a unique Endowment or two for the high-Essence gods to further expand on the particularities of their divinity. The Incarnae, for example, will certainly have their Exalt-specific Native Ways instead of Subordinate.

In addition, don’t forget to creatively allocate the god’s Gift points! They play larger roles for the gods than for the Exalts, and they have more.

Spirits and Immortality

Spirits are naturally immortal and ageless. They come into being fully formed, and can live forever. Unless they are killed, but even that is not usually the end for the powerful gods and demons: unless killed by a charm that Negates (3) their ability to do so, they can reconstitute themselves given time.

When a spirit dies, its form dissolves into Essence almost immediately. Roll its (Essence + Cult): if successful, the spirit reforms in its Sanctum, or a safe place within its Domain, after a year and a day; on a critical success, it reforms after just a month. On a failure, the spirit wastes a year: it can then roll again, reforming after a year and a day after the roll. If he fails his second roll, he must wait a decade before rolling again, then a generation, then a century, and so on, increasing the waiting Interval for a step for each failure. If the interval reaches Permanent, or the spirit rolls a critical failure at any point, it cannot reform at all and is permanently destroyed.

The spirit’s superiors in their respective hierarchy, or other interested parties, may help or hinder the spirit’s revival. Something like a grand religious ceremony by the worshippers can be treated as a Setup roll; charms and such can be used to provide more direct aid; the spirit’s superiors can Lead the roll with their own (Essence + Cult), although they should get some sort of penalty for performing more than one reconstitution at the time; and so on. Helping the roll is easy, as it reinforces a natural process; speeding it up or affecting it directly should be more difficult, must probably performed at the place of the spirit’s death or rebirth, and should include interesting stunts and/or Sources.

Multi-component beings like Third Circle demons require all parts of to be permanently destroyed to perish completely, and do not increase the waiting Interval as long as some part yet remains undestroyed.
Elementals

Traits

Physical: Strength, Dexterity, Stamina.
Social: Charisma, Manipulation, Appearance.
Mental: Perception, Intelligence, Wits.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age if you are self-aware enough to be a named character.

Elemental: You are naturally material; you can learn and use Elemental charms and Domain charms related to your Element as Elemental charms; you are immune to natural Hazards related to your Element; you gain various bonuses and penalties from the intensity of your element in the surroundings (see right). Unlike most spirits, your death is final, but a quantity of new elementals will arise from your scattered Essence.

Draconic Evolution: when you reach Essence 6, you undergo a transformation into a draconic form. Your natural Physical Size becomes (Essence - 4), up to a maximum of 5, and you can effortlessly fly via magical means. In addition, against the non-dragon elementals of the same element, you count as having the same Social Size as well. While extremely cool-looking, most dragons learn charms to temporarily transform back into smaller forms for convenience.

Capabilities

Charms: \( (X) = (\text{Essence} - 1) \), minimum \( (1) \), for Native charms, and \( (\text{Essence}/2) \) for other charms. Elementals only use Named charms. Elementals use spirit charms as native (see Spirit Charms sidebar). Elementals have no Native Ways.

Charm themes: per Element.

Other: Elementals can learn Sorcery, Martial Arts and Evocations as normal, but most don’t bother to.

Elemental Environments

The elementals are much more powerful in their element’s environment, and are much weaker in the environments saturated with the elements hostile to their own. The effects are as follows:

<table>
<thead>
<tr>
<th>Positive</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defining</td>
<td>+3 bonus; Elemental charms cost half.</td>
</tr>
<tr>
<td>Major</td>
<td>+2 bonus.</td>
</tr>
<tr>
<td>Minor</td>
<td>+1 bonus.</td>
</tr>
</tbody>
</table>

| Neutral | No effect.                                    |

| Negative |                                                |
| Minor    | -1 penalty.                                   |
| Major    | -2 penalty.                                   |
| Defining | -3 penalty; All Native charms cost double.    |

Bonus or penalty applies to all rolls and Static Defenses created or affected by Elemental charms. In additions, some Elemental charms require some amount of the element to be present: usually, at least equal to the Size of the effect (yours, or sometimes – the target’s). Use the Storyteller’s common sense.

The three saturation levels above refer to how much elemental Essence affects the scene. The levels are:

Neutral: No element currently dominates. This is the default level for normal conditions.

Minor: An element is noticeably ascendant: in flight; mounds of earth around; some things are on fire; in a rain; in a forest.

Major: An element is prevalent: in a lightning storm; in a cave; near raging fires; being battered by the waves on the shore; in a sunless thicket.

Defining: An element is overbearing: a blizzard high in the northern mountains; deep underground; in an active volcano; deep underwater; in a giant living tree. Uncapped Demesnes also counts as this level.

The elemental’s own element provides positive effects. The harmful element provides negative effects as follows: Fire consumes wood. Wood covers earth. Earth blocks air. Air freezes water. Water drowns fire.

The levels of saturation should be judged relative to the elemental’s Size and Essence: while a Flame Duck will suffer greatly when submerged in a pond of water (Defining), a fire dragon could probably vaporize the same pond in a single charm (Minor, if even that).
Exotic Elements

The rules for the elementals can also be applied to Autochthonian elementals of Crystal, Lightning, Metal, Oil, Steam and Smoke, as well as Metodys and, perhaps, other beings of elements foreign to Creation. In addition, some good old Creation dwellers can be a bit unorthodox in their elemental aspect, like the Principality of Shore’s mixed elementals, for example. For such a being, choose what feels the most appropriate for the beneficial and hostile conditions on a case by case basis. The purpose of the bonus-penalty system for the elements is to have interesting conflicts where clever stunting and bright ideas can turn the tide (sometimes, literally).

Elemental Might

These rules should suffice for most elementals, even the mightiest ones. However, the Storyteller and players are encouraged to come up with a unique Endowment or two, especially for unusual beings. This is in addition to the usual Gifts customization. This new and exceptional Elemental Endowments should almost always rely on the direct contact with the appropriate Element.

Compared to other spirits, elementals are a bit weaker in the base (X) department, but get a unique environmental mechanic that makes them distinct.

Elemental character creation

1. Have an idea and a general concept.
2. Decide on the power level – the starting Essence, and choose an Element.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute (5 + Essence) dots in Favored Attributes. Distribute additional (5 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5 + Essence/2) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
8. Distribute (2 + Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Spirits have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
13. Here is your elemental shovel.

Elemental Character Advancement

<table>
<thead>
<tr>
<th>Action</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Favored</td>
<td>(new level)x2</td>
<td>Instant</td>
</tr>
<tr>
<td>Trait, other</td>
<td>(new level)x3</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, in favored Trait</td>
<td>(Ways)</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>(Ways) +1</td>
<td>Instant</td>
</tr>
<tr>
<td>Reassign Gifts</td>
<td>3</td>
<td>Story reasons</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle) x 2</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)</td>
<td>Off-screen</td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x4</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts Technique</td>
<td>(Ways) +1</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

Most abilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training times.
First Circle Demons

Traits

Physical: Strength, Dexterity, Stamina.
Social: Charisma, Manipulation, Appearance.
Mental: Perception, Intelligence, Wits.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

First Circle Demon: You are naturally immaterial; you can reform as spirits do, if killed; you can learn and use Domain charms related to your Purpose; when using a Native charm, you can always channel the appropriate Virtue; you are a Creature of Darkness, confined to the Demon City by the surrender oaths of your masters.

Descending Hierarchy I: you are a limited being, and cannot advance to Essence 5+ without the permission of the Storyteller.

Come Unbidden I: you have a clause that allows you to slip through the prison of Malfeas and enter Creation. It is sufficiently rare that it is not an everyday occurrence, but it happens often enough for the story.

Capabilities

Charms: \( (X) = \left( \frac{\text{Essence}}{2} + 1 \right) \). First Circle Demons only use Named charms, and they use spirit charms as Native (see Spirit Charms sidebar). Their charms are usually few and pertain to their functions and purpose. First Circle Demons have no Native Ways.

Charm themes: By the demon’s Purpose.

Other: Demons of the First Circle can learn Sorcery, Martial Arts and Evocations as normal, but most don’t have the opportunity to do so. First Circle demons must have Backing of at least ● to be considered Citizens of the Demon City.

Demonic Purposes – First Circle

First Circle demons are, by their creators’ design, servant species. Each is made (or arises naturally, or unforeseen in some cases) best suited to perform a specific task or activity – its Purpose. Most demons have very narrow Purposes – and quite a few have very esoteric Purposes, and some may have frankly useless or stupid ones.

The demon’s Purpose acts a like a Domain for its charms. Unlike a god’s Domain, it has no direct connection to things and concepts, but is about some sort of activity or competence. A demon’s charms usually relate to or facilitate its Purpose, especially in the charm themes and applications.

Spirit charms used should be adjusted for the demonic nature of the being, and for the Purpose-based approach. A demon is not tied to a particular place or a concept, but to an action or activity instead. A gardener demon can use Sense Domain on a garden it is tending; should he leave and go to another garden, it will be able to use Sense Domain there just as well.

First Circle Demons are usually only ever known for their Purposes, whether they craft children from the parents’ flesh, or serve as beautiful flying mounts, or swim through your body and eat harmful substances, or wrap around people as living armor. When creating a custom demon, always try to come up with some task and a specific manner that the demon is solving it in to make interesting and memorable characters.

The First Circle’s Gifts are also usually related to their Purpose. Even the negative or detrimental Gifts: for example, Blood Apes reeking of blood even when immaterial, betraying their Purpose and nature.

Non-sapient player characters

Some First Circle demons (and some elementals) are not even sapient, and have animal levels of intelligence. While playing such a character can be somewhat boring and somewhat challenging at the same time, who am I to stop you?

Non-sapient characters use Traits as normal, but are prohibited from participating in any activity requiring, you know. Sapience. The Intimacies of such characters should also be composed in a very simplistic way, and must not include any abstract concepts or ideas.
First Circle Demon character creation

1. Have an idea and a general concept.
2. Starting Essence for First Circle Demons is 2. Decide the Purpose of the demon.
3. Assign two Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute (6 + Essence) dots in Favored Attributes. Distribute additional (2 + Essence) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5 + Essence/2) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
8. Distribute (Essence) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Spirits have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
13. Here is your shovel.

First Circle Demon Character Advancement

<table>
<thead>
<tr>
<th>Trait, Favored</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>(new level)x2</td>
<td>Instant</td>
<td></td>
</tr>
<tr>
<td>(new level)x3</td>
<td>Instant</td>
<td></td>
</tr>
<tr>
<td>(Ways)</td>
<td>Instant</td>
<td></td>
</tr>
<tr>
<td>(Ways) +1</td>
<td>Instant</td>
<td></td>
</tr>
<tr>
<td>(Circle) x 2</td>
<td>(Circle) weeks</td>
<td></td>
</tr>
<tr>
<td>(Ways)</td>
<td>(Circle) months</td>
<td></td>
</tr>
<tr>
<td>(new level)</td>
<td>Off-screen</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Instant, but needs story reasons</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Story reasons</td>
<td></td>
</tr>
<tr>
<td>(new level)x4</td>
<td>Story reasons</td>
<td></td>
</tr>
<tr>
<td>(Ways) +1</td>
<td>(Ways) months</td>
<td></td>
</tr>
</tbody>
</table>

Most capabilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Design notes – First Circle demons

Let’s be honest here – they are more or less reliable tools, servants and cannon fodder, and that’s what we have here. By the way, don’t do what Mnemon does on her critical failure pictured above. Erymanthoi are ill suited for Manse construction – they tend to break things, eat mortals and domestic animals, and contaminate Essence flows with their Infernal Essence.
Second Circle Demons

Traits

Physical: Strength, Dexterity, Stamina.
Social: Charisma, Manipulation, Appearance.
Mental: Perception, Intelligence, Wits.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

Second Circle Demon: You are naturally immaterial; you can reform as spirits do, if killed; you can learn and use Domain charms related to your Purpose; when using a Native charm, you can always channel the appropriate Virtue; you are a Creature of Darkness, confined to the Demon City by the surrender oaths of your progenitors.

Descending Hierarchy II: You are a part of a Third Circle Demon, embodying its inclinations to protect (Warden), gratify (Indulgent), define (Defining), communicate (Messenger), express (Expressive), reflect (Reflective) or understand (Wisdom). You have to maintain a relevant Defining Intimacy. You cannot advance to Essence 8+ without the permission of the Storyteller.

Mandate of Subordination: For 1m, as an action, you can give an order to a First Circle demon who is under your command by the right of creation or dominion. To Reject this order, the target must immediately take (Essence difference, minimum 1) Limit. If it does, it becomes immune to other such orders from you for the rest of the scene but it’d better not. Your wrath will be terrible.

Come Unbidden II: you have a clause that allows you to slip through the prison of Malfeas and enter Creation. It is quite rare, and is by no means an everyday occurrence. You might want to arrange such circumstances by proxy, or entertain other possibilities, when you need to act outside of Malfeas.

Capabilites

Charms: $(X) = (\text{Essence} - 1)$, minimum (1). Second Circle Demons only use Named charms, and they use spirit charms as Native (see Spirit Charms sidebar).

Native Way is:

- **Subordinate**: Convert up to $(X)$ pairs of failed dice, excepting those showing 1s, into one success per pair, or double a Static Defense, for a single action.

Charm themes: Personally by Purpose, Domain, theme and the part of the Third Circle Demon’s soul it represents.

Other: Demons of the Second Circle can learn Sorcery, Martial Arts and Evocations as normal.

Demonic Purposes – Second Circle

Second Circle demons are all unique beings, focused on performing a very specific task or activity – their Purpose. Most demons have very narrow Purposes – and quite a few have very esoteric Purposes, doubly so for the Second Circle demons.

The demon’s Purpose acts a like a Domain for its charms. Unlike a god’s Domain, it has no direct connection to things and concepts, but is about some sort of activity or competence. The demon’s charms, most often, relate to or facilitate their Purpose, especially in the charm themes and applications.

The charms use should be adjusted for the demonic nature of the being, and for the Purpose-based approach. A demon is not tied to a particular place or a concept, but to an action or activity instead.

Second Circle Demons are usually known far and wide for their Purposes as the only spirits that can do such a thing, whether they weave cloth from voices, forge living mortals into objects that would fulfill their ambitions in a roundabout way, or buy and sell dreams and things made of them, or just are an expert in some field, like inflicting despair with the excessive application of bureaucracy. When creating a custom demon, always try to come up with some task and a specific manner that the demon is solving it in to make interesting and memorable characters.
Second Circle Demon character creation

1. Have an idea and general concept.
2. Second Circle Demons begin at Essence 5.
3. Assign three Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute \((5 + \text{Essence})\) dots in Favored Attributes. Distribute additional \((6 + \text{Essence})\) dots as desired. Spirit Traits can be of a maximum of \((5\text{ or Essence})\) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional \((5 + \text{Essence}/2)\) dots between them.
6. Calculate Essence pool: \((\text{Essence} \times 2) + \text{(sum of Virtues)}\).
7. Acquire \((5 + \text{Essence})\) Named charms.
8. Distribute \((2 + \text{Essence})\) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Each character has \((\text{Essence})\) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
13. Here is your shovel.

**Second Circle Demon Character Advancement**

<table>
<thead>
<tr>
<th>Trait, Favored</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Favored</td>
<td>(new level)x2</td>
<td>Instant</td>
</tr>
<tr>
<td>Trait, other</td>
<td>(new level)x3</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, in Favored Trait</td>
<td>(Ways)</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, other</td>
<td>(Ways) +1</td>
<td>Instant</td>
</tr>
<tr>
<td>Reassign Gifts</td>
<td>1</td>
<td>Story reasons</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle) x 2</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)</td>
<td>Off-screen</td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td>story reasons</td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x4</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts Technique</td>
<td>(Ways) +1</td>
<td>(Ways) months</td>
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</tbody>
</table>

Most capabilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be Impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

**Design notes – Second Circle demons**

Now we’re talking. Compared to the First circle demons, Second Circle ones are vastly more powerful. Compared to the gods, they are not as tied to their Domains. They are their Domains. Unlike elementals, they care not about their environment. They are a little bit weaker than gods of equal Essence (X)-wise, but they have all of their capabilities at their disposal at any time. They also have an extra Favored Trait. Remember that Second Circle demons need not spend their Gifts to compensate for the Size of their Domains (as gods are required to do). And so, there remains more space for Gifts that enhance their personal power and increase Ways of their other charms.

Also, they are more likely to get to do interesting stuff in Creation, because they can be summoned by all Celestial Exalted relatively easily, and can get in by themselves more often than the Third Circles. Some don’t care, though.
Third Circle Demons

Traits

Physical: Strength, Dexterity, Stamina.
Social: Charisma, Manipulation, Appearance.
Mental: Perception, Intelligence, Wits.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

Third Circle Demon: You are naturally immaterial; you can reform as spirits do, if killed; you can learn and use Domain charms related to your Purpose and your Domain; when using a Native charm, you can always channel the appropriate Virtue; you are a Creature of Darkness, confined to the Demon City by the surrender oaths of your progenitors. You are probably also another thing or place, which is a part of your Domain (See Co-location); it can also be a Dominion (depending on what exactly you are).

Descending Hierarchy III: You are a soul of a Yozi, embodying a Facet of its nature, and must maintain a relevant Defining Intimacy. You receive seven instances of Followers ●●● Advantage for free to represent your Second Circle Souls.

Mandate of Subordination: For 1m, as an action, you can give an order to a First or Second Circle Demon that you have power over by the right of creation or dominion. To Reject this order, the target must immediately take (Essence difference, minimum 1) Limit. If it does, it becomes immune to other such orders from you for the rest of the scene but it’d better not. Your wrath will be beyond terrible.

Come Unbidden III: You have a clause that allows you to slip through the prison of Malfeas and enter Creation. It is so rare it almost never occurs naturally; if it does, it probably lasts only a very short time, and then you are forced back. You are chained more thoroughly to the prison of the Demon City than most.

Capabilities

Charms: (X) = (Essence). Third Circle Demons only use Named charms, and they use spirit charms as Native (see Spirit Charms sidebar).

Native Way is:

- Subordinate: Convert up to (X) pairs of failed dice, excepting those showing 1s, into one success per pair, or double a Static Defense, for a single action.

Charm themes: Personally by Purpose, Domain, theme and the part of a Yozi it represents.

Other: Third Circle Demons can learn Sorcery and Martial Arts as normal.

Demonic Purposes (and Domains) – Third Circle

Third Circle demons are immensely powerful beings, nigh omnipotent in their specific area of talent – their Purpose. Most demons have very narrow purposes – and quite a few have very esoteric Purposes. Although narrow in theme, Third Circle demons are practically unlimited in their direct power and applications.

The demon’s Purpose acts a like a Domain for its charms. Unlike a god’s Domain, it has no direct connection to things and concepts, but is about some sort of activity or competence. The demon’s other charms, most often, relate to or facilitate their Purpose, especially in the charm themes and applications.

Spirit charms use should be adjusted for the demonic nature of the being, and for the Purpose-based approach. A demon is not tied to a particular place or a concept, but to an action or activity instead.

Third Circle Demons are their Purposes, in the most literal sense, whether they are The Green Sun, or The Ravine of Whispers, or That Which Calls To The Shadows, or The End Of All Wisdom. When creating a custom character, always try to come up with some task and a specific manner that the demon is solving it in to make interesting and memorable characters. That said, Third Circle demons, as nearly the most powerful beings to ever exist, get much leeway in their charms should they wish to broaden their horizons.
Co-location

Third Circle demons are unique, because unlike gods, who merely oversee their Domains, they physically and metaphysically are both a person-like entity and some other thing. The most noticeable example, Ligier, The Green Sun, is actually a green sun. Should he be summoned, the sun will remain in Malfeas; should his body be destroyed, he won’t be: the sun is also him.

As a rule of thumb, the second part should have as many Gift points as the first, distributed as it makes sense. You can add some with Drawbacks, if necessary. Munaxes, described as a ravine 100x20 feet and infinitely deep, in QE terms, is a Size 2 ravine, +8 Reaching for Reaching 10 for infinite depth, for 36 Gift points. It also counts as Domain for all Domain control charms, and uses your Traits (but its own Size) when relevant; also you have a Defining Arcane Link to it. All in all, make up something good together with your Storyteller – if he is cool enough for letting you play a Third Circle, he’s probably cool enough for that.

Third Circle Demon character creation
1. Have an idea and a general concept.
2. Third Circle Demons begin at Essence 8.
3. Assign three Favored Attributes.
4. Traits begin with one dot in each. Favored Traits gain a dot form being Favored. Distribute (10 + Essence) dots in Favored Attributes. Distribute additional (Essence x 2) dots as desired. Spirit Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional (5 + Essence/2) dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
8. Distribute (Essence x 2) dots of Advantages.
9. Choose one Defining and two Major Intimacies.
10. Record starting equipment.
11. Calculate Static Defenses.
12. Record Health levels. Third Circle Demons have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
13. Here is your shovel.

Third Circle Demon Character Advancement

<table>
<thead>
<tr>
<th>Trait, Favored</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>(new level)x2</td>
<td></td>
<td>Instant</td>
</tr>
<tr>
<td>Trait, other</td>
<td>(new level)x3</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, Favored only</td>
<td>(Ways)</td>
<td>Instant</td>
</tr>
<tr>
<td>Named Charm, mixed</td>
<td>(Ways) +1</td>
<td>Instant</td>
</tr>
<tr>
<td>Reassign Gifts</td>
<td>1</td>
<td>Story reasons</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle) x 2</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>Ways</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level) Off-screen</td>
<td></td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x4</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts Technique</td>
<td>(Ways) +1</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

Most capabilities come naturally to spirits. Without a competent teacher or other source of knowledge, things that rely on academic knowledge can be Impossible to learn. Paced Lore on behalf of the teacher can shorten training time.

Design notes – Third Circle demons (also, Devas)

Now we’re really talking. Third Circle demons have it all – except freedom. There is a reason they are bound so in Malfeas, and there is a reason why only the mad and the Solar-tier sorcerers dare to summon them.

Regarding their Purposes, they usually have a couple of very powerful and versatile personal charms, often enhanced to the gills with Gifts and/or Artifacts, that reflect their Purpose best: Jacint has his road-speaking charm, Orabilis has his molten glass rain, Erembour has her horn’s call and so on. Other than that, they can usually justify a lot of charms: their Purposes can be stretched quite far, and, as very powerful beings, they get the benefit of the doubt when it comes to the breadth of their charms – as long as they remain thematic.

Devas

The rules for demons of all circles can also represent the unbroken Primordials’ souls and servant spirits. In this case, lose the Come Unbidden and Creature of Darkness confined to the Demon City parts. The rest can remain as it is. Devas also cannot be summoned and bound by summoning spells, as they lack the deliberate maiming that was inflicted on the Yozi and their souls by the surrender oaths.
Characters, The Dead

Heroic Ghosts

Traits

Warrior: Archery, Brawl, Melee, Thrown, War.
Priest: Integrity, Presence, Performance, Resistance, Survival.
Scholar: Craft, Investigation, Lore, Medicine, Occult.
Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.
Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

Ghost: You are a Creature of Death; you have a +1 bonus to all Awareness rolls pertaining to sight against the living, can see through the darkness, and can smell blood in Extreme Range (miles); you divide Intimacies between Fetters (connections to things or people) and Passions (reasons for lingering); you respire Essence at half the normal rate; you heal naturally only when Slumbering in one of your Fetters (counting 8 hours as a Day); unless reinforced by spending experience, new or increased Intimacies fade back by one level per day; you can only channel Virtues to support Passions.

Resisting the Call: If killed, roll (highest Fetter’s Rating) + (other Fetters number). If successful, you reform in (Essence) days at the nearest Fetter (hours on a critical success), with no health. On a failure, you enter Lethe. On a critical failure, you fall to Oblivion.

When entering a Limit Break, roll (highest Passion’s Rating) + (other Passions number). If successful, you enter Limit break as normal (or instantly end it on a critical success). On a failure, you enter Lethe. On a critical failure, you fall to Oblivion.

When you fail either roll, you may choose to reduce one of your Fetters or Passions, respectively, by a level. If you do, you treat the result as a success.

Spectre (optional): Whispers-touched servants of the Neverborn follow the same rules, but they always fall straight into Oblivion on a failure to Resist the Call; however, they add (Whispers) to all Resisting the Call rolls. In addition, instead of Eroding an Intimacy to succeed at Resisting the Call, they must replace it, at the same Rating, with something related to the Labyrinth or the Void, or just with something sufficiently deranged and morbid.

To become a spectre, a ghost must be exposed to the Whispers somehow. It can embrace them freely, or succumb against its will. As QE is not Wraith: The Oblivion, adding ever more sliding scales of angst is inappropriate, so this remains a meta-level decision by the player of a ghost in question. Roll a Virtue, succumbing on a failure or on a success, depending on the situation, if you don’t feel like choosing.

Capabilities

Charms: (X) = (Essence/2 + 1). Ghosts can only use Named charms, called Arcanoi (see below). Ghosts have no Native Ways.

Charm themes: By Arcanoi Paths known.

Other: Ghosts can learn Marital Arts as normal. Nephwracks can learn Necromancy (see the sidebar).

Arcanoi

Native ghost charms, called Arcanoi, are not natural or instinctual. They are learned skills, initially developed by the first of the Dead shortly after the formation of the Underworld, and expanded upon since then. Some are heavily guarded secrets. Each Path has its own focus, but they are all united by the general themes of death, memories and ghostly nature.

Arcanoi can only be learned in thematic sequences called chains, Arts, Paths and by many other names. Regardless, to learn an Arcanos, a ghost must already know at least one Arcanos with an equal or lower number of Ways from the same chain. The only exception is the Arcanoi with a single Way, which are usually the initial charms of their path; they can be learned without prerequisites.

Some Arcanoi are unrelated to Traits other than Essence Rating; others are linked to certain Abilities.
Ghost character creation

To create a Ghost character, do the following:

1. Have an idea and a general concept.
2. Ghosts begin with Essence 1.
3. Assign two Favored Abilities.
5. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 10 dots in Caste or Favored Abilities. Distribute additional 15 dots as desired. Traits can be of a maximum of (5 or Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
6. Virtues begin with 1 dot in each. Distribute an additional 5 dots between them.
7. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
8. Acquire 5 Named charms.
10. Choose one Defining and one Major Fetter and one Defining and one Major Passion.
11. Record starting Equipment.
12. Calculate Static Defenses.
13. Record Health levels. Ghosts have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
14. Here is your shovel.

Nephwrack (Advantage ●●●, up to 6xp, see text)

You are broken and enlightened by the things you have seen in the Labyrinth and in the truth of the Void.

You are now a spectre if you weren't before. You now follow the Abyssal Virtues if you weren't before (see the appropriate Abyssals section). You can learn Necromancy up to the Second Circle (as spirits: Second Circle is only at Essence 6+). Finally, you gain +1 Social Size against other Spectres (but not Deathlords).

You can convert any number of Positive Intimacies and Intimacies to things of Creation to experience, for (Rating)xp each, when you take this Advantage. You can pay its xp cost with the converted xp.

To take this Advantage, you must experience the appropriate dark revelation somehow.

Ghost character conversion

When an existing character becomes a ghost:

1. Essence, Virtues and Traits remain unchanged.
2. Convert all known Native charms, all known Ways, and any charms that can’t work without Native Ways back to experience.
3. Reclassify Intimacies into Fetters and Passions. You can adjust them for free one last time.
4. Mote pool is now (Essence x 2) + (Sum of Virtues).
5. Change Endowments.
6. Remove inappropriate Advantages.
7. Record the Equipment, if any.
8. Calculate Static Defenses.
9. Record Health levels. Ghosts have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
10. Here is your shovel. Again.

Ghost Character Advancement

<table>
<thead>
<tr>
<th></th>
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<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trait, Caste or Favored</td>
<td>(new level)x2</td>
<td>(new level) months</td>
</tr>
<tr>
<td>Trait, non-Caste</td>
<td>(new level)x3</td>
<td>(new level) years</td>
</tr>
<tr>
<td>Named Charm, Favored only</td>
<td>(Ways)</td>
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<td>Named Charm, mixed</td>
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<tr>
<td>Reassign Gifts</td>
<td>-</td>
<td>Need to be Moliated</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle) x 2</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Circle) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)*</td>
<td>Off-screen</td>
</tr>
<tr>
<td>Raise a Virtue</td>
<td>2</td>
<td>Instant, but needs story reasons</td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x5</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts Technique</td>
<td>(Ways) +1</td>
<td>(Ways) months</td>
</tr>
<tr>
<td>Reinforce an Intimacy</td>
<td>(new Rating/2)</td>
<td>Instant</td>
</tr>
</tbody>
</table>

* Advantages not purely related to the Underworld cost double.

The training times indicate exceptional ghosts of great adaptability. Normal ghosts take years and decades to learn new things. Without a competent teacher or other source of knowledge, most things are impossible to learn, especially Arcanoi. Paced Int/Lore on behalf of the teacher can shorten training times.
Deathlords

Traits

Warrior: Archery, Brawl, Melee, Thrown, War.
Priest: Integrity, Presence, Performance, Resistance, Survival.
Scholar: Craft, Investigation, Lore, Medicine, Occult.
Criminal: Athletics, Awareness, Dodge, Larceny, Stealth.
Broker: Bureaucracy, Linguistics, Ride, Sail, Socialize.

Endowments

Spirit: Your maximum Trait Rating is raised to (Essence); your Natural Gift Point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

Ghost: You are a Creature of Death; you have a +1 bonus to all Awareness rolls pertaining to sight against the living, can see through the darkness, and can smell blood in Extreme Range (miles); you divide Intimacies between Fetters (connections to things or people) and Passions (reasons for lingering); you respire Essence at half the normal rate; you heal naturally only when Slumbering in one of your Fetters (counting 8 hours as a Day); unless reinforced by spending experience, new or increased Intimacies fade back by one level per day; you can only channel Virtues to support Passions.

Indestructible: If killed, roll (highest Fetter’s Rating) + (other Fetters number). You reform in (Essence) days on a success, weeks on a failure, months on a critical failure, at the nearest Fetter, with full health. If killed with charms that cause permanent death to spirits, you return after a year and a day on a success, after (Essence) years on failure, and after century on a critical failure. Method of your true destruction is unique and obscure.

When entering a Limit Break, roll (highest Passion’s Rating) + (other Passions number). If successful, you enter Limit break as normal (or instantly end it on a critical success). On a failure, the Storyteller chooses one of your Intimacies and replaces it with something related to your particular theme of death.

Mutable Form: As an action, for (3 + Size difference)m, you may rearrange your Physical Gifts, changing your form however you desire.

Abyssal Virtues: You use Virtues as the Abyssals and spectres do (see the appropriate sections).

Eyes of Oblivion: By spending 1m, you can instantly kill an Essence 1 being you see (ghosts are cast into Oblivion instead). This does not take any actions. Living targets rise as ghosts, and if you killed it in the shadowlands or lower, you become its Defining Fetter.

Command the Dead: For 1m, as an action, you can give an order to a Creature of Death of lower Essence, (except other Deathlords, Nephwracks and Abyssal Exalted). The target must take (Essence difference) Limit at once to be able to resist it and other orders for a scene, but it’d better not if it values its pathetic existence. Mindless undead simply obey at no cost.

Feed on the Dead: As an action, you can drain Essence from the Dead to sustain yourself. Touch a ghostly creature, and roll (Essence) against Resolve. If successful, the target permanently loses a dot of Essence Rating, or two on a critical success. You gain 1m for every dot drained. Ghosts reduced to Essence 0 are obliterated.

Capabilities

Charms: (X) = (Essence/2 + 1). Deathlords can only use Named charms. Deathlords use Arcanoi as ghosts do, but all Arcanoi cost 1m less, to a minimum of 1m. They can also have up to (Essence) Signature charms (that require no prerequisites, and represent personal themes). You can replace one of them by learning another Signature charm (at the normal experience cost).

Native Way (can only be used in Signature charms) is:

- Triumphant: Convert up to (X) failed dice, excepting those showing 1s, to successes, or double a Static Defense, for a single action.

Other: Deathlords can learn Necromancy up to the Third Circle, and Celestial Martial Arts and Evocations as normal. Deathlords begin with Whispers ● for free (this is mandatory).
Deathlord character conversion

Requires a ghost or a being of Essence 8+, and agreeing to the Neverborn’s offer:

1. Essence, Virtues and Traits remain unchanged, unless the character used Attributes – then covert them as appropriate to experience and then to Abilities.
2. Convert all known Native charms, all Ways, and any charms that can’t work without Native Ways back to experience.
3. Reclassify Intimacies into Fetters and Passions. You can adjust them for free one last time.
4. Essence pool is now (Essence x 2) + (Sum of Virtues).
5. Change Endowments.
6. Remove inappropriate Advantages.
7. Record the Equipment, if any.
8. Calculate Static Defenses.
9. Record Health levels. Deathlords have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
10. Here is your shovel. Again.

Deathlord character creation

To create a Deathlord character for the beginning of a campaign, do the following:

1. Have an idea and a general concept.
2. Deathlords begin with Essence 8.
4. Traits begin at 0 dots. Favored Traits gain a dot form being Favored. Distribute 25 dots in Caste or Favored Abilities. Distribute additional 25 dots as desired. Traits can be of a maximum of (Essence) (+1 in Favored; if a Trait is 10, treat it as a bonus die).
5. Virtues begin with 1 dot in each. Distribute an additional 8 dots between them.
6. Calculate Essence pool: (Essence x 2) + (sum of Virtues).
7. Acquire 13 Named charms (Arcanoi or Signature in any possible combination).
8. Distribute 13 dots of Advantages. Advantages that are not purely related to the Underworld cost double.
9. Choose one Defining and one Major Fetter and one Defining and one Major Passion.
10. Record starting Equipment.
11. Calculate Static Defenses.
12. Record Health levels. Deathlords have (Essence) of each -0, -1 and -3 health levels. Adjust health when Essence increases.
13. Here is your shovel.

Deathlord Character Advancement

<table>
<thead>
<tr>
<th>Trait, Caste or Favored</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>(new level)</td>
<td>(new level)x2</td>
<td>(new level) weeks</td>
</tr>
<tr>
<td>Trait, non-Caste</td>
<td>(new level)x3</td>
<td>(new level) months</td>
</tr>
<tr>
<td>Arcanos</td>
<td>(Ways)</td>
<td>(Ways) days</td>
</tr>
<tr>
<td>Signature charm</td>
<td>(Ways) +1</td>
<td>Instant</td>
</tr>
<tr>
<td>New spell</td>
<td>(Circle)</td>
<td>(Circle) weeks</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Ways) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)*</td>
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<tr>
<td>Raise a Virtue</td>
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<tr>
<td>Lower a Virtue</td>
<td>2</td>
<td>Story reasons</td>
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<tr>
<td>Essence</td>
<td>(new level)x3</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts Technique</td>
<td>(Ways) +1</td>
<td>(Ways) months</td>
</tr>
</tbody>
</table>

* Advantages not purely related to the Underworld cost double.

Without a competent teacher or other source of knowledge (like the Neverborn), most things are impossible to learn, especially charms. Paced Lore on behalf of the teacher can shorten training times.

Design notes – Deathlords

When it comes down to it, a Deathlord is basically an Essence 8+ ghost with (Essence) Abyssal charms and with worse and trice as expensive facsimile of Lunar Shapeshifting. While they are, of course, quite powerful, their most important powers, in the form of Signature charms, are narrowly focused on their themes of death (whatever remains of dead and crumbling devas the Neverborn granted them).

Other than that, their trick is being nigh indestructible, and having many motes and health levels; bullying Essence 1 beings and eating ghosts is not going to do much against any commensurable opposition. An Essence 5 Dawn, reasonably equipped, could take a Deathlord one on one with a decent chance of winning. Deathlords don’t usually fight one on one.
**Characters, Are You Fucking Serious?**

*Primordials*

**Traits and Essence**

Primordial do not use normal Traits, calculating their dice pools differently (see below). They have Essence 10 and functionally infinite mote pools, and so do not use mote mechanics, using Willpower (wp) instead. Willpower refreshes once per story. The Storyteller should also award wp for strategic successes, role-playing and advancements, sort of like quasi-xp.

**Endowments**

*Cosmic*: What other beings achieve with charms, Primordials are by nature. In essence, all their actions are inseparable from the Essence that supplements them. All their actions are supplemented by all Common Ways by default. To simplify, in rules it means the following:

- Size and distance does not exist for the Primordials. They need not take movement actions to be anywhere they want at any point, unless directly opposed by some comparable power. Size never gives any benefits or penalties to Primordials or targets of their actions, and the Primordials can act on the Dominion scale, appear as large or small as they want, and ignore Group Size bonuses.
- Their actions and works are permanent, and equally affect all beings, material, immaterial or otherwise. They always Clash all actions.
- They may apply any effect achievable by a total of Supernatural (5) to any action at no cost, and another (5) by spending 1 Attention.
- They have a number of actions per turn in a scene equal to the Focus allocated (see below).

**Focus and Turns**

Primordials are vast beings. Focus (f) represents their capacity to allocate varying degrees of attention to different places and tasks. It ranges from 1 to 10. When you want to participate in a scene, roll a Virtue relevant to it. You may allocate \((1 + \text{successes})f\) to that scene. Your Focus needs to be committed to a local scene and returns to the available pool after it ends.

Resolution of a local scene takes one turn at the Primordial scale (long turn). You may participate in as many local scenes per long turn as your Focus permits – if you have no uncommitted Focus left, that’s it.

**Facets and Souls**

A Primordial’s Intimacies are called Facets and are things that describe what it is, usually referring to the self, representing the aspects of the cosmos they are connected to. Each Facet is embodied in a Third Circle soul. The Defining ones are embodied in fetish souls, the core of a Primordial’s being. If a fetish dies, the Primordial implodes and reforms as lesser version of itself. Having more than one is not recommended. Facets cannot be changed through Social actions. You can have up to a (Sum of Virtues) Facets.

**Dice pools and actions**

A Primordial’s dice pools are determined by what it is, as described in its Facets. The Rating of the Facet: Minor (1), Major (3) or Defining (5), in turn, provides a part of the dice pool:

- Action aligns with a Facet: \((10 + \text{Facet Rating} + \text{Focus allocated to the scene})\).
- Action is neutral: \((5 + \text{Focus allocated to the scene})\).
- Action opposes a Facet: \((\text{Focus allocated to the scene})\).

Use the highest Facet Rating to determine the alignment of an action. In the case of a tie, the action counts as neutral.

**Exertion**

The dice pools above represent the normal activity. A Primordial can also Exert its will. This replaces the normal Virtue channeling rules:

- **Exert**: Spend 1wp to add (Virtue) dice to all rolls that align with the Virtue used for the rest of the local scene.
Attention

Attention is a Value that acts as a measure of the Primordial’s ability to remain in a scene while upholding its position (whether Physical, Mental or Social). It is equivalent to a number of -0 Health levels that can also serve to absorb Mental and Social attacks. It is calculated as follows:

Attention: (Focus allocated to the scene) x 5.

Virtues and Limit

A Primordial has a Limit Track and gains Limit as normal, and although its Virtues are more in line with the concepts of Graces when applying them to actions, the general structure remains the same.

Primordials also have two Primary Virtues: you can raise them up to a maximum of 10 instead of 5.

Damage and Healing

Primordials cannot be hurt directly. When they lose all Attention and are dealt the final blow in a local scene, they must withdraw from it in an appropriate manner, but suffer no lasting Consequences. Note that it means that while the Primordial can be persuaded to take certain actions, changing its nature is impossible without killing or transforming its component souls.

A Primordial can be inconvenienced by destroying one of its souls completely; until it is remade, its Facet Rating cannot be added to any actions. Restoring or growing a new soul takes a long turn, allocating 1f to it, and spending 1wp.

Death of a fetich soul is a serious blow to a Primordial: doing so forces it to reform into a new being. Create a new character. You retain half xp of the previous one to spend on the new one. Existing souls are unaffected except for the ones destroyed because of the lowered Facets limit, if any.

Killing a Primordial and turning it into one of the Neverborn requires all of its component souls and the fetich soul being completely dead simultaneously. Note that is does usually lead to the formation of the Underworld and opening of the Void the first time it occurs in a setting.

Extended Family

The rules here assume that the Primordials themselves are taking direct action. Their component souls may be commanded to act independently, their world-body is probably a Dominion, and their possessions are too numerous to count or list. Use normal rules for all those assets. Or don’t, and assume it is already included in the Primordial’s normal dice pools. Decide on that before the game.

Primordial Character Creation

1. Have an idea and a general concept.
2. Choose two Primary Virtues. They begin with 3 dots. Other Virtues begin with 1 dot. Distribute another 4 dots of Virtues.
3. Focus begins at 5, and may be raised up to 10.
4. Willpower begins at 3, and may be raised up to 10.
5. Distribute 20 levels of Facets, costing 1 for a Minor, 2 for a Major, 3 for a Defining. You must have at least one Defining Facet.
6. Here is your shovel.

Primordial Character Advancement

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<td></td>
</tr>
<tr>
<td>Lower a Virtue</td>
<td>(Rating)</td>
<td>Instant</td>
</tr>
<tr>
<td>Focus</td>
<td>(New Rating) x5</td>
<td>Instant</td>
</tr>
<tr>
<td>Willpower</td>
<td>(New Rating) x3</td>
<td>Instant</td>
</tr>
</tbody>
</table>

Primordials receive xp only for achieving very important personal story goals, at the Storyteller’s discretion. Their style of play is more about allocation and strategy than direct action. As such is much more self-goal-oriented.
Wyld life

Wyld is a region between the stability of Creation and the antithetical non-reality of chaos outside of it. This region is roughly divided into three main zones. Bordermarches are still dominated by the forces and forms of Creation, warped rather than replaced. Middlemarches is where the Wyld has made reality flow like wax, and where the majority of the Wyld’s native inhabitants survive. Deep Wyld is where the Unshaped roam and chaos reigns. An aspect of shinma Nirakara known as the Gateway of Sundraprisha leads from there to the complete abandonment of shape.

Before Bordermarches are the tainted lands, where the Wyld washes over and receded in turn, leaving its marks. After the Deep Wyld lies Pure Chaos.

Geography

Places are measured by the locations of narrative significance (waypoints), and travel distances – the lulls one must pass on the way to destination (journeys). Nothing happens on journeys by definition (suck it, Mercury). Time that pass on journeys is not important unless it is. For the Creation-born each Journey corresponds to 1d10 hours by default. A canny trick allows shifting space in waypoints adjacent to Creation by making a Ring Shaping action, sliding about 50-100 km of real land on a success.

Waypoints are scenes and measures of distance both. When a Raksha «looks around» with a Ring Shaping action, it «sees» at several waypoints around: one journey and a waypoint after it corresponds to one Range. (Range 6 is a whole zone, in a quarter of Creation; 7 – either three zones in a quarter or one all around Creation; 8 – the whole Wyld). Waypoints are not measured by geography, but by narrative intent, and can shift and change easily. The more stable ones, or the ones cared about, are usually recognizable.

Bordermarches are about 25 waypoints wide, with Middlemarches at 50, and the Deep Wyld at another 25 waypoints long before the infinity of Pure Chaos. This is highly approximate and changes constantly.

Small islands of the Wyld exist in places in Creation, as well as pockets of stability exist in the Wyld, usually because of some powerful magic.

Wyld mutation

Even simply being in the Wyld carries dangers for body and soul. Treat this as an Environmental Hazard for any non-native being. Roll (Lower of Appearance/Integrity or Essence) to resist. The difficulty is as follows:

<table>
<thead>
<tr>
<th>Zone</th>
<th>Interval</th>
<th>Rating</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bordermarches</td>
<td>Month</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Middlemarches</td>
<td>Day</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Deep Wyld</td>
<td>Scene</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Pure Chaos</td>
<td>Minute</td>
<td>5</td>
<td>-3</td>
</tr>
</tbody>
</table>

Failing the roll inflicts Gifts points instead of damage. As this does not increase normal Gift point maximum, and neither is it limited to beneficial or even useful Gifts, this can be quite inconvenient.

Sufficiently changed beings may have trouble returning to Creation. Note the number of the Wyld Gift points and apply the following effects to the non-natives, turning them into Wyld mutants:

- In the natural Gift point limit: unaffected yet.
- More than natural Gift point limit: One-die Temperance penalty. Unable to reproduce in Creation. After (Stamina/Resistance) months in Creation, take a level of unhealing damage every day until the return to the Wyld.
- More than twice the natural Gift point limit: Temperance penalty is increased to -2. Middlemarches is the norm now: Bordermarches inflict damage as Creation before; in Creation, measure the available time in days and take damage hourly afterwards.

Characters who critically fail the resistance roll become assimilated; they are treated as natives and are no longer at risk of further mutations and some of the Wyld’s naturally transformative Hazards. However, they lose their emotional depth and flexibility, becoming a living embodiment of their archetypical story. Chose one Defining Intimacy, remove all contradicting ones at the rate of one level per day, and add another Defining Derangement to staying in the local Wyld to play out this story. These Intimacies cannot normally be changed.

Exalts, by the gods’ design, cannot be assimilated by the Wyld. This is a blessing as much as a curse, as the Exalt will continue to acquire mutations and devolve indefinitely if exposed for long enough (chimerae).
Shaping

To truly interact with the Wyld is to shape stories from the infinite possibilities. Characters do so using Graces, the Traits that represent qualities of an Essence pattern. Shaping actions occur independently of local actions of the characters, on the meta-level. In the presence of a real person, Shapers are limited to one Shaping action per scene. Between Raksha, a scene is a turn of shaping; lasting for as long as needed in narrative time (this type of meta-scene is called a Tale).

Unlike actions in Creation, there are no minimum Trait levels required for Shaping actions. A single success is enough to completely reshape the environment of an entire waypoint, to summon a million-strong army, to compel the actions of other beings, or even to simply kill another being outright. These fantasies are very impressive, but of very limited reality. Other Shapers can simply remake it by Contesting the initial result with another Shaping action to seize control. Against Creation-born, fantasies have a dice pool of 0 dice if relevant (1 die on a critical). A character can ignore all effects of fantasies for a scene by taking 1 Limit point.

The fantasies are mostly useful for stunting the real actions within them. Besides providing anything the Shaper wants the stunt, it enables normally impossible actions (equivalent to Supernatural 1) and any action taken in opposition to it is at -(Shaper’s Essence/2) penalty. Getting 2-point stunts is almost guaranteed when acting in accordance to it.

Similarly, real actions have no bearing on the result of the Shaping actions, serving as a food for their stunts mostly. This concerns the Creation-born’s interaction with Shaping: On the natives, only real actions have lasting effect: a Raksha killed, or turned to stone by a Shaping action, can just Shape itself back to life; the one killed by a real person is dead forever.

Shaping actions can only be performed in the Wyld. Shaping cannot benefit from Equipment or any other bonus other than specifically Shaping charms, Shaping Equipment, Shaping Weapons and Shaping Artifacts.

Graces are, at the same time, knots of gossamer, quasi-organs, metaphors, character qualities and physical objects, often counting as Equipment. They are as hard to damage as attuned Artifacts. Graces mechanically are an additional set of Traits and associated health tracks each that absorb Shaping Damage, each with (Essence + (Grace or Virtue)) levels. There are no wound penalties for taking Shaping Damage. For the Creation-born, Grace’s Rating equals that of the appropriate Virtue; for the Raksha, their Graces are their only «real» Traits. Each Grace Shapes certain concepts; see Shaping attacks section.

Cup is Desirability, it invokes and feeds on Compassion that undermines Temperance. It evokes empathy from others. It makes one pleasing and necessary, and allows serving others on one’s own terms. It draws on the shinma Dharma, which defines the principles of corrosion, ignorance and desire.

Ring is Self-Awareness, it represents and feeds on Temperance that limits Valor. It is consciousness, the ability to understand oneself and the world, define what they are and what principles they must not violate to remain oneself. It draws on the shinma Nirvishesha, which defines the principle of identity.

Staff is Law, it grants and feeds on Conviction that defines the scope of Compassion. It is social power, the ability to restrain oneself and others, to adhere to a code of behavior and to compel others to do so, to set boundaries that the others must not cross, lest they undermine one’s own importance. It draws on the shinma Nirvikalpa, which defines the principle of communication.

Sword is Greatness, it encourages and feeds on Valor that overwhels Conviction. It is the ability to force and conquer, survive and be free, to be active force, the power of terror and glory. It draws on the shinma Nishkryia, which defines the principle of conflict.

Heart is Will, it is Essence and it allows existing. Only Raksha have Heart Graces. They contain their will, Essence and volition. Hearts are not used for Shaping.

The one who owns and attunes to a Grace can break it at will. Other types of Graces can exist and be forged, representing other shinmatic principles, but those are much rarer.

<table>
<thead>
<tr>
<th>Non-Raksha and Shaping</th>
</tr>
</thead>
<tbody>
<tr>
<td>To participate in Shaping a being must have forged Graces. Raksha possess Graces by nature, but most being can have a set forged for them with the appropriate charms.</td>
</tr>
</tbody>
</table>
Shaping Combat

Shaping Combat represents competitive Shaping contests between the appropriate entities, which Shape dreams into traps, attempting to make other stories subservient to their own to gain some benefit at the expense of others. It is resolved as a Conflict that uses exclusively Graces as its Traits. Between Raksha, a Shaping attack or two is the norm: a game, a test of strength, a show of prowess. It is rarely pursued to the end and the infliction of Consequences unless something is at stake. Any actions that lastingly affect anything in the Wyld are, essentially, Shaping Combat.

Time and Space in Shaping Combat

Distances are measured in Waypoints instead of Ranges. Initiative dice pool is increased by the sum of Feeding Graces for natives. Limit of one Shaping action per scene applies in the presence of Creation-born. Scenes of Shaping-only are called Tales.

Shaping Attacks

The attacker decides which Grace to use. The target uses the same Grace to defend. Graces are always rolled and do not provide Static Defenses. If the attack is successful, the damage is dealt to the appropriate Grace’s damage track. Each Grace has its own themes and inflicts different types of Consequences. Different Grace attacks are different actions for Multiple Way.

Cup shapes addictive environments and stories of profound emotional impact. It creates comfort, lures, mysteries, passions, pleasures and subversion.

Ring shapes treasures of the Wyld and complex dreamscape-world-machines. It creates and changes physical objects and aspects of environment, natural and economic principles, histories, sciences and one’s own Essence pattern.

Staff shapes social contexts. It creates societies, their motives, laws, customs and taboos, deceit, obligations, problems and interdependencies.

Sword shapes stories of battle. It creates wars, physical struggles and conflicts of all kind, scenes of heroic leadership and clashes of heroes and monsters.

Shaping Consequences

Each type of Shaping Damage affects its separate damage track and has different Consequences (each requiring only one extra success after the damage track is filled). After each scene/tale, a Raksha heals up to (Essence) Cup, Ring or Sword damage levels in any combination of its choice, and all of the Staff damage.

Cup: Ravishment. It is a form of spiritual mutilation, equivalent to a Crippling, leaving the victim unable to exercise a Virtue in a situation of the attacker’s choice. It also restores 2m to the attacker. A victim cannot be Ravished again, or make Cup Shaping actions, until it had recovered at least one point of Cup Damage.

Ravishing Compassion destroys the victim’s empathy toward a specific target: a scene of civility gives 1 Limit. Cooperation gives (victim’s Cup) Limit.

Ravishing Conviction makes the victim unable to bear a certain event (such as «diplomatic dinner» or «harm to me»). A scene of being a passive witness gives 1 Limit. Participation gives (victim’s Cup) Limit.

Ravishing Temperance makes the victim unable to control a passion of the attacker’s choosing (such as anger, despair or lust). Not expressing and/or acting on that passion for a scene gives 1 Limit. Resisting active provocations gives (victim’s Cup) Limit.

Ravishing Valor makes the victim terrified of something (such as spiders, a specific person, or a bird’s song). Source of that terror being present in a scene gives 1 Limit. Actively confronting or challenging it gives (victim’s Cup) Limit.

Victims can recover from Ravishment as if from a Crippling Consequence. Creation-born require soul-mending magic; the Raksha must spend (Damaged Grace x 5) gossamer in addition to that.

Ravishing a Waypoint removes the substance of a specific Virtue from it. Raksha that feed on that Virtue only will find the waypoint as barren as Creation. This does not give motes, and the waypoint may never fully recover, and can even fall out into Creation itself.

Ravishing an Unshaped forces it to grant a one-dot Oneiromantic spell, or to upgrade an existing one by one dot. An Unshaped can be only Ravished once per story and suffers no lasting ill effects.
Ring: Incurrence. It is a wound to the spirit, breaking its natural priorities, and imposing a specific task that must fit the following criteria:

- It is possible.
- Does not conflict with other Incurrences.
- Cannot permanently damage the victim.
- Cannot force spending irreplaceable things.
- Must be specific and clearly defined: as a finite task, not a behavior.

The imposed task has no limits on its cruelty, but in practice, the weak suffer heavily while the strong (who can possibly break free and enact revenge) are treated with more consideration. The victim cannot be Incumbered again, or make Ring Shaping actions, until it had recovered at least one point of Ring Damage.

Acting in a derelict manner for a scene gives 1 Limit. Actively sabotaging or making fulfilling the task more difficult grants (victim’s Ring) Limit. Breaking an Incurrence requires taking a total of (attacker’s Ring x victim’s Ring) points of Limit acting against it as above. If a task becomes impossible before completion, the victim suffers -2 wound penalty for three tales.

Incumbering a waypoint dedicates it to a purpose, imposing its task on anyone who enters it (if the task is valid) for a scene. Characters traveling through it can scout the Incurrence and its details from an adjacent waypoint before actually stepping in.

Incumbering an Unshaped forces it to grant a one-dot Treasure, or to upgrade an existing one by one dot. An Unshaped can be only Incumbered once per story and suffers no lasting ill effects.

Staff: Snare. It is the arrangement of circumstances against the target. When dealing Staff damage to the Snared victim, the attacker can choose to inflict Cup, Ring or Sword damage (and Consequences) instead.

The victim cannot be Snared again, or make Staff Shaping actions, until it had recovered at least one point of Staff Damage.

Waypoints cannot be Snared.

Snaring an Unshaped forces it to grant a one-dot Adjuration, or to upgrade an existing one by one dot. An Unshaped can be only Snared once per story and suffers no lasting ill effects.

Sword: Vex. It is the taking and the reducing. It allows the attacker to seize one of the following:

- One of the victim’s Graces. Heart can be seized only if the attacker is in the possession of and attuned to the victim’s Sword, if any.
- An Artifact owned by the victim (that is not one its Graces).
- Up to the (victim’s Sword) other possessions.

The victim cannot be Vexed again, or make Sword Shaping actions, until it had recovered at least one point of Sword Damage.

Vexing a waypoint claims dominion over it. Im must be committed to a vexed waypoint. It allows the attacker to sense all Sword Shaping in the waypoint and use Sword Shaping actions in it as if present.

Vexing an Unshaped forces it to grant a one-dot Monster, or to upgrade an existing one by one dot. An Unshaped can be only Vexed once per story and suffers no lasting ill effects.

Shaping Weapons and Armor

Using a Shaping Weapon or Armor for a tale requires 1g, or (Rating)g for Artifacts, and a Shaping action to prepare it. There are countless Shaping Weapons, including hearts of unborn worlds and aspects of the shinma. Most are Artifacts, as using simple Equipment is expensive in terms of the gossamer. Note that Ring Shaping Weapons have the same basic profiles as ranged Weapons, granting ability to Shape at range, while others are considered close combat ones.

Creation-born and Shaping Damage

Shaping attacks against Creation-born are considered a special Mental attacks, Ignoring (1) Resolve. Beings without relevant protective charms roll their Essence as defense. Others can roll either their Essence, or their Appearance/Integrity with an appropriate Negate (1) effect (their choice). If the result is greater than the attacker’s, they are unaffected. If it is lower, they suffer the appropriate Shaping Consequence in full. Supernatural 3 is enough to defend without a roll.
**Gossamer**

Gossamer is crystallized dreams and congealed chaos, a vaporous Essence pattern that Raksha use as a fuel for their powers and as their currency. Unlike motes, gossamer (g) does not replenish by respiration – it needs to be found and harvested. To represent that, use the modified Resources Advantage:

**Gossamer Resources**

You have stable sources of gossamer. Distribute the points on the circumstances of your fortune, starting at first positions:

Gossamer Resources: 1 > 2 > 3 > 4 > 5  
Gossamer Supply: 1 > 3 > 6 > 10 > 20

Gossamer Resources refer to your riches. This is used instead of normal Resources when dealing with Raksha purchases or retainers. Supply is a number of points of Gossamer you begin a new story with. Your reserves refresh at the beginning of each story. In Creation, add +2 to the listed Resources level for regular purchases, as any mortal riches can be easily produced. At effective Rating 6, you can make three Resources 5 purchases without diminishing them, and unlimited number of purchases can be made at effective Resources 7. Until you are found out.

**Using Gossamer**

Gossamer is required to make something wrought by Raksha real enough to last indefinitely, resist ravages of Creation, and to amplify a Raksha’s power. Gossamer is required:

- (Rating)g, minimum 1g, to use a Shaping Equipment or Artifact for a tale in the Wyld, or in Creation (see below for details).
- (Rating)g, to create or change a Wyld Artifact.
- (Essence)g to redistribute points of Gifts woven into a Raksha’s Assumed form.

**Gathering Gossamer**

Gossamer is coaxed from suitable waypoints (Ring Shaping action to ascertain) by a Ring Shaping action that requires either taking 1 Limit or a full tale to attempt. Success produces 1g (2g on a critical success).

**Artifacts from the Wyld**

Artifacts of the Wyld are almost universally made from Graces: either one’s own, Vexed from others, or sliced off the enormous story-bulks of the Unshaped. Unless purposefully separated somehow, it remains a Grace in addition to being a Wyld Artifact. If a Raksha whose Grace it is perishes permanently, it ceases to be its Grace, but is otherwise unaffected and remains the same Artifact. Wyld Artifacts have two separate Gift profiles: one as a Shaping Weapon and one as another thing they could become if brought to Creation (see below).

**Cup: Oneiromancy spells** are produced from Cup Graces. They are poisons and drugs of chaos, seeping in, disrupting order, coloring perceptions and changing from the inside. In Creation, they manifest as patterns of shifting circumstances, subverting natural order and destiny and imposing feelings and Fates. Each spell is an Artifact with a single benefit of having one spell-like Evocation of the Circle equal to the Artifact’s Rating, always a ritual one, and requiring 1g per Circle to use in addition to its normal mote cost. Gift points are spent on enhancing that Evocation only. Every Oneiromancy spell requires negligible amounts of Attunement and a scene of maintenance per day.

**Staff: Adjurations**, created from Staff Graces, are world-shaping oaths sworn in the name of shinma. They consist of a specific promise and Gifts that swearing this promise confers to facilitate upholding it. Adjurations always require Attunement and (Rating)g, but after the oath is sworn, even if the character gives the Adjuration away, the Attunement cost and Gifts persist until the oath has been fulfilled or broken. Breaking it confers (Rating) critical failures to be suffered at the Storyteller’s discretion.

**Ring: Treasures**, created from Ring Graces, are objects of wondrous power, and are mechanically normal Artifacts. Large Treasures, such as floating fortresses, need (Rating)g to be deployed in Creation for a story. Personal items are supported by the normal Attunement and can be used in Creation as normal.

**Sword: Monsters**, created from Sword Graces, are most often behemoths, but sometimes take form of other beings or even armies. Mechanically, each is either Ally or Command Advantage, requiring (Rating)g to be deployed in Creation for a story.
Freeholds

Freeholds are Wyld «Manses», forged from Graces to occupy locations rich in dreams and Essence. They are built atop Demesnes, as Manses are, either in Creation or on the fickle Places of Power in the Wyld.

Arcane Redoubt, created from a Heart Grace (the one whose Grace it is ceases to exist for the duration), is the center of a Freehold. There burns a bonfire of heatless silver flame. It needs to be fed (Rating)g per story to remain lit. In the Wyld, the Freehold’s Rating equals (source’s Heart/2) and an appropriate level Demesne is also, of course, required to support it. A Freehold occupies (Rating x 2) waypoints by default.

Freeholds produce tokens of power. There are two types of such tokens, produced in any combination: cysts, membranous sacks of Essence containing writhing dreams, and pennants, little trinkets of small power. A cyst allows a Raksha to increase Essence respiration by (its Rating); pennants simply prevent Essence loss from calcification in Creation. A Freehold can produce a total of (Rating x 2) dots of such tokens, a pennant counting as 1/3 of a dot.

To attune to a bonfire, a Raksha must cast his own Heart into it, leaving it vulnerable for Vexation for 5 turns. Multiple Raksha can be attuned but only one can be the master at any one time: many forms of succession and cyclic arrangements are commonplace.

Attuned Raksha can perceive and interact with the whole Freehold at once, can make Shaping actions as if it was present in all of its waypoints (even when it is away, if he has a token with it), and gain (Rating/2) successes to such actions. In addition, a Raksha can spy on any of the Freehold’s tokens, looking around as if present, destroy any of them at any time, or reshape the cyst/pennant configuration (it takes a full lunar month to grow a new set).

Additional components can be forged for a Freehold from the other types of Graces. They can be attuned to separately, requiring neither permission nor consent from the master of the Freehold. Each one grants the Freehold an appropriate Grace Rating, equal to its Source’s Grace Rating, and allows the attuned character to perceive and use the appropriate-type Shaping actions as if present in any of the Freehold’s waypoints. Each also confers additional benefits:

Cup: A Glory makes the Freehold a delightful and marvelous place. Those who accept the Freehold’s hospitality must succeed on a Temperance roll to leave, and/or on a Conviction roll to initiate physical hostilities. This effect is forfeit if the hosts do so first. The one attuned to the Glory is called the pride.

Ring: A Fountainhead holds the Freehold’s awareness, and allows the one attuned to it (called the keeper) to perceive anything happening around its tokens at any moment, same as the master.

Staff: A Throne Room is the focus of the Freehold’s society, and allows Raksha to bind themselves in fealty to the Freehold and its master. The oath binding to the Freehold will thus extend to all such characters, until them or the current master reject the fealty. The one attuned to it (called the vizier) can make one oath per story on behalf of the Freehold and those sworn to it, including an Adjuration.

Sword: A Stronghold is a center of the Freehold’s dynamic, aggressive force. A Freehold with a Stronghold can control up to (Sword x 10) waypoints total. The one attuned to the Stronghold is called the general, and can Vex new waypoints from the Wyld (in Creation it requires actual conquest of land).

Crafting Glamour

In the Wyld, a single success on a Ring action is enough to create any normal object, process or being of Rank 1 and Size 0 or less. It is not very real, cannot affect Shaping, and lasts for about a tale. Ring charms can modify the process and the results. In Creation, these works of glamour dissolve after one turn, unless sustained by Paced charms, often conditionally lasting «while in the Wyld» by adding Supernatural (2 -2) at the cost of (Resource cost/2)g or (Rank/Rating)g. Things crafted «in character» exist as normal.

For some of the actually permanent possessions, Ring Supernatural Way is required with the (X) of: to forge Shaping Artifacts or Freehold components (Rating + 2); to forge Graces for others (3); to make normal Artifacts from gossamer (Rating + 2). Raksha Shaping Artifacts can be only made from Graces. Such permanent works of Glamour need no Sources except for the gossamer (at least 1 per Source point), and Graces to make Shaping and Wyld Artifacts.
Raksha Characters

Graces and other Traits

Raksha have two sets of Traits: Graces are their «true» Traits, used for charms and Shaping actions. They are expressed in Abilities, the malleable Assumed Traits.

**Cup:** Dodge, Medicine, Investigation, Larceny, Performance, Stealth.
**Ring:** Awareness, Bureaucracy, Craft, Integrity, Resistance, Lore, Sail.
**Staff:** Linguistics, Occult, Ride, Socialize, Survival, Thrown.
**Sword:** Athletics, Archery, Brawl, Melee, Presence, War.

Each Grace grants a normal (Essence + Grace) Shaping damage track. Heart is not used as a Trait but provides the Limit track of ((Essence + Heart)/2).

Graces and Virtues

Graces and Virtues are one and the same for Raksha. When a Virtue would be rolled, the appropriate Grace is rolled instead. Cup approximates Compassion, Ring – Temperance, Staff – Conviction, Sword – Valor. Raksha can channel Graces as Virtues, but they have no free channels and must always take a point of Limit to do so. They can do it once per Grace per scene.

Endowments

**Fae Nature:** Raksha only respire Essence naturally in The Wyld. Raksha without a token from a Freehold, or not staying in a Demesne, loses 1m per day in Creation. The Unshaped or Raksha without an Assumed form lose 1m per turn. If no motes are left, permanent Essence is reduced at the same rate. If it reaches 0, the Raksha calcifies, and is over. Cold iron ignores Soak from anything Wyld-related and wounds inflicted by it heal only as fast as a mortal’s would.

**Style:** for 1m, a Raksha can double the stunt dice bonus for an action (except for Shaping), to represent a myriad minor tricks and wonders of their kind. In the Wyld, Raksha can also accept a -1 penalty to a non-Shaping action to modify it with (X = 1) worth of any Way, up to a maximum of three per action.

Assumptions: A Raksha is a viscous agglutination of chaotic Essence patterns held together by its Graces. Its physical forms may vary from beings to emotions. A Raksha can shape itself a new form, or change the existing one, at the Gateway of Sundraprisha. Doing so takes one Tale and (Essence)g. It allows the Raksha to redistribute its Gift points, Intimacies, Assumed Named Charms and Assumed Ability dots (see character creation section for details).

A Raksha’s Assumed form can naturally support up to (Essence + Ring) Gift points. It can include up to additional (Essence + Ring) Gift points for the cost of 1g per point, paid at the moment of Assumption. Gift points can also be spent on Assumed Named charms and bonus Ability dots on 1:1 basis (see below).

Capabilities

**Charms:** For Grace charms, (X) = Lower of (Grace) or Essence. Raksha only learn Ways and only use Improvised charms for Graces (and Shaping). Raksha have no native Ways.

For its Assumed Form, a Raksha can only fit in a fixed number of Named charms thematically related to it. Each of these charms takes 1 Gift point from the Raksha’s total, but costs 1m less, to a minimum of 0m. These are created at the moment of Assumption and discarded as it ends, and can include any of the known Ways from the appropriate Graces; for Assumed charms, (X) = Lower of (Grace), Heart or Essence.

**Other:** Raksha can learn Evocations as normal. They cannot usually learn the Creation’s sorcery or Martial arts – doing so requires exceptional circumstances and the Storyteller’s permission. Raksha can learn Martial Arts-equivalent Styles for Shaping Conflicts.

Possessions

Raksha’s possessions are stored inside it, held around the Heart. In the Wyld, they can be manifested by an unrolled Shaping action per each. A Raksha cannot lose its possessions, except to Vexing or the opportunistic Creation-born. In Creation, a possession can be summoned into being (invoked) with the appropriate Grace charms (Supernatural 3).
Castes

A Raksha’s Caste depends on what Virtues it feeds on. Commoners have only one Feeding Grace, and Nobles have two: Ascendant, that defines their nature, and Shadowed, that the Raksha twists to the service of the Ascendant Grace. Nobles, at times, invert themselves.

Cup: Entertainers make others desire them, need them and depend upon them.
- Luminaries (Entertainer/Diplomat) are radiant beauty that sears the heart, transforms and inspires everyone around. Their Cup subverts the order of society, twisting it to their wishes. Their Staff sweeps away the resistance. Luminaries are seducers, priests, celebrities and scalds.
- Ornamental Raksha (Entertainer/Worker) seek to please by crafting themselves to the others’ desires. Their Cup shapes them to be admired. Their Ring is the calm serenity granted by the rejection of any internal criteria of self-worth.
- Eshu (Entertainer/Warrior) make being dangerous into a form of art. Their Cup makes a display of the Eshu’s danger to impress others; often as a warning. Their Sword produces the basis for their claims.

Ring: Workers pursue their labors with rigorous machine-like devotion to act and create.
- Artisans (Worker/Entertainer) are the virtuosos, the maestros, the artists and the builders, pleasing others through proficiency. Their Ring establishes their purpose and urge to build and design. Their Cup compels them to make their work the most desirable and pleasing.
- Panjandrums (Worker/Diplomat) are architects and visionaries that organize and create order. Their Ring shapes the world to better fit their definitions. Their Staff is became the purpose to tune and exercise the rules and mechanisms of society.
- Strategoi (Worker/Warrior) are the conductors of battles. They craft tactics and forge victories; they apply death and fear with detached and calculated precision. Their Ring demands duty and perfection. Their Sword enforces the rules of engagement they have set.

Staff: Diplomats seek common ground, intrigue and bargain to bind in promises and laws.
- Courtiers (Diplomat/Entertainer) are weavers of the fabric of the society; they partake of their lord’s power and authority, providing admiration, supplication, followers and challengers. Their Staff compels them to uphold their society, expand it, and preserve it from threats. Their Cup enables them to use that society to their own selfish ends.
- Scribes (Diplomat/Worker) are the cogs in the machine of an empire – ministers, advisors, and attendants: loyal, dedicated, and often as invisible as they are indispensable. Their Staff acts in the best interests of society. Their Ring turns ingenuity, loyalty and creativity to selflessly better the social order.
- Imperial Raksha (Diplomat/Warrior) are the masters of conquest; they wage wars not for victories in battles, but for strategic gains and unity under their banner. Their Staff demands allegiance and compliance. Their Sword is made into a tool of diplomacy.

Sword: Warriors are legends and terrors, transcendent creatures of horror, predation, pain and loss.
- Xia (Warrior/Entertainer) are the artists of battle, fighting for glory, as heroes, as champions and generals – all those who live by the sword. Their Sword is their purpose – the eternal conflict. Their Cup ensures that the conflicts and those who fights in them are needed, wanted and always necessary.
- Anarchs (Warrior/Diplomat) are self-centered violent revolutionaries of the Wyld, destroying all order and reason to replace it with their own. Their Sword is a Weapon of total devastation: military, cultural and political. Their Staff finds and creates the weak points in a society to strike against.
- Cataphractoi (Warrior/Worker) are dreams of perfect soldiers made manifest. They define themselves as living weapons – brutal, calm, cold-blooded, and effective, be they knights, bodyguards, or murderers. Their Sword is their identification with violence and battle. Their Ring has turned their sense of self to serve their purpose.
Feeding

Feeding is very important for Raksha, especially for those stranded in the hostile sterility of Creation. Feeding is a natural action for a Raksha and requires no charms (although charms can modify it). In the Wyld, they respire Essence as normal and do not require any other sustenance.

To Feed, a Raksha opens its Feeding Grace’s maw and bites off a piece of Virtue. The target needs to be at Touch Range, and has to give his consent, but only nominally: coercing, clouding minds, misdirection, tricking, threatening and any other method works for the purposes of acquiring consent – anything except a direct lie. Then the Raksha rolls (Feeding Grace). For each success, it devours one dot of the target’s appropriate Virtue or Willpower (reducing first the wp maximum, then the Limit track), gaining 2m for each point. The loss is permanent. Subtract (target’s Essence) from successes when targeting Essence users. Limit Tracks of Essence users cannot be eaten.

A Raksha may choose to feed more carefully. If it does, the damage heals afterwards by one point per day, but the Raksha gains only 1m from feeding, or 2m on a critical success, regardless of the amount of damage inflicted. Moreover, on a failure, the Raksha makes a mistake and devours a dot permanently as above.

A Raksha can also Feed from the ambience if it is present in a scene where strong emotions are being experienced, saturating the location with traces of a Virtue. Roll as normal. Raksha restores 1m on success, 2m on a critical, and inflicts no damage to anyone.

All Feeding charms are Cup charms, even for Feeding with other Graces.

The Curses

Beings whose souls was damaged are known as the Enchanted, and can be affected in the following ways:

Compassion 0 characters find all creatures alien and cannot feel empathy. They automatically fail all Compassion rolls and suffer a -2 penalty on all rolls to understand or influence others socially.

Conviction 0 characters forget their relations and cannot differentiate between priorities. They are treated as having no Intimacies to others, forgetting all relations, suffer a -2 penalty against all Social Influence and automatically fail all Conviction rolls.

Temperance 0 characters are without their own identity, knowing only the base needs of the moment. They forget their names and natures. They are treated as having no Intimacies related to their own preferences, automatically fail all Temperance rolls and suffer a -2 penalty on all rolls pertaining to information and knowledge due to the lost memories.

Valor 0 characters lose all desire to overcome any difficulties and differentiate between threats. They automatically fail all Valor rolls and suffer a -2 penalty to all actions.

Characters without a Limit track are Dream-Eaten; they cannot channel Virtues, and have no volition, obeying whoever the most commanding or persuasive is around.

Raksha Limit Break

When a Raksha enters a Limit Break, one of its Graces breaks: it suffers as outlined in The Curses, above.

Raksha with the broken Cup cannot see others as individuals distinct from natural phenomena. To recover, it must commit (Cup) truly cruel acts that could definitely cause it personal harm or suffering.

Raksha with the broken Ring sees no reasons to hide beneath the facade of sanity. To recover, it must commit (Ring) acts of harmful excess.

Raksha with the broken Staff lose the ability to project themselves on the world. To recover, it must betray itself, its allies or its interests (Staff) times.

Raksha with the broken Sword lose the will to overcome the world. To recover, it must be humiliated or harmed by their passivity (Sword) times.

Design – Raksha

Raksha, on the rough power scale, are approximately equal to the Terrestrials – at least the Raksha nobles are. In Creation, however, they are pretty limited at what they do, and cannot respire Essence, although their high natural dice pools compensate for this flaw. In the Wyld, Raksha are much more dangerous, of course.

As is customary, Shaping and internal Raksha relations are handled by a separate subsystem, although it is much more connected to the normal rules that in the source.
**Raksha character creation**

To create a Raksha character, do the following:

1. Have an idea and a general concept.
2. Choose whether the character is a noble or a commoner.
3. Choose an Ascendant Feeding Grace. Nobles also choose a second (Shadowed) one. This determines the Caste or Castes. Heart cannot be a Feeding Grace.
4. Feeding Graces begin at 2, all others – at 1. Distribute 3 additional points of Graces, except for Heart. Raksha can raise their Graces up to 5 (6 for the Ascendant Grace).
5. Heart begins at ●● for noble Raksha, ● for the commoners.
6. Distribute (Grace x 5) dots of Abilities for each group associated with the relevant Grace. Spend any gossamer you wish for additional dots (see Assumption). Noble Raksha cannot have Abilities lower than ●●●. Raksha can raise Abilities to a maximum of (Grace + 2). The distribution can be changed later by Assuming another shape.
7. Starting Essence for Noble Raksha is 2, for commoners – 1.
10. Assign Named charms, if any. Each one takes a point of Gifts from the normal maximum. Spend any gossamer you wish for additional Named Charms (see Assumption).
11. Assign points of Gifts up to the normal maximum. Spend any gossamer you wish for additional Gifts (see Assumption).
12. Distribute 5 dots of Advantages for the noble Raksha, or 1 for commoners.
13. Choose two Major and one Defining Intimacies. The distribution can be changed later by Assuming another shape.
14. Spend some additional xp, if your storyteller is feeling generous.
15. Record starting Equipment.
16. Calculate Static Defenses.
17. Record Health levels. Each character begins with -0 -1 -1 -3 -3 levels. Heart Grace provides two additional health levels per dot, starting with the highest penalty ones. Raksha maximum is 4x-3, 4x-1 and 7x-0 health levels. Record Shaping Damage levels: (Essence + Grace).
18. Here is your shovel.

**Raksha character advancement**

<table>
<thead>
<tr>
<th>Subject</th>
<th>Cost, xp</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grace, Feeding</td>
<td>(new level x2)</td>
<td>One story</td>
</tr>
<tr>
<td>Grace, other</td>
<td>(new level x3)</td>
<td>One story</td>
</tr>
<tr>
<td>New Way, Feeding Grace</td>
<td>2</td>
<td>One story</td>
</tr>
<tr>
<td>New Way, other</td>
<td>4</td>
<td>One story</td>
</tr>
<tr>
<td>New Evocation</td>
<td>(Ways)</td>
<td>(Ways) months</td>
</tr>
<tr>
<td>New Advantage</td>
<td>(new level)</td>
<td>Off-screen</td>
</tr>
<tr>
<td>Heart Grace</td>
<td>(new level)x3</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Essence</td>
<td>(new level)x3</td>
<td>Story reasons</td>
</tr>
<tr>
<td>Martial arts</td>
<td>Technique, base</td>
<td>3</td>
</tr>
</tbody>
</table>

Time is not really binding to the Raksha, so they just can increase something once per story.

Raksha cannot raise Essence higher than their Heart Grace. Heart Grace, for its own part, requires that the Raksha’s story grows in power: at Heart ●●● it must become an established noble, at Heart ●●●●● – a recognizably powerful and influential figure, Heart ●●●●●● – one of the mightiest lords of Rakshasthan. Higher Ratings are reserved for the Unshaped, who have ●●●●●●, and the Ishvara, who have a lot.

**The Unshaped**

The Unshaped are treated as a normal Raksha with a set of Graces, but with a mobile Freehold instead of an Assumed form. Each of its Graces is an Emanation – treated as a separate shaped Raksha (who is not really a shaped Raksha, but close enough), controlling one of the Freehold’s components. Each one of those has and uses one of the Unshaped’s Graces instead of an appropriate Grace of its own, sharing that Grace’s damage track with the Unshaped. It has other Graces of its own as normal. To defeat the Unshaped in a Shaping combat and claim something useful, a Shaping Consequence must be inflicted on the shared Grace of the appropriate Emanation. They take Consequences of other Graces as normal, but that does not count against the Unshaped itself.
Appendices

Appendix 1: Warstriders

Warstriders are one of the oldest weapons in the arsenal of Exalted, first deployed in the Primordial war. A mix between a war machine and a super-heavy Strength-enhancing armor suit, they exist to trample armies, crush fortifications and slay behemoths with their massive weaponry.

As far as the rules are concerned, a warstrider combines some benefits of armor and vehicles. It does not track damage to itself separately, and, as with mounts and vehicles, rolling Dex/Athletics to move in it does not take an action if the roll was successful. Warstriders are not very maneuverable, however.

Warstrider types

**Common** warstriders stand at about 5-6 meters tall, with magical materials being used mostly for internal layers and systems. They are cheaper and easier than most types to produce and maintain (being only outrageously expensive as opposed to exorbitantly so), but lack sophistication of the more advanced types.

**Scout** warstriders are lighter and smaller variations, optimized for stealth and speed, usually with some specialized Artifact means (as they are still 3-5 meters tall war machines).

**Noble** warstriders are slightly taller than the Common ones, and contain significantly larger quantities of magical materials, making them all around better and more responsive, but much more expensive and difficult to produce. In the First Age they were largely reserved for the Celestial Exalted.

**Siege** warstriders, also known as juggernauts and colossi, are the heaviest and most armored variants available, sacrificing versatility and speed for brute strength and resilience. They stand as tall as Noble ones, but are around two times broader.

**Royal** warstriders are 8 or more meters high, and are created almost completely out of magical materials. These are mighty Artifacts with prohibitive costs.

General rules

At the core a Common warstrider in an Artifact ●● (3 Gift points base) with the following Gifts allocation:

**Benefits:**
- [-3]: Size 2.
- [-1]: Minor Advantage: move as a vehicle - successful extra movement rolls do not take actions.

**Drawbacks:**
- [+1]: Requires (Rating) Attunement.
- [+2]: Requires a Hearthstone ● to function.
- [+2]: Requires scene-long maintenance for each day of active operation (25 hours), at -(Rating x 2) penalty.

4 Gift points remain free for additional enhancements.

Other subtypes have the following modifications to the above:

**Scout:** Reduce Size to 1. This frees two additional Gift points to be used. At least half of the free points must be used on movement or stealth upgrades.

**Noble:** Artifact ●●●, granting an additional 2 free Gift points. Requires a Hearthstone ●● to function, granting an additional free point. Requires spending 1m per scene, granting an additional free point. A bonus for the magic material needs to have points allocated to (see below).

**Siege:** Artifact ●●●, granting an additional 2 free Gift points. Requires a Hearthstone ●● to function, granting an additional free point. Requires spending 1m per scene, granting an additional free point. Size increased to 3, using up 3 free points.

**Royal:** Artifact N/A. Royal warstriders should be worked on with the Storyteller, assigning values and bonuses as appropriate. A Royal warstrider should be probably a focus of an entire story, a unique item of legendary power.

Some suggestions for the subsystems and modifications, as well as a couple of example warstriders, are presented below.
**Ravenous Thunder** (Blue Jade Common Warstrider, Artifact ●●)

This Shogunate-era warstrider was recovered by the Realm in the early years of its expansion, repaired and now serves in one of the Realm’s warstrider lances. Its somewhat ostentatious decorations were long ago removed for the utility reasons.

**Base:** Heavy armor: +2 Soak, -1 Initiative.

-3: Size 2.

-1: Minor Advantage: move as a vehicle – successful first extra movement roll does not take actions.

-1[-1]: Roaring Strikes: If you so choose, enemies of equal or lesser Size that take damage from your close combat attacks are thrown (1 + Size difference) Range and are knocked prone.

[2]: Aegis of storms: +1 Evasion.

[+1]: Requires (Rating) Attunement.

[+2]: Requires a Hearthstone ● to function.

[+2]: Requires scene-long maintenance for each day of active operation (25 hours), at -(Rating x 2) penalty.

Ravenous Thunder’s Evocations, if learned, could release devastating waves and explosions of sound.

**Sight-Chaser** (Scout Warstrider, Artifact ●●)

This warstrider of unknown provenance is made almost completely from reinforced glass. It fades into opacity around the pilot’s seat, while its limbs and its featureless head remain clear. It is light for its size, and its smooth movements, smooth curves, and its half-transparency conspire to make it look quite uncanny.

**Base:** Heavy armor: +2 Soak, -1 Initiative.

-1: Size 1.

-1: Minor Advantage: move as a vehicle – successful first extra movement roll does not take actions.

-1[-1]: Extremely Light: You can jump to any point in Short Range as your normal movement.

-1[-1]: Clawed hands and feet: Weapon (+1 Damage), +1 to traversing terrain.

[-1][-2] Uncanny Movements: -1 penalty to the opponent’s Evasion; +1 Initiative.

[+1]: Requires (Rating) Attunement.

[+2]: Requires a Hearthstone ● to function.

[+2]: Requires scene-long maintenance for each day of active operation (25 hours), at -(Rating x 2) penalty.

Sight-Chaser’s Evocations, if learned, could confer unnatural agility or affect the mind of the onlookers.

---

**Warstrider modifications**

<table>
<thead>
<tr>
<th>Enhancement</th>
<th>Cost</th>
<th>Effect</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Material – Orichalcum*</td>
<td>1</td>
<td>Soak +1.</td>
<td>Not Common</td>
</tr>
<tr>
<td>Material – Moonsilver*</td>
<td>1</td>
<td>Size penalty is reduced by 1.</td>
<td>Not Common</td>
</tr>
<tr>
<td>Material - Jade* **</td>
<td>1</td>
<td>Takes 1 less Attunement.</td>
<td>Not Common</td>
</tr>
<tr>
<td>Material – Starmetal*</td>
<td>1</td>
<td>Evasion +1.</td>
<td>Not Common</td>
</tr>
<tr>
<td>Material – Soulsteel*</td>
<td>1</td>
<td>Soak +1.</td>
<td>Not Common</td>
</tr>
<tr>
<td>Material – Adamant</td>
<td>1</td>
<td>Ignores (1) Weapon Damage when defending.</td>
<td>Not Common</td>
</tr>
</tbody>
</table>

*Only functions for the appropriate Essence-type wielder. ** Specify the type of Jade.

<table>
<thead>
<tr>
<th>Enhancement</th>
<th>1 or 3</th>
<th>Effect</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>AI</td>
<td></td>
<td>Has a Rank 1 or 2 cute (cute!) awakened spirit to help.</td>
<td>Max. 1</td>
</tr>
<tr>
<td>Amphibious</td>
<td>1</td>
<td>Can swim without sinking.</td>
<td>-</td>
</tr>
<tr>
<td>Aquatic propulsion</td>
<td>2</td>
<td>Can swim without sinking and without Size penalty.</td>
<td>-</td>
</tr>
<tr>
<td>Sealed</td>
<td>1</td>
<td>Airtight, full day air supply.</td>
<td>-</td>
</tr>
<tr>
<td>Flight System</td>
<td>3</td>
<td>Can move in the air normally.</td>
<td>Not Siege; Max. 1</td>
</tr>
<tr>
<td>Directional camouflage</td>
<td>1</td>
<td>Ignores Size penalty to stealth in a type of environment.</td>
<td>Jade only</td>
</tr>
<tr>
<td>Durability Enhancements</td>
<td>1</td>
<td>Doubles the time before maintenance is needed.</td>
<td>-</td>
</tr>
<tr>
<td>Lunar Accommodations</td>
<td>3</td>
<td>Shifts forms with the Lunar.</td>
<td>Moonsilver</td>
</tr>
<tr>
<td>Loom Interdiction Field</td>
<td>3</td>
<td>Warstrider and the wearer are Outside Fate.</td>
<td>Starmetal</td>
</tr>
<tr>
<td>Transcendence Engine</td>
<td>3</td>
<td>Can Dematerialize for 1m, along with the wearer.</td>
<td>Starmetal</td>
</tr>
<tr>
<td>Heavy Elemental Lens</td>
<td>3</td>
<td>Elemental energy charm attacks add Size to Damage.</td>
<td>Jade</td>
</tr>
<tr>
<td>Holy Radiance</td>
<td>3</td>
<td>-1 penalty to all Creatures of Darkness in the scene.</td>
<td>Orichalcum</td>
</tr>
<tr>
<td>Oblivion Supplicant</td>
<td>3</td>
<td>Oblivion’s Avatar spell last indefinitely when cast on it.</td>
<td>Soulsteel</td>
</tr>
</tbody>
</table>
Appendix 2: Artifacts (and examples)

Weapons

Creating Artifact Weapons is achieved by using magical materials, which allow a larger and heavier Weapon to be wielded with the same amount of effort as a normal one. The rules can reflect it exactly, so most Artifact Weapons have the following as base:

Size 1 [free – it actually is Size 1 physically].
[-1] Compensates own Size penalty (Reaching 1).

This package compensates for itself neatly, freeing the rest to use for the desired Gifts.

Armor

Artifact armor comes in a variety of different aesthetics and as such do not have the basic package. Instead, just create whatever combination of Gifts and apply them to the mundane armor as needed.

Tools and wonders

Many Artifacts fall into this category. Some of them probably are Equipment enhanced by Gifts, but others are just Gifts tied to objects.

Vehicles

Artifact Vehicles follow all of the normal rules; See Vehicles Sidebar and Quick Character sections for details. Large vehicles commonly require hearthstones to satisfy their massive power requirements.

Creatures

Artifact beings are created using the being creation rules. Their Artifact nature comes secondary in that respect. They still include a number of Gifts as appropriate for the Artifact, but they count as Native Gifts in this case, and therefore towards the normal being’s Gift point limits. Use the Followers Advantage (or Ally if they are more independent) to represent such beings acquired in-game when needed.

Magitech

Magitech here refers to Artifacts and Workings specifically designed and produced to work with each other as a greater whole consisting of separate parts. In the rules it is achieved with magitech node and magitech subsystem Gifts. Maintenance Drawbacks are thematically appropriate for such Artifacts.

This method should be used for Artifacts with distinct parts. For example, First Age magitech power armor usually was equipped with strength-enhancing, sensory and other subsystems, each best represented by a separate subsystem Artifact. For large objects consisting of many parts, utilize Complexity and/or Scale as normal.

Manses

Manses are Artifact buildings, and moreover, are often specifically designed to affect large swaths of territory. This is usually achieved with Reaching Way, but most Manses would at least affect their own territory with their Gifts even without additional enhancements. Manses usually have the «immobile» Drawback by default, giving them an additional Gift point, and also lack the indestructibility of attuned Artifacts (being made from normal materials mostly), for another Gift point. See Geomancy section in the Thaumaturgy Appendix for the details on geomantic engineering.

Other

In Creation there exist many unusual and esoteric Artifacts. They can take any form, from reoccurring miscalculations in the Loom of Fate, to Essence-patterns forming an artificial Intimacy, to behemoth hearts frozen because they were convinced to heed the glory of Oblivion, and many more besides.

Just about any of them can be adequately described using the normal rules. Do not forget to add some interesting Disadvantages; to implant a frozen behemoth heart convinced to heed the glory of Oblivion into yourself you would need to cut out the original heart first. Some short-sighted cowards may balk at that.
Recommended Artifact presentation format

---

Name (Material Class, Artifact (dots))

Description of the Artifact.

Base: What object or being the Gifts are added to. Health levels of Artifact beings, if any.

[-gp] Benefit.
[-gp] Benefit.
...

[+gp] Drawback.
[+gp] Drawback.
...

---

While in practice the whole Artifact can fit on an index card in brief, for the sake of providing clarity to everyone who is not you, making a full write-up as above is recommended. This concerns both Storytellers making Artifacts for their players, and players submitting Artifacts for the Storyteller’s approval.

On writing Artifacts

Most Artifacts are very straightforward. Allocate Gift Points, add Drawbacks if you want, and you are ready to go. Don’t let this deter yourself from making Artifacts interesting via story, description, and situational benefits and Drawbacks.

Remember that you can group up benefits and Drawbacks, deciding how they interact with each other. This allows situational bonuses and penalties and further fine-tuning.

For high-Rating Artifacts with many Gift Points, and especially for the magitech, arranging various combinations of effects, composite benefits, gp sharing, and so on can become quite complex. This is one of the more mechanically complex bits of QE, but only if you want it to be. Keep your Artifacts as straightforward or as complex as you prefer.

Artifact Examples – Weapons

Blade of Mercy (Starmetal Short Daiklave, Artifact ●●)

A Weapon passed down among Sidereals of Endings. One of the oldest weapons of the Exalted, a grim-looking curved short sword. Splits into two when activated. The Weapon’s warped blades are forged with starmetal, a rare mineral of the heavens.

Base: Size 1 Weapon, +1 Damage.
[-1] Compensates for own Size penalty (Reaching 1).
[-1] Damage +1.
[-1] -1 to the target’s Evasion.
[-2] OR -2 to the target’s Evasion, but only when [+1] wielded in two hands.

Suggested Evocations:

Nightmare of Blood (1m): for an action, the Blade’s penalty applies to Soak instead of Evasion (to both at Essence 4+); the attack becomes instead a bleed Hazard Creation.

Hunter’s Mark (2m): choose a target in the scene. For (2 or Essence) turns, it is at -1 penalty to any attempt to hide or run away from you (-2 at Essence 5+).

Secret-in-Embers (Red Jade Daiklave, Artifact ●)

This daiklave appears charred, in both texture and its color. When used in battle, it hisses with smoke and red glow issues forth from inside.

Base: Size 1 Weapon, +1 Damage.
[-1] Compensates own Size penalty (Reaching 1).
[-1] The result of any attack with Secret-in-Embers counts as Setup for the next attack with it in the same scene.

Suggested Evocations:

Flame Surge (1m): for one attack, increase the applied Weapon’s Setup bonus by (Essence/2).
**Artifact Examples – Armor**

**Dauntless Cuirass** (Orichalcum cuirass, Artifact ●●)

This cuirass is especially gold and polished, and designed to maintain heroic posture at all times.

**Base**: Light Armor, +1 Soak.

[-2] Soak +1.

[-2] Resolve +1.

[+1]: Requires (Rating) Attunement.

**Gunzosha Battle Armor** (Magitech Artifact ●●)

**Base**: Heavy armor (+2 Soak, -1 Initiative).

[-2] Soak +1.

[-1] Magitech node: +3 slots.

[-2] Magitech node: +3 slots.

[+1] Requires (Rating) Attunement or Aegis-inset amulets implanted.

[+1] Requires a scene of maintenance at -4 each month. Failing or missing a period disables a random system.

**-Adaptive Camouflage Subsystem** (Artifact ●●)


[-1] No penalty for Stealth from being Heavy armor.

**-Resiliency Augmentation** (Artifact ●●)


[-1] +1 to resist Poisons and Diseases.

[-3] Regain one -0 health level per turn.

**-Integrated Targeting Subsystems** (Artifact ●●)


[-1] -1 All Physical attacks +1.


**-Exomuscular Fibers** (Artifact ●●)


[-3] Strength +1 (treat as Size 1 without penalties).

[-1] Successful first extra movement roll does not take actions (as with vehicles).

**-Sensory Augmentation Visor** (Artifact ●)


[-1] Physical senses +1.

[-1] Ignore darkness unless there is no light at all.

**Artifact Examples – Other**

**Sunlit City Diadem** (Orichalcum crown, Artifact ●●)

This thin crown of orichalcum has a large Hearthstone socket elevated above the wearer’s brow, and is engraved by a delicate eightfold geometric pattern reminiscent of a sun (that would hold the Hearthstone) above the skyline of a vast and abstract city.

**Base**: None (simple object)

[-1] Hearthstone socket.

[-2] Resolve +(current Anima level).

[-2] +(inserted Hearthstone Rating) to Appearance or Performance rolls to publically impress or command [+1] those who recognize the wearer as their ruler only.


**Twilit Fortress** (Abyssal Manse ●●)

An example of what happens when you try to grow a manse with sorcery and without proper care, Twilit Fortress was to be a Solar manse. Turned out Abyssal, the manse is a cluster of tall spiky towers, smooth as if grown from gray and black bones. Its geomancy hides it from sight of anyone outside.

**Base**: Size 4 structure.

**Health**: -0: □□□□□ □ -1: □□□□□ -2: □□ -3: □□

**Hull**: 3 + 4 (Size).

**Soak**: 2 + 2 (Heavy armor) + 4 (Size).

[-5] Invisible from outside, from about Range 3 from the walls (counts as ignoring (3) Notice).

[+1] Immobile.

[+1] No Artifact damage resistance.

*Provides the following Hearthstone:*

**Orb of Ghostly Predator** (Hearthstone ●●)

An ashen, black and dark red oval gem. Conceals its bearer’s passing.

[-1] The bearer leaves no physical trails like footprints.

[-1, -1] Trying to detect the bearer by smell or sound is at -1 penalty.
Artifact Examples – Vehicles

Manta-Class Transport (Artifact ●●● Vehicle)

The vehicle resembles a 30x20x5 meters, counting tails, manta, cut from sold diamond. It has a door on each side and a ramp in the back. Its cruising speed equals about 125 km/hour. The inside is mostly a single large cargo hold; can carry a talon of soldiers, or up to three Size 2 warstriders, but has no dedicated living quarters beyond the most basic life support.

Base: Size 3 vehicle.
Health: -0: □□□□□ -1: □□□□□ -3: □□□□□
Hull: 4 + 2 (Quality) + 3 (Size).
Soak: 3 + 2 (Heavy armor) + 3 (Size).

-3] Speed 2 (125 km/h).

[+1] Requires Attunement with a total value of 3. It can be divided between up to 3 people, granting each one access to the systems.

[-2] Requires a Hearthstone ●●, or 2x Hearthstone ●.
[+1] Requires a scene of maintenance at -6, once a month, or a random system stops working.

Auxiliary systems require 1m per scene to function.

-Subsystem: Auxiliary Systems Array (Artifact ●)
[+1] Requires 1m to use for a scene
[-1] Magitech node: +2 slots.

--Sub-system: Air Circuit (Artifact ●)
[-1] Breatable air inside.
[-1] Temperature conditioning (cooling).

--Sub-system: Earth Circuit (Artifact ●)
[-1] Artificial gravity.
[-1] Inertia dampeners.
Kireeki-class Assault Skyreme (Artifact ●●● Vehicle)

The ship has an orca-like 100-meters long hull, with a dorsal bridge, fin-like stabilizers and wings and a long ventral fin with weapons and an observation deck. 4 bulbous Essence turbines power and propel the ship, two at each side. It can catty around two scales of infantry in the integrated barracks, plus an additional wing in the cargo hold.

**Base:** Size 4 vehicle.

**Health:** -0: □□□□□ □□ -1: □□□ -3: □□□□□

**Hull:** 4 + 1 (Quality) + 4 (Size).

**Soak:** 3 + 2 (Heavy armor) + 4 (Size).

[-1] Good Quality.

[-1] Can land on water and float.

[-1] Magitech node: +4 slots.


[-1] 1 additional Magitech slot to fit all of the things.

[+1] Requires Attunement with a total value of 3. It can be divided between up to 5 people, granting each access to the systems.

[+1] Requires a scene of maintenance at -6, once a month, preferably in a skydock.

[+1] Requires constant minor maintenance and operation in flight by a crew of at least 15 people with Lore ●●, Craft ●● and Sail ●● to prevent accidents.

[+4] Requires 4m per scene, base; this can be reduced, see Essence Power Array Submodule, below.

The ship requires 10m per scene in full combat readiness, distributed as follows:

4m – main requirement;

1m – auxiliary systems;

1m – shields;

4m – one for each Medium Implosion Bow.

Three Hearthstones ●●, which must be inserted in the Essence Power Array control console on the bridge, provide 2m per scene each, to a total of 6m. Essence Turbines can further reduce the upkeep by an additional 3m when fully operational, reducing the total upkeep to 1m per scene.

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**Subsystem: Essence Power Array** (Artifact ●●●)


[1-3x] Hearthstone socket x3.

[+1] Emergency capacitor: can store 3m – usually just enough to land if deprived of power.

**Sub-subsystem: Essence Turbine** (x4) (Artifact ●● each)


[+1] Takes a scene to activate or power down a turbine.

[+2] **Essence drain:** turbines drain Essence in about a mile around the ship when active. If the ship moves, the effects are negligible. If it stays in one place for:

- 5 hours: Essence respiration -1, Shaping sorcery -1;
- 10 hours: Essence respiration -2, Shaping sorcery -2;
- 20 hours: Essence respiration impossible, Shaping sorcery -3.

If less than four Turbines are online, or there are additional Turbines in the vicinity, modify the times proportionally.

When the turbines are active, their effects are combined, and, depending on the number of turbines active, the ship gains the following:

1: [-3][-1] Flight, Speed 0, reduce the upkeep by 1m/scene.

2: [-1][-2] Speed 1 (25km/h), upkeep reduction is 2m/scene.

3: [-2] Speed 2 (70 km/h).

4: [-3][-3] Speed 3 (150 km/h); upkeep reduction is 3m/scene.

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**Subsystem: Skyship Haze Shield** (Artifact ●●)


[+1] Requires 1m per scene [Included in the ship’s total].

[-3] Size 2, Size compensation to 4.

[-1] +1 to Supernatural Way for Distortion Field.

[-3] Grants access to the following Evocations:

**Distortion Field** (2m): All ranged attacks against anything on the ship and the ship itself are at -2 penalty for 2 turns.

**Overcharge** (+2m): +2 Evasion for anyone targeted through the active field, in both directions. Requires Distortion Field being active, as above.
**Subsystem: Integrated Medium Implosion Bows** (x4, on the ventral fin, each can fire in a separate quarter arc) (Artifact ●●● each)

**Base:** Size 1 Heavy Weapon (+2 Damage, Slow 1).
- [-1] +1 Size.
- [-1, -2] +2 Damage.
- [-1] Extreme Range.
- [-1] Two firing modes: a normal single-target attack, or a Hazard Creation with the same dice pool.
- [-1, -2] Hazard Range: increased to Touch to Short
- [+2] Requires a Hearthstone ●+ to function, or 1m per shot.
- [+1] Requires 1m per scene [Included in the ship’s total].

**Subsystem: Lightning Ballistae** (x2, forward arc) (Artifact ●● each)

**Base:** Size 1 Heavy Weapon, +2 Damage, Slow 1.
- [-1] +1 Size.
- [-1, -2] +2 Damage.
- [-1] Extreme Range.
- [-1] Damage +1.
- [-3] Ignores (3) Soak.
- [+2] Requires an Air Hearthstone ●+ to function (or ●● non-Air one).

**Subsystem: Light Implosion Bows** (x5, two on each wing for side arcs, one atop the bridge for 360) (Artifact ●● each)

**Base:** Size 1 Heavy Weapon, +2 Damage, Slow 1.
- [-1] +1 Size.
- [-1] Damage +1.
- [-1, -2] Extreme Range.
- [-1] Two firing modes: a normal single-target attack, or a Hazard Creation with the same dice pool.
- [-1] Hazard Range: increased from single target to Touch.
- [+1] Requires 1m per scene [Separately from the ship].

**Subsystem: Integrated Fire Lances** (x2, one on each wing for the side arc) (Artifact ●● each)

**Base:** Size 2 Heavy Weapon, +2 Damage, Slow 1.
- [-1] Long Range.
- [-1, -1] Ignores (1) cover and shields, and partial armor.
- [-1] Ignores (1) Evasion.
- [-1] -1 Evasion for targets.
- [-1] Magitech node: +3 slots.

**Sub-system: Enhanced Flame Projector** (Art. ●●)

- [-1] Damage +1.
- [-3] Grants access to the following Evocations:
  - **Fan Strike** (1m): allows hitting 2 additional targets, or reducing the Size bonus to Evasion when attacking a group by the same amount.
  - **Overcharge** (1m): +2 to the attack.

**Sub-system: Essence Capacitor** (Artifact ●●)

- [-1] -2 Can store 2 + 2 = 4m to power itself.
- [-1] Unlimited ammo.

**Subsystem: Auxiliary Systems Array** (Artifact ●)

- [+1] Requires 1m to use for a scene [Included in the ship’s total].

**Sub-system: Air Circuit** (Artifact ●)

- [-1] Breathable air inside.
- [-1] Temperature conditioning (cooling).

**Sub-system: Earth Circuit** (Artifact ●)

- [-1] Artificial gravity.
- [-1] Inertia dampeners.

**Sub-system: Fire Circuit** (Artifact ●)

- [-1] Essence lighting.
- [-1] Temperature conditioning (heating).

**Sub-system: Water Circuit** (Artifact ●)

- [-1] Internal plumbing.
- [-1] Water gathering and purification systems.
Appendix 3: Thaumaturgy

Thaumaturgy is a group of lesser magical arts that do not require conscious control of Essence, instead relying on the existing patterns of Creation. Anyone with the required knowledge can practice it. Knowing a formula or two by rote is fairly common; true understanding a field is akin to mastering an academic discipline, requiring much study and practice.

The thaumaturgy is divided into Arts, Sciences and separate Rituals (singular uncategorized things, left up to the Storyteller). The Arts are Summoning, Warding, Exorcism and Astrology. The Sciences are Alchemy, Enchantment, Geomancy and Weather Working.

General Rules

Thaumaturgy **costs** Essence to use. Anyone with a mote pool can just pay it directly, but many substitutes have been developed over the time. Some of them include:

**Willpower:** 1wp provides the equivalent of 1m. Using a Virtue channel instead provides (Rating/2)m.

**Effort:** Taking a -1 cumulative penalty for all actions until rested provides 1m.

**Blood:** 1 health level of a mortal provides 1m. This requires at least a turn to properly extract – simply attacking is insufficiently precise. Blood of magical beasts, God-Blooded and other rare sources counts double or more.

**Chiminage:** Any third-party spirit can provide motes. It must spend double the amount required and take 1 Limit. Spirit can be present, or have charms to mitigate distance, or be responding to a prayer.

**Investment:** Some charms allow temporary transferring motes from Exalts and spirits to mortals; they are rarely used anymore.

**Geomancy:** Generally 1m per scene can be gathered from Places of Power. Good luck getting your mortal ass there.

**Ingredients:** Rare plants and gemstones, parts of magical beasts, odd curios and other expensive rarities provide (Resources Rating)m. If used this way, they are expended and do not grant any other effects.

Other general notes

Methods learned in one corner of Creation can be less applicable in the other due to regional differences. This can lead to penalties and extended preparation times at the Storyteller’s discretion.

Sorcery trumps thaumaturgy in all things. A single Countermagic spell is enough to instantly end all ongoing lesser magic in (Circle) Range, except for the enchantments and alchemy potions – they can withstand First Circle (but not higher) Countermagic unless it is cast directly at them.

The Arts

The Arts are a near universal body of magical knowledge. This is what the Occult Trait is used for – anyone with the basic knowledge can attempt to ward a house or summon a spirit. The Advantage listed in each Art only serves to enhance the attempts.

Summoning

**Roll:** Occult - Essence
**Cost:** 1m per attempt
**Time:** Scene

Summoning is the art of bringing various entities to the summoner. There are many types of beings that can be summoned, and most practitioners specialize. Some beings and minimum Occult required to attempt summoning are as follows:

Beasts (●): this art is practiced by many, from hunters seeking prey to caravan masters that do not wish for their pack animals to get lost. It can be used in two ways. The first is calling the beast to the summoner (Charisma). The call has a range of (Occult) kilometers or so, and the beast travels normally to arrive. The second is giving the summoned beast a specific order when they arrive (Manipulation). Roll against the beast’s Resolve. If successful, they must obey the command. Unintelligent animals can only obey simple orders.
Mortals (●): this art is easy to learn, but difficult to actually execute. The target’s name must be fully known, a body sample such as a lock of hair must be obtained, and the roll (Manipulation) is resisted with the higher of Resolve or Essence. Intimacies usually do not apply, as the target is not aware of the attempt. If successful, the target is compelled to travel to the summoner as if with Persuasion attempt. The number of successes indicates how quickly the target travels. Range is not a factor, unless it is across large regions; in that case, the Storyteller will assign an appropriate penalty.

Demons (●●): this art is perilously simple. It delivers a demon, and it stays in Creation. Most rituals also require a blood sacrifice as a flavor. Many First Circle Demons will often do not mind, and if treated properly, will stay and serve. Second Circle Demons only come if they want to, and rituals to summon them are extremely obscure. No Third Circle Demon has ever been summoned by mortal thaumaturgy.

Elementals (●●): this art is not much more difficult then demon summoning; an elemental can readily be summoned with little effort. Also, they are forsworn from attacking or harassing the mortal when summoned and for a day and a night after that, unless first treated badly by the summoner himself. Most elementals would be willing to perform services when summoned, but they do not normally work for free – some sort of bargain must be made. Typically, a price hovers around (Elemental’s Essence) Resources or a comparable favor for a week of service or a task taking up to a season. Powerful elementals will often send representatives instead of appearing themselves.

Ghosts (●●●): this art is not difficult at all; anyone can attempt it, although they suffer a -1 penalty for each required dot missing. It is, however, imprecise: while ghosts are easily called with an offering of blood and an incantation, summoning the correct ghost, and more importantly, only the correct ghost, is somewhat more difficult. Being at the location of death, speaking the ghost’s full name, blood of the descendants and similar methods are used to narrow the summoning down. A critical failure, or a normal failure in shadowlands or during Calibration, means attracting the excessive and unwanted attention. Nothing really protects the summoner, but the ghosts generally are more relatable than other spirits who are often alien and inhuman.

Spirits (●●●): this art are more about politely and humbly asking a lesser god to appear. This is more like prayer that magic ritual; on a success the summoner chooses a Virtue; if successful, the spirit must fail that Virtue roll, Deny it, or be compelled to appear. If it does, its initial reaction will be colored by the Virtue used. This can change if the spirit is displeased. The summoner has no power over those he beckons.

Advantage: The Art of (Being) Summoning
You are knowledgeable in the ways of summoning and dealing with a specific sort of being.

●: +1 bonus to the summoning rolls for (Beings).
●●: +1 to Social actions with summoned (Beings).
●●●: Increase both bonuses to +2.

This Advantage can be bought multiple types for different types of beings.

Warding

Roll: Occult
Cost: 1m per attempt
Time: See below

Warding is the simplest and most common of Arts, but it is no less useful for that. Wards are barriers against intrusions or contamination. They seal off an area from whatever the ward is designed to defend against. Common types include Ghosts, Demons, Elementals by element, Gods, Animals, Fair Folk, Mortals, The Wyld, divination, harmful magic, and others. It is first necessary to decide and research what type of ward will be produced and how specific it is.

Warding can be costly, as it always includes physical components. In general, Resources equal to the Size of the area must be expended to prepare a ward. Preparation requires time. Base Interval is Minutes to prepare a ward around a Size 0 space, such as a coffin or a large safe. Size is Scale as usual. Complexity is represents spending more time to prepare better – for each point of Complexity you may reroll 1 die on the following roll, excepting those showing 1s. The number of dice rerolled cannot exceed the thaumaturge’s Occult Rating.
Once researched and prepared, spend the appropriate time and roll (Occult) to determine the ward’s total Traits. Divide the successes between the ward’s Durability and Potency:

**Durability** indicated how long the ward will function. It corresponds to the Paced steps, starting with one Scene, and following the progression as normal, until the Decade step. Each point after that adds an additional Decade in a linear fashion.

**Potency** determines how powerful the ward is, working as a type of Hazard, resisted with (Essence). That Hazard’s Rating equals (Ward’s Potency – Target’s Essence) up to a maximum of 5. It functions over the number of Ranges equal to its Rating. Trying to come closer requires overcoming the Hazard to do so, separately for each Range approached. Failed attempts to approach do not deal damage. Failed attempts to cross the Ward actually deal the damage in addition to preventing the target from entering.

Wards must be maintained to preserve them before the end of their Duration; successful maintenance extends Duration for another Interval. Maintenance is one step shorter and one dot cheaper than the creation of the Wards, and requires only a success on the roll to preserve the wards. Multiple specialists working together can reduce the time even further.

**Keyed** wards require spending 1 success, and allow for exceptions such as categories or passwords that exclude beings from the ward’s effect. **Alarm** wards do not prevent entry, instead notifying the thaumaturge when they are crossed. Their Potency is used against supernatural stealth attempts. They can be paired with normal wards, requiring normal expenditures of Potency. All Wards can be boosted without disrupting them, by doing the project over an existing ward.

**Advantage: The Art of Warding**
You are very knowledgeable in the ways of warding.

- The Hazards from your wards apply (this Advantage’s Rating) penalty to the resistance rolls.
- **●●:** You gain a bonus success on all Warding rolls.
- **●●●:** You can choose one of the following benefits when working on a ward: an additional success on the roll; Resource cost is one dot lower; the time required for creating the ward is one step shorter.

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### Exorcism

**Roll:** Occult  
**Cost:** 2m per attempt  
**Time:** Action

Exorcism is mostly a matter of ritual and observance of the correct rites. Some are intended to mollify a wronged or angry spirit, others – to repel or destroy when reconciliation is not an option. The Art is divided into three basic tasks: placation, expulsion and banishment.

**Placation** begins with a call to negotiations. The exorcist performs a ritual to draw the spirit’s attention and force it to actually state its grievances and demands. Sometimes, it is as easy as offering a cup of tea (or blood). Sometimes, an elaborate ceremony is required. Roll (Occult - spirit’s Essence). A success results in the target coming forth and making contact. This is an opening for a Social scene, where negotiations can be conducted as normal, and a compromise, perhaps, reached.

**Expulsion** is driving a spirit out of the possessed mortal. This is a Mental action. Roll Occult against the target’s Essence. Each attempt takes several minutes. Unless the target uses Limit to Reject Influence, it is forced out on a success and cannot possess the same target for the rest of the scene. If the spirit enters Limit Break, it is also forced out.

**Banishment** is forcing a spirit away from the exorcist – for a time. It is mostly a delaying tactic while the other solutions are sought. Banishing also is a Mental action. Roll Occult Opposed against the Spirit’s Essence. On a success, it must use Limit to Reject Influence or be banished for a scene, or for a day and a night of a critical success. If the spirit is in the Limit Break, this increases to Month and Year/Story respectively. For the weaker spirits the latter may mean returning to the Underworld or Malfeas.

**Advantage: The Art of Exorcism**
You are very knowledgeable in the ways of exorcism.

- You gain +1 to all Exorcism rolls.  
- **●●:** The bonus increases to +2. You can now make Exorcism roll in combat by foregoing the bonus.  
- **●●●:** You reduce the cost of an attempt to 1m.
Astrology

Roll: Occult  
Cost: 0m per attempt  
Time: Action

The Art of Astrology is difficult (requires Occult ●●●● to attempt without the Advantage) and requires multiple charts, calculations, time and as much information about the target as can be obtained, including dates and locations of importance to the target and the prediction’s events.

Once prepared, roll Occult. The attempt takes about several hours. Divide successes between Time and Accuracy.

Time starts with Days, and then proceeds along the Paced steps. It indicates how far in the future the prediction can reach.

Accuracy describes how precise the prediction is. It starts at Extremely Vague (the road ahead is difficult) and proceeds to Vague (you are coming into trouble), Enlightening (old enemies will darken your path), Somewhat accurate (a former rival will seek vengeance), Reasonably accurate (a former classmate seeks to vindicate his belief in his own superiority over you) and Precise (Shao Yin will seek to disabuse his compatriots of the notion that you are the superior martial artist by publicly challenging you).

Accuracy can be changed. Also, the astrology is markedly less reliable when predicting things pertaining to a single person. In short, due to methods as well as limitations, predictions are never completely reliable; players and Storytellers should remember that well.

Advantage: The Art of Astrology

You are very knowledgeable in the ways of astrology.

●: Distribute (this Advantage’s Rating) extra successes for your Astrology rolls.  
●●: You can increase Accuracy by 1 by making a prediction for a group or large-scale event.  
●●●: Double the above bonuses.

The Sciences

The Sciences are much more formal disciplines, and are very important for mortal civilization. Unlike the highly subjective Arts, the Sciences produce easily repeatable results. They are the omnipresent cornerstones of mortal technological base. Unlike the Arts, they cannot be used without knowledge in the field, requiring to by the Advantage to represent it.

Alchemy

Roll: Occult  
Cost: 0m per attempt  
Time: Scenes or Actions

Alchemy produces compounds or substances that have (usually) short-term magical effects. Alchemists also combine and transform various ingredients for uses in pharmacy, metallurgy, and more. While it can be quite spectacular, they are not truly magical by the nature. Alchemy is subdivided into the two types: external alchemy is the usual process of careful preparation of alchemical substances. Internal alchemy involves ingesting various compounds and transforming them inside by the force of will.

Each attempt requires an exact Formula. Each Formula has a number of benefits it provides and Duration of its effects (starting with Action and proceeding along Paced steps). Permanently lasting effects are possible only for the inanimate matter, taking the appropriate Potency (see below). The sum of Potency of the benefits and the number of additional Paced steps (for increasing the Duration of the effect) is the formula’s Difficulty. If your Occult is lower, you suffer a -1 penalty for each missing dot.

An alchemy roll is an Extended action of (Occult – Difficulty), with Interval of a Scene for the external alchemy or an Action for the Internal alchemy; Length equals Difficulty. For the internal alchemy, a failure is treated as a failure on a Hazard roll with the Rating equal to Difficulty of the elixir. Ingredients of (Potency - 1) Resource cost are usually required. Alchemical bonuses do not stack with any other magic, and any charm of similar nature burns the elixir out if used simultaneously. Spirits are normally unaffected at all, and many beneficial potions fail to affect Exalts as their natural benefits override them.
The effects achievable at the appropriate levels of Potency are:

Minor formulas (●): a variety of reasonably simple solutions, such as herbal medicines, soaps or oils. In mechanical terms, it allows to reduce a penalty to a specific action by 1 point or provide a comparable very minor narrative benefit. Adding bonus dice is beyond this level of Potency.

Enhancement (●●): this level allows significantly enhancing the natural capabilities of a person or object, although it cannot raise them beyond mortal limits. Mechanically, it allows bestowing a Gift point or a similar bonus, but only of a non-magical nature, and it cannot raise Traits above the normal maximum.

Refinement (●●●): this level allows for a significant enhancement or even a minor magical effect, or for permanently and seamlessly combining mundane materials with the lasting effect. Mechanically, this gives either two mundane Gift points as above or a single Gift point that is not limited to the mundane effects and can suppress the natural limits. For example, Strength and Stamina could both be enhanced by +1, or an ability to see in the dark or crawl on the walls can be bestowed.

Purification (●●●●): this level makes possible the improvement in broad qualities. Mundane materials can be permanently made perfect, and living beings can be significantly changed. Mechanically, it can provide three points to be spent on any non-magical Gifts, allowing for Major narrative benefits; or can provide two Gift points of magical enhancements.

Imbuement (●●●●●): this is the pinnacle of alchemical knowledge. Permanently lasting transformation of one material to another is possible, as well as achieving potent effects such as halting the aging process (for as long as the elixir works, at least), or granting temporary free flight capabilities. Mechanically, it can provide three Gift points of magical enhancements, or a similar Major narrative benefit.

For the external alchemy, a laboratory of specialized equipment is required for all but the simplest of elixirs. For internal alchemy no laboratory is required, but failing a roll, especially critically, will, at the discretion of the Storyteller, mean poisoning, illness, or some entertainingly weird side effects.

Advantage: Alchemist
You are trained in Alchemy.

●: You have learned the basics of creating alchemical products and can now attempt to do so.
●●: You have achieved notable competence. You add +1 to all Alchemy rolls and create an additional free dose per each success on the roll after the first.
●●●: You have mastered the intricacies of Alchemy. The bonus to the roll is increased to +2, and you can make an elixir with a specific target in mind, increasing the attempt interval to Day. You need to have sufficient information to do so. If you do, you reduce the Difficulty to create the Elixir by 2.

Enchantment

Roll: Occult
Cost: 1m per attempt
Time: Days

Enchantment allows producing minor magical items, known as talismans, lesser wonders, and by many other such names. They are far less potent than true Artifacts, but are no less important. There are some limitations, such as incompatibility with charms, limited time, and the fact that most talismans will exhaust their magic after several decades. In addition, talismans are, without exception, single-purpose devices.

To create a talisman, you first need to choose its properties. See Potency and effects available at the corresponding dots below. If your Occult is lower, you suffer a -1 penalty for each missing dot. Difficulty equals Potency plus or minus the Duration modifiers. Default Durations are outlined in the Advantage. Increasing or decreasing the Duration adds to or subtracts from Difficulty the number of steps shifted.

An enchantment roll is an Extended action of (Occult – Difficulty). It has the Interval of a Day; Length equals Difficulty. Ingredients of (Potency - 1) Resources cost are usually required. The enchanter needs not craft the object himself, but is he does, the Difficulty is reduced by 1.

The enchantment effects are subtle. To discover whether a trinket is actually a working talisman, spend several minutes and roll Occult.
The effects and timings achievable at the appropriate levels of Potency are:

Special (Highest Potency): talismans can contain the prepared effects of the Arts, such as Warding; this requires the successful Art attempt, then a talisman Creation. Its Potency must be no lower than each of the contained Art's elements; the excess effects are lost.

Subtle (●): At this level, the enchantments mostly enhance an everyday item in a minor fashion, like self-cleaning surgical tools or a cup that stops the tea from getting cold. At most this allows ignoring a -1 penalty or some comparable minor benefit, and probably cannot be helpful in Conflicts directly.

Impactful (●●): Enchantments of this level can affect the world around the item, or noticeably improve the item itself. This allows negating a penalty of -1 in a broad set of circumstances, such as ignoring a point of a specific Defense or penalty on actions in Conflicts, for example, for the armor-piercing weapons; or allowing to treat a critical failure as a normal failure for a certain action once per story; or granting a +1 bonus to a dice pool once per scene.

Instrumental (●●●): Enchantments of this level allow making an unrelated or otherwise mundane item or a talisman into Equipment; or enhancing an object in a noticeable way, such as making a cup that changes color if poison is put inside, or a sword that can strike ghosts; or removing a penalty from Heavy Equipment or Heavy weapons and armor in Conflicts; or allowing to reroll a critical failure for a certain action type once per story; or adding +1 bonus to a dice pool once per scene, and for several minutes once per story.

Puissant (●●●●): This level allows negating a penalty of up to -2 from any source; or rerolling a critical failure for a certain action type once per scene; or adding up to +2 bonus to a dice pool once per scene, and for several minutes once per story; or adding some lasting enhancement to an item, like making a wooded sword strong as steel.

Perfect (●●●●): This level allows negating a penalty of up to -3; or adding up to +2 bonus to a dice pool once per scene, and for a scene once per story; or making an item indestructible as a true Artifact; or making a perfect (by mortal standards) Equipment that has its bonus increased by an additional +1 permanently.

**Advantage: Enchanter**

You are trained in Enchantment.

- ●: You have learned the basics of creating talismans and can now attempt to so. Base Duration is Month.
- ●●: You have achieved significant competence. Each (once per Interval) effect is now (twice per Interval). Base Duration is Year.
- ●●●: You have mastered the intricacies of enchantment. Each (per Interval) effect further increases to (thrice per Interval). Base Duration is Decades.

**Geomancy**

**Roll:** Lower of Occult and Awareness or Craft or Lore
**Cost:** 0m per attempt
**Time:** Varies

Geomancy detects and manipulates natural Essence flows. It studies how the Essence moves, which materials and formations impede its progress, and how to produce desired currents and patterns by shaping the surroundings. It is very precise discipline, and overlaps heavily with Lore and Craft.

Geomancy usually has some Scale to it. Different zones can exhibit different qualities. How the Size affects geomantic attempts is described below in more detail. Firstly, there is two parts that need to be understood: Aspect and Potency of the Essence flows.

Aspect refers to the texture of Essence. It describes what kind of Essence is there, and what it is inclined to do. Effects of geomancy are based on the Aspects of Essence present. It can be as broad or as detailed as needed; for example, a place might be aspected towards Fire, or more specifically, to the emotional aspect of passions in it, or even more specifically, to the emotion of anger amongst those.

Potency is how powerful the Essence flow is. It has the following steps usually: 0 is neutral, 1 is light affinity, 2 is heavy affinity, 3 to 5 are the actual Demesnes, rated one to three dots accordingly. The more Potency an Essence flow has, the more effort is required to affect it, and the larger it usually is. You need Occult and other Traits equal to the Potency of the effect, or suffer a -1 penalty for each dot missing when rolling.
Survey and Analysis of the existing conditions is mandatory to ascertain the current situation, before any alterations can be made. This requires a set of tools of Resources 2-3 cost, including various reactive materials, measurement tools and more. Surveying a Size 0 area takes Minutes; modify by Scale for larger areas. Roll (Occult). A success allows you to ascertain both Aspects and Potency of the local Essence. This obviously includes locating Places of Power, but also natural disturbances, geomantic influences, and suitability for Demesne engineering.

The resulting geomantic map, whether actual or mental, is the basis of all other work. From it, a geomancer can determine places that are good or bad for certain tasks or processes. For example, he might determine where to plant crops so that they grow healthy, where to build houses to keep diseases at bay, whether Essence is harmonious enough to build a place of gatherings on that hill, if that ominous-looking building actually attracts bad fortune, and so on.

Engineering is the process of actually altering the geomancy of the area. Despite working with Essence, it requires no magic – only a lot of work. It usually involves construction or reconstruction of the area or buildings. This is a three-part project. It requires two Design steps – Occult for the geomancy, Lore for the construction work (both a step shorter and half Length as normal), and then Craft for physical work stage as usual. Base Interval is Scene, base Length is 1.

This is modified by the highest of Scale (area Size) or Arduity (effect Potency); if Scale is compensated for the charms to be lower than Arduity, then the appropriate Arduity is still used instead of it. Complexity is used when the area is cluttered or difficult to work with. It is assumed that a geomantic engineering project includes the normal architectural, landscaping and rebuilding work required. Penalty is for Potency 3-5 as with Artifacts of the same dot.

The effects present at the appropriate levels of Potency are:

Neutral (0): this level indicates that no influence is more pronounced than others. It is somewhat rarer than it may seem; quite common is the presence of an affinity for something completely unrelated that went unnoticed before. Carefully maintained calm and sterile Essence is an affinity of its own. Neutral means that the forces are either in balance or weak enough that no actual effect is produced.

Affinity (1): the place has an alignment distinct enough to produce effects. Those effects are subtle to the point of appearing coincidental. Mechanically, this can either reduce or add a point of penalty or difficulty to a certain type of actions; for example, in a hospital under this level of effect, patient could remove one point of penalty before making any recovery rolls. Alternatively, it can influence luck: about (1 + Size) times per story, it can turn a critical failure to a normal one, or turn a failure into a success (or vice versa for negative alignments).

A project of geomancy can change the alignment, creating or soothing such effects easily enough, but they are still quite useful in the long term. Multiple alignments can exist in one place, but working with such is at -1 penalty for each extra Affinity. Effects of this Potency are plentiful and often occur naturally.

Heavy Affinity (2): effects of this level are much more pronounced, almost direct, and are easily mistaken for the work of spirits or some other magic. Such effects can be quite useful or very detrimental. For example, a «cursed» building where every merchant who uses it goes broke after a few months, or a hot spring that can wash out poisons from a body. Mechanically, this allows adding or removing a -2 penalty, or influencing luck similarly to the light Affinity, but as often as (1 + Size) per month.

Geomancers must put in a lot of work to achieve such effects, and it is more difficult. These effects are much less common: usually they require a serious cause to appear naturally, such as being situated on a closed shadowland, aftereffects of powerful sorceries, nearby Dragon Lines, and other Essence-heavy conditions.

Multiple Affinities can exist in one place, but working is at -3 penalty for each extra Heavy Affinity.
Demesne (3-5): the effects of such conglomerations of Essence are not just noticeable – they are blatant. Merely living in the vicinity inflicts mutations on the inhabitants at a rate of (Rating) Gift points per year, usually up to at least (Rating x 2) total. Some of them would be negative, usually including the addiction to the Demesne’s Essence, in extreme cases to the point of depending on it to live. This affects everything mortal in the vicinity – plants, animals, humans and landscape. In addition to increasing respiration rate by (Rating), each Demesne also has an outlet that is naturally imbued by the produced Essence, expressing the nature of the Demesne: a giant tree; a well of molten metal; an emotional state or other ongoing effect. It provides some benefit of around (Rating) Gift points. Damaging it can cause the Demesne to explode; roll (Rating x 5) dice for it.

All engineering projects concerning Demesnes (and, by extension, Manses) are very dangerous. Failures lead to mishaps and problems. Critical failures are truly catastrophic, often involving massive explosions, geomantic blights that devastate swathes of land, formation of shadowlands, and more. Demesnes always count as being at least (Potency) Size.

Creation of Demesnes is possible, but difficult. First, a suitable place of at least Size 3 must be found. It must have enough potential to shape a Demesne from, which can be discerned with survey and analysis is normal. It probably should have at least one Heavy Affinity of the suitable Scale per desired Rating dot, or a similarly powerful permanent Essence source. Then, a geomantic engineering project must be completed. Demesnes by default must be separated by at least (highest Scale) Range. They sometimes occur naturally because of high Essence saturation: shifting of the Dragon Lines can cause some new ones to appear; or a simultaneous expenditure of large amount of motes in one place (about 10% chance per 100m spent) may cause a Demesne to form after several months.

Changing Demesnes is easier than creating them. The Interval is one step shorter. This, however, applies only by the category; while changing the output or aspect is not very difficult, shifting a Terrestrial Demesne to a Celestial one or the other way around is the same as creating one from nothing. Quelling a Demesne to reduce its Rating or to destroy it without collateral damage is no less difficult then making one.

Manses stabilize and order the chaotic energies of Demesnes for numerous benefits. Capping a Demesne requires a geomantic engineering project. Manses must be at least Size 3, or 4 for the easily habitable ones. Manses cannot have higher Rating than the Demesnes they cap, but the other way around is possible. In that case, excess Essence usually produces some unpredictable output, and count as a Demesne of the remaining Rating, spilling out.

Advantage: Geomancer
You are trained in geomancy.

●: You have learned the basics of geomancy, and can attempt surveys, analyses and engineering projects to affect Affinities up to the Potency 2.
●●: You have learned how to work with powerful Essence flows. You can shape, change and cap Demesnes, and build, repair and correct Manses.
●●●: You have mastered the intricacies of geomancy. You reduce both Length and penalty for your geomantic projects by 1, to a minimum of 1.

Weather working
Roll: Occult - dots of the effect (see the Advantage)
Cost: 1m per attempt
Time: Days

Weather working allows predicting and changing weather patterns; it is somewhat slow, but powerful. It is also highly dangerous if used against the will of the weather spirits.

Advantage: Weather worker
You know how to interact with the Creation’s weather.

●: You can predict the weather a couple weeks in advance, determine if it is divinely ordained, and produce extremely minor effects.
●●: You can intensify, extend or lessen the existing weather a fair deal, bringing light rain on the sunny day, or calming a storm to merely very strong wind, for no more than several hours.
●●●: You can alter the weather greatly, like clearing the sky in a blizzard or intensifying a simple rain to a flooding deluge that can last for days.
Appendix 4: Necrotech

Necrotech is a field of science that utilizes the unique properties of the Essence of Death to create and sustain unnatural activity in once-living bodies. This allows building and animating constructs made of dead parts and inorganic replacements of dead parts (as long as they are close enough to substitute). The circumvention of normal laws of life and reality inherent in such animations provides multiple shortcuts that are unavailable for the conventional creation of life or automata, but carries with it unique drawbacks as well, like constant deterioration or being unholy abominations against light and nature.

Overview

From the rules standpoint, Necrotech allows to make creatures, as well as certain Artifacts, at a fraction of costs and efforts normally required. Necrotech uses Intelligence/Craft as a primary Trait that is rolled for the related charms. However, Designing the project uses Medicine instead of Lore. Necrotech constructs are graded by Coil instead of Rank; although equivalent in many cases, this distinction denotes certain existing differences.

Construction

One of the main benefits of the Necrotech is that its construction, unlike the creation of Artifacts or other beings, is mostly a mundane concern. By default, no esoteric Sources are required – just arranging flesh and bone and metal. A project consists of designing the creature (Medicine) and then building it (Craft). Approximate Resource cost of the materials is around (Coil - 1), modified by Size and varied at the Storyteller’s discretion. This can be reduced if the appropriate materials were acquired in-play.

First, the Coil and the Quality level of the creature must be decided on. Coil indicates the overall potency of the creature. It determines default Trait Ratings and the default allotment of Augmentation slots for the Base Frame (and the Gift points of each), as well as the maximum Size a construct can have. Quality determines sophistication of the design, increasing the number of Augmentation slots.

Designing Necrotech has Interval of (Minutes + Size as Scale) and Length of (Coil + Quality)/2, at -(Quality) penalty.

Building Necrotech has Interval of (Scene + Size as Scale) and Length of (Coil + Quality), at -(Quality) penalty.

Base Frame and Quality

Base Frame, as the name implies, is the base of the creature. It normally uses Attributes as Traits. Most Necrotech constructs are completely mindless; as such, their Charisma, Manipulation and Intelligence are normally at 0, and do not rise with the Coil. Good Traits are Strength, Stamina and Perception; Bad Traits are Dexterity, Wits, Charisma and Appearance (which is used mostly for intimidation). Base Frame is Essence 1, has no mote pool, and has a set of (0 -1 -3) Health levels per Coil. Size grants a -0 health per level.

<table>
<thead>
<tr>
<th>Necrotech Base Frame</th>
<th>Coil</th>
<th>Good Trait</th>
<th>Bad Trait</th>
<th>Slots</th>
<th>Max. Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>1</td>
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<td>2</td>
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<tr>
<td>5</td>
<td>6</td>
<td>3</td>
<td>6</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>N/A</td>
<td>?</td>
<td>?</td>
<td>?</td>
<td>?</td>
<td>?</td>
</tr>
</tbody>
</table>

Quality grants the construct an additional Augmentation slot for each level (Good, Elite, Master) above the norm.

Augmentations

Augmentations represent various enhancements. They are separate Gift packages, each with (1 + Coil) Gift points in it, that enhance the creature’s Base Frame. They work similarly to magitech sub-systems, but are folded into the general Necrotech rules, requiring no nodes. It is possible to make better, Artifact augmentations (as separate normal Artifacts). Some augmentations are presented for the Necrotech purposes only, to provide more authentic Necrotech experience. These Augmentations are not for the general use, and are balanced for the Necrotech only. See the Augmentation List section. Some augmentations may require special materials to implement, at the Storyteller’s discretion.
Without the means to bring the creature to unlife, the Necrotech construct is just a macabre statue. There are several ways that the creature can be animated.

Necromancy is the easiest and most convenient way, providing not just animation, but control as well. From the perspective of sorcery rules, a spell can animate a creature of the Coil equal to (Effect/2 - 1), no higher than (Circe x 2) Coil; the spell must also include enough Reaching to compensate for the Size of the target. Spells Walking War Machine (5sm), Spurring the Beast of War (10sm) and Incomparable Destruction Engine (18sm) can both animate and control creatures up to 2, 4 and any Coil, respectively. This counts as a permanent lasting change, and so the animation cannot be simply Counterspelled away.

Essence feed requires including a power system in the creature, taking one of the Augmentation slots. It then relies on external supplies of Essence to animate, although it is not very cost-effective. It takes (Coil/2 + Size) motes per scene/hour to power the creature this way. Some designs have Essence batteries, storing motes until exhausted; some rely on hearthstones – an Abyssal Hearthstone can power or recharge a creature indefinitely, producing (Rating) motes per scene/hour. This, however, provides no control over the creature, which must be achieved through some other means.

Possession requires having a nemiassary or other spirit with specialized charms, who can enter the construct and animate it this way. Note that any charms must take the Size of the creature into account; furthermore it requires the Attunement of (Coil + Size), or expending (Size)m/scene, in addition to the charm.

Spontaneous reanimation sometimes occurs when there is enough Death Essence present. Staying in an Abyssal Demesne for some time will almost certainly animate a creature up to (Rating x 2) coil until it leaves. Manses usually do not provide enough free Essence for a spontaneous reanimation, but a Manse can be designed specifically to animate creatures inside. Being in the Labyrinth also can lead to spontaneous animation. Naturally, spontaneous animation provides no means of control.

Other, rarer, options, like specialized Artifacts and even more esoteric means are also possible.

Necrotech constructs, by their very nature, constantly deteriorate. Partly, it’s the decay and erosion of the dead flesh, which can be slowed or negated easily enough with careful preservation; more importantly, the very paradox of unlife that allows their existence strains against the laws of reality, at odds with the living Essence of the world. Sooner or later, this strain will manifest as physical damage to the creature.

Deterioration is rolled as an attack (without Defenses) at regular Intervals (Day in Creation, Month in Shadowlands and Year in the Underworld), and after any strenuous activity such as a battle or a march. Roll one die and apply damage, if any, as normal.

Paced applied to slow the deterioration adds (X) Intervals before the roll, delaying it (as with Conflict timing, do not modify Intervals themselves). The roll is still made, even if the effect is continuously reapplied. Supernatural (2) is required to affect deterioration this way. Supernatural (3) reduces the roll for the Interval to a Chance die. Supernatural (4) also reduces rolls for the strenuous activity to a Chance die. Supernatural (5) charm used by an Abyssal (or, perhaps, a god of decay) could halt the deterioration completely for a time. Size must be accounted for with Reaching.

Necrotech constructs can be damaged as normal, but their undead nature affords them significant resilience. Even a «killed» construct can be reassembled and repaired. To simulate this, when damaging Necrotech constructs, use the Physical Consequences from the Conflicts. Incapacitated (1-4 excess damage) means the construct is disabled, but can be repaired as normal. Instant Death (5 or more excess damage) means that it is damaged beyond recovery. Crippled (3 excess damage) can disable specific Augmentations instead of inflicting a penalty (if it makes sense).

Repairing Necrotech has Interval of (Minutes + Size as Scale), at -(Quality) penalty, same as vehicles, and does not require any Essence (so even mortals can do it). Crippled Augmentations are repaired separately, with the Interval of (Scene + Size) and Length of (1 + Quality), at -(Quality) penalty. The materials should be provided as required. Having a group working on the construct can compensate for its Size, as normal; large necromantic war machines routinely have attached crews of dozens of support personnel.
**Augmentation List**

**Specialized Frame** (Special, 1 slot, one only):
- **Vehicle**: the construct is a vehicle or transport of some kind, and have enough space for crew and passengers as appropriate for its Size.
- **Graft**: the construct is an implant or a parasite. Augmentations (except special ones) can provide their Gifts to the bearer. The construct still has its own Health track and can be damaged separately.
- **Shell**: the construct is armor-like device, similar to power armor or a warstrider. However, it has its own health track, and the wearer can only be damaged when it is at -3 wound penalty. Augmentations (except special ones) can provide their Gifts to the wearer. It cannot move without the wearer, but can take Physical actions instead of him with its own Traits (usually Strength).

**Design** (Special, free, must choose one):
- **Terrifying**: +2 to all Intimidation attempts, -2 for other Social actions for the side it is on. The creature is obvious for what it is.
- **Clandestine**: requires Perception/Awareness or Medicine roll at -1 to recognize it for what it is, unless examined closely.
- **Ornate**: the creature is a work of art, and looks very impressive. No particular bonus, but can be used for Social stunts or Social Equipment if appropriate.

**Condition** (Special, free, must choose one):
- **Putrid**: -1 penalty to all actions for the living nearby due to horrible stench, but cannot use Stealth without at least two-point stunt – the smell gives it away. Spreads all kinds of diseases to mortals (ST’s discretion, but a lot).
- **Sanitized**: no effect, but almost no smell.
- **Embalmed**: carefully treated with fragrant alchemical elixirs. Animals no longer panic in the construct’s presence, but the Length of the Building stage increases by (1 + Size).

**Enhanced Trait** (Special, 1 slot, 2 slots for Bad Traits): choose one Trait. It is raised by (Coil/2). Can be taken once per Trait. Note that this increases the base Trait, so it is not a bonus and stacks with everything.

**Enhanced Resilience** (Special, 1 slot, max. Quality): the construct gains a number of additional health levels equal to the (higher of Coil/2 or Size/2). Taking the augmentation first time provides (-3) health levels, second time provides (-1) levels, third time – (-0)s.

**Careful Preservation** (Special, 1 slot, max. 1 + Quality): the time before Deterioration roll must be made is extended by (Coil/2) Intervals.

**Transcendent Revenant Vessel** (Special, 1 slot): designed for the use of nemiassaries, the construct increases Paced for the Nemissary’s Ride and other possession charms targeting it by one step.

**Integrated Artifact** (Special, 1 slot): the creature can use an Artifact that was attached at its construction. The Artifact must require no Attunement, and all Essence expenditures for must be provided separately (as well as the Artifact itself in the first place).

**Integrated Focus** (Special, (Circle) slots per Focus): some constructs serve as a central point for powerful necromantic Workings. Augments specifically created for that purpose count as Apt Foci.

**Independent** (Special, 1 slot, Graft or Shell only): the construct can detach and act independently of its master, and reattach as will.

**[Augmentation Name]** (1 slot): this Augmentation consists of (1 + Coil) Gift points. This is a template for any other non-special augmentations that can be created and implemented. Use the normal Gifts rules.

<table>
<thead>
<tr>
<th>Bonestrider</th>
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</thead>
<tbody>
<tr>
<td>Because I know you want to.</td>
</tr>
<tr>
<td>Size 2, Coil 3, Elite. Health: 0 0 0 0 0 0 -1 -1 -3 -3 -3</td>
</tr>
<tr>
<td>Augmentations (5/6 slots): Shell (1), Terrifying (0), Putrid (0), Enhanced Strength (1), Enhanced Stamina (1); Armor plating (1): Heavy armor, no Initiative penalty; Warstrider mobility (1): first additional movement free on a success (as a vehicle).</td>
</tr>
<tr>
<td>Strength: 6 + 2 (Size)</td>
</tr>
<tr>
<td>Stamina: 6 + 2 (Size), Soak 3 + 2 Size + 2 Armor = 7</td>
</tr>
<tr>
<td>Perception: 4</td>
</tr>
<tr>
<td>Dexterity, Wits, Charisma and Appearance: 2</td>
</tr>
<tr>
<td>Charisma, Manipulation, Intelligence: 0</td>
</tr>
</tbody>
</table>
Appendix 5: Shards and related concerns

The rules are broad and flexible enough to be used without significant changes for every shard. The focus of the system is on the characters, not on equipment or technological level. The existing rules should be applied as is in most cases: is a car really that different from a horse-drawn carriage when the speed is measured in abstract Ranges? Not really. And if an Exalt can parry a strike from a mountain-sized behemoth, he can parry a shot from a tank’s main gun.

Abilities

Don’t bother changing Abilities or adding additional ones. You can shoot guns with Archery, it’s close enough. You can drive personal vehicles with Ride, and anything larger with Sail; if it’s good enough for a warbird, it’s good enough for a fighter jet, and ships are ships, even if they are in space. Computers need nothing special: searching info on the Internet is Investigation, hacking is Larceny, repairs are Craft.

Weapons and armor

Weapons of the higher technological level do not get higher default stats. They have an advantage when dealing with the more primitive armor, however, and vice versa. In practice, this equates to the equivalent of the Supernatural (1) effect – the higher tech Ignores or Negates any bonuses from the lower tech. This never applies to Artifacts. The actual Supernatural (1) supersedes this effect in all cases, as anything Essence-enhanced still trumps any mortal artifice, however advanced it may be.

Advanced solid projectile and energy Weaponry still uses Archery and the normal rules. At the Storyteller’s discretion, all their Ranges can be increased by 1. Ammunition is generally not tracked.

Explosive weapons work by creating a Hazard instead of attacking normally (add Damage as a bonus to the roll). The Range of the Hazard depends on the Weapon, and is usually Touch or Short. Grenades and air-dropped bombs use Thrown, direct fire weapons – Archery.

Vehicles

Vehicles follow the normal rules, including the tech level adjustment above. The only real difference is the availability of flying or space vehicles of mortal construction. Use all the normal rules as they are. The maximum Hull for mortal vehicles should be 8 (for heavy tanks and such), which is the maximal mundane Trait Rating.

Other considerations

You may have already noticed that, in fact, QE has been balanced for Shards all along. Reaching scale includes the Shards-appropriate measurements; Infernal Affinities include information on the known whole Primordials; rules for Equipment are as setting-agnostic as possible. No significant alteration is required, and even the rules in this appendix are more of a suggestion: everything will work fine without them. Have fun!
Appendix 6: Designing charms (and examples)

Recommended presentation format

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Flowery Charm Name

Cost: [in motes]
Theme/Affinity: [for Martial Arts/Infernals only]
Ways: [Way minimums]
Type: [Optional, see below]
Prerequisites: [Optional, see below]

First paragraph that contains fluffy description, separated from the crunch.

Second paragraph that contains the actual mechanics, separated from the fluff.

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Cost of the charm should be listed in all possible variations for the ease of use.

Theme denotes to what Style Theme the charms belongs, determining (X). See Martial Arts and Designing Martial Arts Appendix for details.

Ways indicate the Ways used and the minimum (X) for each, when necessary.

Type is a recommended optional convenience, to better visualize and combine charms. There are three common types. Action-type indicates that the charm is a separate action, like a powerful attack maneuver. Extra Action-type charms indicate that Multiple Way was used, allowing the charm to be used as an extra action in addition to the normal one; this is similar to Action-type. Supplemental indicates a charm that enhances other actions (or does not require actions at all), and is not a separate action itself: it can thus be combined with the other charms seamlessly in most cases and can be usually applied without needing an action, at will.

Prerequisites are optional. Currently, the only charms that have to use them are ghost Arcanoi. I also recommend including Sidereal Martial Arts in the prerequisite-requiring group, they are OP anyway. Otherwise, it’s up to the Storyteller’s discretion whether to use prerequisite chains or not for other charms; I, personally, don’t bother.

Option: scaling and set charms

There are two methods you can use when writing charms. Either you can have a charm that change and grow with the user’s (X) – scaling charm; or a charm that uses a certain (X) and do not change – set charm. For example, Arrow-Storm Technique is scaling, allowing additional attacks as (X) increases. Conversely, Spirit-Cutting Attack is set at Supernatural 1, because it allows you to attack immaterial spirits and that’s that. Combine these approaches between charms, or even between Ways in the same charm, to create engaging charmsets.

Option: merging charms (or not)

By default, two or more Ways of the same Trait can be merged if no more than one of the charms is Action or Extra Action, thus reducing the total cost. For example, with an (X) of 4 in Occult, you can combine Ghost-Eating Technique and Spirit-Cutting Attack (Supernatural 3 and 1, Occult, Supplemental) without any prior consideration. You activate both, but pay only 1m instead of a total of 2m, because your (X) is large enough to contain the Way sum of both. You cannot merge Ways from different Traits together, or merge Ways of different non-Supplemental charms.

Charm descriptions

Always make descriptions for charms first; it affects interactions with stunts, Gifts and narrative Supernatural uses. Most things can be achieved in different ways crunch-wise – fluff and themes come first. Consider the visuals and the user’s style and personal theme, and how it affects the charm.

What not to do

Never make unique subsystems or currencies for charms. This goes against the design philosophy of QE. It is a system-based ruleset, not an exception-based one like the official rules are. You do not need to make charms by ear; discard the extraneous, useless complexity. Looking at you again, official rules. Charm is an action enhanced by one or more Ways. The core system can handle whatever you want to implement.
Charm granularity levels

Charm granularity levels should be big, distinctive and sufficient. Fuck 3e’s additive charm paradigm very much. If you have a charm, it should be a single charm that does what it says it does, not a tree of feeble tiny charms that upgrades little by little. Keep that in mind when writing new charms, and especially when converting charms from previous editions. For example, Mounting-Crossing Leap Technique is one scaling charm, not a tree of three charms with progressively increasing ranges. Motes are five times larger than in official rules. Charms should be larger too.

Charms in-universe

Charms are distinct actual techniques (even objects for Alchemicals), known by name (or several different ones). Fuck 3e’s charm non-existence paradigm very much. Why is this important? Firstly, it’s canon. Fuck 3e’s retcons, while we are at it. Secondly, if you read 3e’s charm descriptions, most of them are drop dead boring. You know why? Because all the dice tricks and success generators and other crap’s descriptions can be summarized simply as: you apply Attribute/Ability better or more efficiently. The rest of the description, whether how the beards shatter stone tablets, how the Exalt is blessed and prowessd, how he moves like the wind and commands like a divine general, are all fucking metaphors. Empty words, not actually reflecting the thing the charms do and completely interchangeable with one another. It is atrocious.

If you describe something with the charm, it must actually do it. If the charm says the Exalt moves like the wind, he does: whether dispersing in the actual wind, moving on it, moving so fast it produces it or whatever. If your charm is used to shoot an arrow that never misses, you can actually shoot a pirouetting fly out of the sky, unerringly, whenever you use it. If your charm describes fire burning through your veins and muscles, fiery Essence actually courses through them. If your charm describes a shockwave of devastation, using it should explode the surrounding scenery and innocent bystanders. Beyond mechanical effects, each and every charm must do things. The actions can be unrolled, the charms can be used just to show off – remember, rolls are not always necessary; but if your charm describes something, it must actually happen.

Limiting and weakening

The best is not always for the best. If your charm has a discrete effect that seems too weak, either leave it as is or make a new one. Do not try to fit more effects by endlessly subdividing Ways or something. Some charms are limited; it’s fine. You can always set the charm’s Ways instead of scaling it, and it’s perfectly acceptable. Some charms are created by low-Essence beings for low-Essence beings, and are not designed to contain more than one or two Ways or (X).

Mechanical tricks and options

You can cheat the Way restriction a bit by dividing a Way as a pair of (X/2)s, with each half benefitting from the rounding up on the odd numbers (0.5, 1.5, 2.5).

You can enhance a charm by including narrative Drawbacks and limitations, as with Gifts: for example, increasing one of the Ways by 1 by giving the charm a serious narrative disadvantage: can only be used underwater, for example. Do not overdo it: use it only when absolutely necessary to achieve the charm’s described function and effect within the rules.

You can allocate permanent Gift points in Gifts or Artifacts specifically to improve a Named Charm. Thus, each time you use that charm, it is enhanced as the allocated Gift points dictate. Don’t overdo it either.

You can make «permanent charms», like in the official editions, using Gift points. This follows all the normal Gift point rules, and is at the Storyteller’s discretion completely. When doing so, I recommend a limit of (Essence) Gift points per such «charm».

You can use Supernatural as a stand-in for the Gift-like and spell-like effects within rules, also if absolutely necessary: for example, a charm that creates a temporary being might use Supernatural instead of the Power of a summoning-type spell. Don’t forget Paced.

You can use Supernatural 3, without Paced, for a «scene-long benefit» equal to the Supernatural 1. Supernatural 5 to 3 should not work in the same way, because the effect improvement is not linear between them. Reserve Supernatural 5 for the most outrageous miracles and story effects, as it can overcome or cause what can affect several sessions to in a single charm.
Granularity of charm applications

Granularity here refers to the scope of the charm’s intended application, between «all actions and Defenses with the appropriate Trait» to «really specific and precisely worded circumstance». The choice of where to place your charms is up to the preference of the group. Remember, however, that charms are in-universe things, and as such, interact with stunts, descriptions, situations and the like. Charms can even be used in stunts with actions that they do not normally affect (this should be second-level stunts, to allow for mote replenishment on success, to alleviate the cost). For the more or less intended experience, keep in mind the following concepts:

- Improvised charms and Named charms of beings that can Improvise charms should be pretty narrow in application, because the cost and effort to acquire the charm is fairly minor for such beings.
- Conversely, Named charms that are paid for with actual experience points should be broader in scope.
- Martial Art charms should be pretty defined, but their limitations should come from the style of the Style. Higher-level Styles should have broader applications in charms than lower-level ones.

In addition, always remember that Ways are rules, while charms are in-universe. This means that charms that are completely identical Way-wise can have very different effect.

For example, we have Excellent Strike as a basic Overwhelming charm, down in examples. However, here are a number of completely different charms with the identical Way composition:

**Excellent Strike**

*Cost: 1m*

*Ways: Overwhelming*

*Type: Supplemental*

The Solar fills his Weapon with crackling Essence, making him swing hard and true.

Increase Melee by (X) for the supplemented attack.

*This charm describes excellent execution and technique*

**Fire and Stones Strike**

*Cost: 1m*

*Ways: Overwhelming*

*Type: Supplemental*

The character focuses her Essence into her Weapon and swings a terrible blow against the target.

Increase Melee by (X) for the supplemented attack.

*This charm describes raw power the potentially superhuman (if it raised Melee high enough) strength*

**Iron Whirlwind Attack**

*Cost: 1m*

*Ways: Overwhelming*

*Type: Supplemental*

The Exalt’s Essence leaves trailing streaks behind his lightning-fast strikes and thrusts.

Increase Melee by (X) for the supplemented attack.

*This charm describes speed and a vast quantity of strikes*

**Excellent Disarm**

*Cost: 1m*

*Ways: Overwhelming*

*Type: Supplemental*

The Solar fills his Weapon with crackling Essence that grasps at the opponent’s armament.

Increase Melee by (X) for a disarm attempt.

*This charm is for disarming, not even for an attack*

**Excellent Aim**

*Cost: 1m*

*Ways: Overwhelming*

*Type: Supplemental*

The Solar fills his Weapon with crackling Essence.

Increase Melee by (X) for an Aim Setup action.

*This charm is for a Setup action, not even Opposed*
Ways representation and visualization

While Ways themselves are a game abstraction, and do not exist in-setting, they nevertheless represent certain feelings and approaches to actions that utilize them, especially the Native Ways of various beings. Keep in mind the following when writing charms with them:

**Overwhelming** conveys superhuman prowess. Speed, grace, execution and raw power are among the things that it does. When a Solar raises Athletics to 10 with Overwhelming, he can pinch crumbs from steel as if from bread with his bare fingers. When a Dragon-Blooded with a slightly above-average Melee skill uses Overwhelming (to raise it from 3 to 5), he fights with a practiced mastery of the one who has trained for several decades.

**Triumphant** describes impossible flawless perfection, infallibility and inevitable success (thematically, you can still critically fail on all 1s or lose a Clash). To the people watching is seems like you find a perfect solution, obvious in hindsight but impossible to figure out beforehand. Those opposing your Triumphant actions are often left wondering afterwards how the hell what you did was even possible. If a Triumphant action fails, it is always assumed to be because the opposition was so strong that there was absolutely no way to succeed even with a perfect attempt, and not because of any flaws in the action or execution itself.

**Relentless** represents tenacity, refusal to give up, variability, multi-pronged tactics and supreme exertion. A Relentless attack is often described as a series of strikes. A Relentless senses roll may represent quickly gathering and comparing information from all senses at once. Relentless actions seem to find a way around, to outperform or to tear down their opposition via attrition. Relentless is never stopping to try until either a success is achieved, or all opportunities are exhausted.

**Auspicious** manifests as coincidence and luck (or lack thereof). It is the most subtle Way, and its effects are nigh invisible and undetectable. The opponent trips, or a falling leaf obscures his line of sight for a moment, or you run up the ladder a second before it breaks under your pursuers, or the knife you throw twists subtly in the air, or you guess your opponent's exact next words. It is never blatant enough to qualify as Vulgar, if you know what I mean. You should.

**Resurgent** indicates the reliability, practiced ease, things so simple that they should not fail and overcoming details with the whole. Resurgent actions seem to correct themselves when disrupted, or made in such way to render the disruption irrelevant. Opposing Resurgent actions is like marching in the river upstream. It is a steady opposition, a wide coverage, and a prudent preparation.

**Optimized** means calculated application of force, precise economy of action, peaking efficiency. Exemplar actions often apply extreme power in short bursts, the timed instances of execution. Opposing Exemplar actions seems like the opponent suddenly is much more effective and machine-like in his undaunted approach, especially when using Exemplar option.

**Subordinate** actions seem like they are not attempted, but were already completed successfully. The actions with them seem natural, not at all enhanced, and executed effortlessly. Opposing Subordinate actions feel like you must apply more effort than usual, to exert yourself just to keep up. Subordinate is the natural order of things; the assurance of the stability and reality and its victory over randomness and chaos.

**Supernatural** is the Way that exemplifies a being's charm themes like no other. It should always relate to those themes, because it is the most personal and customizable of the Ways.

In-charm Way subdivisions reminder

Pay attention to how levels of a Way are applied within a charm; a part can be set, another part can be scaling. Four Common Ways can have different applications: Reaching to reach the target and Reaching to throw it afterwards must be different, and both require Reaching separately. If several applied charms have the same Way, the total combined (X) must be within your (X) total of one charm/action.

Approved Charms Emporium

On the following pages are showcased examples (not the full list by any means) of play-ready charms. Use them as an inspiration to make your own.
There Is No Wind
Cost: 1m
Ways: Supernatural 3
Type: Supplemental

The Solar shoots with perfect supple grace, his Essence ensuring the shot's equally perfect flight path.

Supplemented attack Ignores (3) environmental factors, Hazards, obstacles such as shields, and penalties (except Defenses).

Arrow Storm Technique
Cost: 1m
Ways: Multiple
Type: Action

The Solar's motions become impossibly smooth and optimized for firing with a minimum effort.

Make an Archery attack, and up to (X) additional Archery attacks as Extra Actions.

Phantom Arrow Technique
Cost: 1m
Ways: Supernatural 3
Type: Supplemental

The Solars transcends the need of ammunition, creating a glittering arrow with each draw of a bow.

For a scene, you have unlimited ammunition for a personal Archery Weapon.

Bolt of Fiery Devastation Technique
Cost: 3m
Ways: Overwhelming, Paced, Supernatural 1 + 1 or 3
Type: Action

The Solar looses a bolt of fiery Essence from his bow.

Make an Archery attack, increasing it by (X), ignoring (1, or 3 at (X) = 3) Soak and Ignoring (1) Evasion. If you deal any damage, increase the target's next natural healing Interval by (X) steps.

Thunderclap Rush Attack
Cost: 1m
Ways: Overwhelming
Type: Supplemental

The Solar pours Essence into quickening his motions and rushes aggressively towards the enemy.

For a single Brawl attack, treat your Initiative as being double its current value.

Hammer on Iron Technique
Cost: 2m
Ways: Overwhelming, Supernatural 3 or 5
Type: Action

The Solar suffuses his body with Essence, pounding his opponent with the relentless rain of blows.

Make a Brawl attack, increasing it by (X). The target is at -2 penalty to his Evasion or Clash (or -3 at (X) = 5).

Heaven Thunder Hammer
Cost: 2m
Ways: Reaching, Supernatural 1 + 1
Type: Action

The Solar fully gathers and concentrates his Essence around his fists as he delivers a devastating strike.

Make a Brawl attack. If successful, the target is thrown up to (X - Size of the target) Ranges, and suffers fall damage Hazard as normal (Rating (sum of Ranges)/Instant).

Adamantine Fists of Battle
Cost: 2m
Ways: Paced 5+, Supernatural 5
Type: Supplemental

Essence infuses the character's hands with great sturdiness and lasting power.

For (X) turns, add +3 to Damage of bare-handed and fist-weapons Brawl attacks.
**Excellent Strike**
**Cost:** 1m  
**Ways:** Overwhelming  
**Type:** Supplemental

The Exalted fills his Weapon with crackling Essence, making her swing hard and true.

Increase Melee by (X) for the supplemented attack.

**One Weapon, Two Blows**
**Cost:** 1m  
**Ways:** Multiple  
**Type:** Extra Action

The Solar’s Weapon is as swift as the first ray of dawn.

Make an Opposed Melee Setup roll against up to (X/2) targets, then immediately make Melee attacks against the same targets, expending that Setup bonuses.

**Command the Blade**
**Cost:** 1m  
**Ways:** Reaching  
**Type:** Supplemental

The Solar simply gestures, and his blade leaps to obey.

You can freely direct your Melee Weapon to move to and/or return from (X/2) Range for an action, including directing it to make an attack or a precise maneuver.

**Fivefold Bulwark Stance**
**Cost:** 3m  
**Ways:** Multiple 1, Paced, Supernatural 1  
**Type:** Extra Action

The Solar’s blade trails glowing Essence arks, outlying his ideal protective moves and defenses.

Roll Melee to create an Obstacle Hazard; it lasts for (X) turns. Anyone who wants to make attacks with a physical component against you must resist that Hazard (roll the Trait of their attack, separate roll, does not require actions) to be able to attack you for a turn.

**Joint-Wounding Attack**
**Cost:** 1m  
**Ways:** Multiple 1  
**Type:** Supplemental

The Solar’s precision serves to strike at the target’s weak points, crippling and stunning.

Damage inflicted by the supplemented Thrown attack also counts as a result of a Setup roll to hinder the target (declare the specific Setup with this charm).

**Ricochet Weapon Technique**
**Cost:** 1m  
**Ways:** Supernatural 1 + 1 + 1  
**Type:** Supplemental

The Solar bounces his Weapon from an object or several to deliver his strike from an unexpected angle.

The supplemented Thrown attack avoids shields and cover, and can be made without direct line of sight.

**Cascade of Cutting Terror**
**Cost:** 1m  
**Ways:** Supernatural 3 or 5  
**Type:** Supplemental

The Solar hurls dozens of Essence-wrought duplicates of his Weapon, saturating the area around the target.

Supplemented Thrown attack or action Ignores (3; or 5 at (X) = 5) Evasion. Duplicates last for a second.

**Maelstrom of Celestial Dominance**
**Cost:** 6m  
**Ways:** Overw., Multiple 6, Reaching 5, Sup. 3 + 3  
**Type:** Action

The Solar’s hurls his Weapon to unfold into a vortex of annihilation made of ten thousand glittering blades.

Make up to 7 Thrown attacks, increasing it by (X), up to the Horizon, negating the Size bonus groups by (7 - (targets)), Ignoring (3) Soak and Ignoring (3) Evasion.
<table>
<thead>
<tr>
<th></th>
<th></th>
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</thead>
<tbody>
<tr>
<td><strong>Commanding the Ideal Celestial Army</strong></td>
<td><strong>Integrity-Protecting Prana</strong></td>
</tr>
<tr>
<td>Cost: 1m</td>
<td>Cost: 2m</td>
</tr>
<tr>
<td>Ways: Reaching 3+</td>
<td>Ways: Paced 3, Supernatural 3</td>
</tr>
<tr>
<td>Type: Supplemental</td>
<td>Type: Supplement</td>
</tr>
<tr>
<td>The Lawgiver's forces know his will.</td>
<td>None may define the Solar but the Solar himself.</td>
</tr>
<tr>
<td>You instantaneously convey a message, including a Leading action or War Setup roll, to a military unit under your command in (X) Range.</td>
<td>For a day, you are unaffected by any Hazards or actions that would directly change your mind, body or soul, such as Wyld mutation, Raksha Feeding, Shaping actions and similar sorcery or charms effects.</td>
</tr>
<tr>
<td><strong>Heroism-Encouraging Presence</strong></td>
<td><strong>Unhesitating Dedication</strong></td>
</tr>
<tr>
<td>Cost: 3m</td>
<td>Cost: 3m</td>
</tr>
<tr>
<td>Ways: Paced, Multiple, Supernatural 3</td>
<td>Ways: Triumphant, Multiple 1, Supernatural 1 + 1 + 1</td>
</tr>
<tr>
<td>Type: Supplemental</td>
<td>Type: Extra Action</td>
</tr>
<tr>
<td>With a speech or a glance, the Solar inspires his warriors with the confidence of the Unconquered Sun.</td>
<td>The Solar dedicates himself fully to an idea.</td>
</tr>
<tr>
<td>For (X) turns, or until you leave, a group of up to (X) Size that you command or Lead has Perfect Morale.</td>
<td>Interrupt all other action resolutions. Immediately roll Integrity as a Social action against yourself, converting up to (X) failed dice, excepting those showing 1s, to successes, to Instill an Intimacy of your choice.</td>
</tr>
<tr>
<td><strong>Tiger-Warrior Training Technique</strong></td>
<td><strong>Substantiation of Faith</strong></td>
</tr>
<tr>
<td>Cost: 3m</td>
<td>Cost: 3m</td>
</tr>
<tr>
<td>Ways: Multiple, Paced, Supernatural</td>
<td>Ways: Paced, Reaching, Supernatural 3</td>
</tr>
<tr>
<td>Type: Action</td>
<td>Type: Supplement</td>
</tr>
<tr>
<td>Under the banner of a Solar, anyone can become a deadly warrior.</td>
<td>Reality itself strives to adhere to the Solar’s true belief.</td>
</tr>
<tr>
<td>Roll War as a project, training a group of soldiers of up to (X/2) Size and of Rank 1. Interval is Day, Length (1 + Size/2). Completing the training raises the Quality of soldiers in the group to the next level, up to Master.</td>
<td>Choose one of your Intimacies, which must be expressed as a belief or a principle. For (X) turns, all actions to actualize it in (X) Range are at +2 bonus.</td>
</tr>
<tr>
<td><strong>General of the All-Seeing Sun</strong></td>
<td><strong>Transcendent Hero’s Meditation</strong></td>
</tr>
<tr>
<td>Cost: 3m</td>
<td>Cost: 3m</td>
</tr>
<tr>
<td>Ways: Paced, Reaching 3+, Supernatural 3</td>
<td>Ways: Multiple, Paced, Supernatural 5</td>
</tr>
<tr>
<td>Type: Supplemental</td>
<td>Type: Action</td>
</tr>
<tr>
<td>A Solar general knows his army as if it was himself.</td>
<td>The Solar's will overcomes all delusions.</td>
</tr>
<tr>
<td>You know the strategic position and current status of every unit under your command in (X) Range, as instinctual knowledge, for (X) turns (on the war scale).</td>
<td>The duration of up to (X) Supernatural Mental and Social charms or spells currently affecting you is reduced by (X) Interval steps (or turns in Conflicts).</td>
</tr>
</tbody>
</table>
Charms – Solar – Zenith – Performance

Respect-Commanding Attitude
Cost: 1m or 2m
Ways: Multiple, Paced
Type: Supplemental

Others listen attentively when Lawgivers speak.

For some Social action (or for (X) turns for +1m), compensate for up to (X) Size of targeted group.

Heart-Compelling Method
Cost: 2m
Ways: Overwhelming, Supernatural 3+
Type: Action

Those listening to the Solar cannot help but be moved.

Make an Inspire action with Performance, increasing it by (X) and Ignoring (3, or 5 at (X) = 5) Resolve.

Husband-Seducing Demon Dance
Cost: 2m
Ways: Triumphant, Supernatural 3+
Type: Action

To answer the call of the Solar, people willingly give up their homes and families.

Make a Performance Instill action, converting up to (X) failed dice, excepting those showing 1s, to successes, and Ignoring (3, or 5 at (X) = 5) opposing Intimacies. It creates an Intimacy of love towards you.

Memory-Reweaving Discipline
Cost: 1m
Ways: Supernatural 5
Type: Action

The Solar weaves a narrative so compelling that those who hear it accept it over the truth.

Make a Performance Persuasion action, treating any contradicting evidence as opposing Intimacies or the appropriate Rating. If successful, the target accepts and remembers only your version of reality.

Charms – Solar – Zenith – Presence

Hypnotic Tongue Technique
Cost: 2m
Ways: Paced, Supernatural 1 + 3
Type: Supplemental

The Solar’s words shape the entire thought processes.

Supplement a Presence or Socialize Social action. Its effect occurs up to a (X) time later; either when a specified period elapses, or a specified event happens.

Underling-Promoting Touch
Cost: 2m
Ways: Overwhelming, Paced 3+
Type: Action

The Solar blesses another to speak with his voice.

Roll Presence, increasing it by (X), as a Setup. It lasts for (X) time, and applies to all of the target’s Social actions when he represents you.

Majestic Radiant Presence
Cost: 3m
Ways: Multiple, Paced, Supernatural 1 + 1
Type: Extra Action

The Solar burns with the incandescent radiance of the Unconquered Sun.

Roll Presence to create an Obstacle Social Hazard; it lasts for (X) turns. Anyone trying to oppose you must resist that Hazard, or be unable to do so.

Terrifying Apparition of Glory
Cost: 3m
Ways: Triumphant, Paced, Supernatural 3+
Type: Supplemental

The Solar blazes with unspeakable power and terror.

For (X) turns, convert up to (X) failed dice, excepting those showing 1s, to successes, and Ignore (3, or 5 at (X) = 5) Resolve for all Presence rolls to intimidate or command people in an authority-based manner.
Charms – Solar – Zenith – Resistance

**Spirit Strengthens the Skin**
*Cost:* 2m
*Ways:* Overwhelming, Paced
*Type:* Supplemental

The Solar’s Essence strengthens his skin and muscles.

For (X) turns, double natural Soak, and/or increase Resistance by (X) for Defensive Clashes.

---

**Adamant Skin Technique**
*Cost:* 2m
*Ways:* Triumphant, Supernatural 3 + 1
*Type:* Supplemental

The Solar hardens his skin into impenetrability.

Negate (3) any effects that would Ignore your Soak, and/or Double natural Soak, and/or convert up to (X) failed dice, excepting those showing 1s, to successes, in a Defensive Clash with Resistance. At (X) = 4, also add an extra +1 bonus Soak.

---

**Hardship-Surviving Mendicant Spirit**
*Cost:* 2m
*Ways:* Paced 3, Supernatural 3
*Type:* Supplemental

Wilderness dares not subdue the Chosen of the Sun.

For a Day, you are unaffected by any natural weather, biting insects, lack of appropriate clothing and any similar problem that an equipped mortal can survive.

---

**Immunify with Animals Approach**
*Cost:* 2m
*Ways:* Paced, Supernatural 1 + 1 + 1
*Type:* Supplemental

Even the wild beasts recognize the Solar’s Mandate.

You can communicate with animals, and make Social actions using Survival targeting them, for (X) turns. Wild animals would not attack you or flee without provocation.

---

**Traceless Passage**
*Cost:* 2m
*Ways:* Multiple, Supernatural 1 + 3
*Type:* Action

Solar and those he leads vanish into the wilderness.

Roll Survival instead of Stealth to hide when Leading a group of up to (X) Size through the wilderness. You and the group leave no physical tracks or evidence (3).

---

**God-King’s Guiding Benevolence**
*Cost:* 3m or 7m
*Ways:* Paced 3-5, Rch. 3+ (or 6), Spn. 1 (+ 5), Mlt. 6
*Type:* Action

The Solar ignites his anima in a sky-high pillar of light.

Roll Survival as a Setup for those navigating to you in the Horizon Range. At (X) = 6, for 7m, it extends to Region, and natural Hazards (storms, lava flows, etc) part before those coming to you. Lasts up to (X) time.
Charms – Solar – Twilight – Craft

Craftsman Needs No Tools
Cost: 1m
Ways: Supernatural 1 + 1
Type: Supplemental

The Solar works directly with the chosen material, shaping it with his hands and voice.

The Solar counts as having good tools (Equipment bonus +1) for a Craft project Interval.

Wonder-Forging Genius
Cost: 1m
Ways: Paced
Type: Supplemental

The Solar works with wondrous speed and efficiency.

Shorten the Interval of a Craft project you are working on by (X) steps.

World-as-Workshop Method
Cost: 2m
Ways: Paced, Supernatural 3
Type: Supplemental

All things in the world are but materials for a Solar.

You can craft something fully functional from wildly inappropriate materials, like a bridge from thin grass or a ship from paper; or something from pure Essence at (X) = 5. After (X) time from the charm’s activation, the materials return to their normal state and qualities.

Ziggurat-Manifesting Method
Cost: 6m
Ways: Multiple 5, Paced 3 + 3, Reach. 5, Supern. 5 + 1
Type: Action

The Solar’s mastery is that of the all-powerful creator.

You instantly conjure any non-Artifact building you imagine, up to Size 4, from pure Essence; a temple, a bridge, a fortress, etc. It exists for one full day.

Charms – Solar – Twilight – Investigation

Evidence-Discerning Method
Cost: 1m
Ways: Supernatural 3
Type: Action

The Solar can know a person’s heart from his habits.

Roll Investigation as a Read Character action, using personal articles or traces left by the target.

Judge’s Ear Technique
Cost: 1m
Ways: Triumphant
Type: Action

The Solar invariably detects falsehood.

Roll Investigation as Read Character to detect if the target believes his own words, converting up to (X) failed dice, excepting those showing 1s, to successes.

Unknown Wisdom Epiphany
Cost: 2m
Ways: Paced, Supernatural 5
Type: Action

Supreme logic and skill allows the Solar to experience the past as if he was there.

Roll Investigation as a Scene-long action. A success allows seeing past events, and hearing spoken words. Unknown participants remain indistinct figures.

Mental Manse Meditation
Cost: 3m
Ways: Multiple, Paced, Supernatural 5
Type: Supplemental

The Solar dives into his memories to find more details.

You meditate on scenes and people you investigated. You can check the details of scenes you seen as if you were still there and talk to people as if they were still present (even engage in Social Conflict; originals remain unaware), making up to (X) actions this way.
Charms – Solar – Twilight – Lore

**Chaos-Repelling Pattern**
*Cost:* 2m  
*Ways:* Reaching 1 + 1+, Supernatural 3  
*Type:* Supplemental

The Solar’s knowledge of reality wards away chaos.

For a scene, reality in Short Range around you, or a Size (X-1) vehicle/building you are in, exists and functions according to the laws of Creation.

**Harmonious Academic Methodology**
*Cost:* 2m  
*Ways:* Multiple, Paced  
*Type:* Supplemental

The Solar brings enlightenment effortlessly.

Reduce the training time by (X) steps when teaching, for up to a total of (X) targets and/or group Size.

**Legend-Drawing Invocation**
*Cost:* 2m (3m)  
*Ways:* Paced, (Reaching for Size), Supernatural 3 + 1  
*Type:* Action

The Solar reminds a wonder of its legend and purpose.

Roll Lore. If successful, a broken or damaged Artifact is restored to full working order for (X) turns.

**Wyld-Shaping Technique**
*Cost:* 5m  
*Ways:* Ovw. 5, Paced, Reaching, Multiple, Supernat. 5  
*Type:* Supplemental

Primordial chaos flows to match the Solar’s desires.

This charm allows one Interval of a project to acquire a possession-related Advantage (reactivate to proceed). Interval is Scene, Length (1 + Rating), -(Rating) penalty, roll (Essence) unmodified by Ways. Mind the sequences: land before city before people; Sources before Artifacts; etc. Use Resources Advantage to represent lands and objects. Expect retaliation.

Charms – Solar – Twilight – Medicine

**Contagion-Curing Touch**
*Cost:* 2m  
*Ways:* Triumphant, Paced 3+  
*Type:* Action

The Solar’s skill easily banishes any ailments.

For a day, Medicine Leading actions to cure a disease in the target convert up to (X) failed dice, excepting those showing 1s, to successes. At (X) 4+, also reduce the Interval of the disease by (X–3) steps.

**Anointment of Miraculous Health**
*Cost:* 1m  
*Ways:* Paced 3+ (2+ + 2)  
*Type:* Action

The Essence of the Solar fills others with life.

Roll Medicine as a Leading action to heal the target. The healing is suspended until the target takes damage or (X/2) time passes, and then is applied to the target immediately.

**Instant Treatment Methodology**
*Cost:* 1m  
*Ways:* Paced 2+  
*Type:* Supplemental

When urgent treatments are needed, the Solar delivers.

Supplemented Medicine action is performed (X) steps faster. This does not affect recovery, only your work.

**Wholeness-Restoring Meditation**
*Cost:* 1m  
*Ways:* Supernatural 5  
*Type:* Action

The Solar’s healing Essence can restore even severed limbs and missing eyes.

Roll Medicine as an action. If successful, the target will naturally heal a Crippling Physical Consequence of your choice as if it was three health levels of damage.
Charms – Solar – Twilight – Occult

**Spirit-Detecting Glance**
Cost: 1m  
Ways: Supernatural 1 or 3  
Type: Supplemental

Spirits cannot hide from the Lawgiver’s sight.

For a turn, or for a scene at \((X) = 3\), you can perceive dematerialized beings.

**Ghost-Eating Technique**
Cost: 1m  
Ways: Supernatural 3  
Type: Supplemental

The Solar’s attack rends the Essence of spirit asunder.

If the supplemented attack kills the spirit, it cannot reconstitute, and is permanently destroyed.

**All-Encompassing Sorcerer’s Sight**
Cost: 2m  
Ways: Paced 2, Supernatural 3  
Type: Supplemental

The Solar perceives the patterns and flows of Essence at work in the world.

You can actually see Essence, including spirits and brilliant lattices of charms and sorcery at work. You can roll Occult to discern their effects and source. The charm lasts for a scene, or for \((X)\) turns in Conflicts.

**Increasing Strength Exercise**
Cost: 1m  
Ways: Overwhelming  
Type: Supplemental

The Solar’s Essence greatly enhances his might.

Increasing Athletics by \((X)\) for a feat of strength.

**Graceful Crane Stance**
Cost: 1m  
Ways: Supernatural 3  
Type: Supplemental

The Solar is as graceful as the sunlight on water.

For a scene, you can keep your footing on any surface at least as strong and wide as a human hair.

**Thunderbolt Attack Prana**
Cost: 2m  
Ways: Multiple, Supernatural 1 + (1 or 3)  
Type: Extra action

The Solar leaps high into the air in a brilliant Essence-laden arc, turning his speed and inertia into force.

Make a Setup roll with Athletics immediately before making a Touch Range Melee or Brawl attack. That attack benefits from the Setup bonus from this charm; in addition, the attack is performed as if you had +1 Size (or +2 Size at \((X) = 4\)).

---

Charms – Solar – Night – Athletics

**Mountain-Crossing Leap Technique**
Cost: 1m  
Ways: Reaching  
Type: Action

The Solar can almost fly when supported by Essence.

Make a leap as an Athletics movement action. You move an additional \((X/2)\) Range with it (or less if you wish), landing safely regardless of the distance leapt (unless there are dangers unrelated to the distance or height, of course).
Charms – Solar – Night – Awareness

**Surprise Anticipation Method**

*Cost:* 2m  
*Ways:* Triumphant, Supernatural 1 + 3  
*Type:* Supplemental

The Solar develops a preternatural sense of danger. This charm can be activated unconsciously. Convert up to (X) failed dice, excepting those showing 1s, to successes, and Negate (3) any effect that would ignore your Notice on an Awareness roll to detect danger.

---

**Keen Senses Discipline**

*Cost:* 2m  
*Ways:* Overwhelming, Paced  
*Type:* Supplemental

The Solar manifests his supreme sensory powers. Increase Awareness for senses by (X) for (X) turns.

---

**Daystar's Watchful Gaze**

*Cost:* 2m  
*Ways:* Paced 3, Reaching (+1 -1)  
*Type:* Supplemental

All under the sun is for the Lawgiver’s to oversee. Activate when leaving a location. As long as you are in (X + 1) Range and there is sunlight present in that location, you can observe it as if you were there until the sunlight at that location disappears or the sun sets.

---

**Eye of the Unconquered Sun**

*Cost:* 4m  
*Ways:* Ovw., Triumphant, Paced, Supernatural 5  
*Type:* Supplemental

The Lawgivers see through all deceptions. For (X) turns, Negate (5) any concealment and/or deception that would ignore your Notice. Increase Awareness by (X) and convert up to (X) failed dice, excepting those showing 1s, to successes, when rolling against any such attempts.

Charms – Solar – Night – Dodge

**Shadow Over Water**

*Cost:* 1m  
*Ways:* Supernatural 3  
*Type:* Supplemental

The Solar moves with perfect, fluid speed. Ignore all penalties and negative Setup when applying Evasion or Clashing defensively with Dodge.

---

**Seven Shadow Evasion**

*Cost:* 2m  
*Ways:* Reaching, Supernatural 3  
*Type:* Supplemental

The Solar is too quick to be touched at all. Negate (3) any effect that would ignore your Evasion. You can also use Evasion or Dodge normally to Evade area attacks of up to (X) Size.

---

**Aegis of Altruistic Interposition**

*Cost:* 2m  
*Ways:* Reaching, Multiple  
*Type:* Action

The Solar dissolves in a swarm of flitting silhouettes, obfuscating his allies and intercepting attacks. This charm is an Evasion-based Defend Other that affects either up to (X + 1) targets, or a group of the same Size, in (X/2) Range.

---

**Flow Like Blood**

*Cost:* 2m  
*Ways:* Overwhelming, Paced  
*Type:* Supplemental

The Solar permeates his being with such impossible grace that he seems to become partly insubstantial. For (X) turns, increase Dodge by (X) and/or double Evasion.
**Flawlessly Impenetrable Disguise**  
*Charms – Solar – Night – Larceny*  
**Cost:** 2m  
**Ways:** Paced 3, Supernatural 3 or 5  
**Type:** Action  

The Solar can masterfully change his appearance, voice, and even scent.  

Make a Larceny Setup roll for yourself. For a day, you add its bonus to Guile when using it, negating (3, or 5 at \(X = 5\)) any effects that would ignore your Guile.

---

**Easily Overlooked Presence Method**  
*Charms – Solar – Night – Stealth*  
**Cost:** 1m  
**Ways:** Supernatural 3  
**Type:** Supplemental  

The Solar behaves in a way that makes him fit in.  

For a scene, as long as you do nothing to stand out, those who do not actively look for you will simply discount you as a part of the scenery.

---

**Stealing From Plain Sight**  
*Charms – Solar – Night – Larceny*  
**Cost:** 1m  
**Ways:** Paced  
**Type:** Action  

The Solar can steal without getting caught in the act.  

Make a Larceny roll to steal an object. Its absence is only noticed after \(X\) turns, unless the attention is somehow specifically drawn to the fact before that.

---

**Mental Invisibility Technique**  
*Charms – Solar – Night – Stealth*  
**Cost:** 2m  
**Ways:** Paced, Supernatural 1 + 3  
**Type:** Supplemental  

The Solar bend the minds of those seeing him.  

For \((X)\) turns, Stealth rolls to hide are treated as Persuasion Social Influence, and Ignore (3) Resolve. If successful, the targets cannot perceive you until you yourself directly prove you are there.

---

**Inevitable Escape Method**  
*Charms – Solar – Night – Larceny*  
**Cost:** 3m  
**Ways:** Multiple, Reaching, Supernatural 3  
**Type:** Extra Action  

The Solar’s escape plan accounts for every eventuality.  

Make up to \((X)\) separate Larceny Extra Actions, each using a different possible avenue of escape in up to \((X)\) Range, Opposed if necessary. As long as at least one is successful, you leave the scene.

---

**Stepping Between Heartbeats**  
*Charms – Solar – Night – Stealth*  
**Cost:** 1m  
**Ways:** Reaching 3+  
**Type:** Supplemental  

The Solar appears or vanishes in a blink of an eye.  

With a successful Stealth movement, you seem to suddenly disappear and reappear, traversing up to your normal distance for a turn without anyone noticing you in-between or the direction you go.

---

**Door-Evading Technique**  
*Charms – Solar – Night – Larceny*  
**Cost:** 1m  
**Ways:** Supernatural 3  
**Type:** Supplemental  

Having a door at all is a critical weakness that the Solar can exploit.  

You move through any locked door, barred gate, dropped portcullis, etc., bypassing locks and barriers.

---

**Horizon Hides the Sun**  
*Charms – Solar – Night – Stealth*  
**Cost:** 2m  
**Ways:** Paced, Supernatural 5  
**Type:** Supplemental  

The Solar’s very soul accounts for his will for secrecy.  

For \((X)\) turns, your Anima does not impede Stealth or hiding unless it is at the Iconic level. This does not reduce its brightness: you just hide it improbably well.
<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td><strong>Bureau-Rectifying Method</strong></td>
<td><strong>Self-Delivering Letter Technique</strong></td>
</tr>
<tr>
<td><strong>Cost:</strong> 1m</td>
<td><strong>Cost:</strong> 2m</td>
</tr>
<tr>
<td><strong>Ways:</strong> Triumphant</td>
<td><strong>Ways:</strong> Multiple, Paced</td>
</tr>
<tr>
<td><strong>Type:</strong> Action</td>
<td><strong>Type:</strong> Supplemental</td>
</tr>
<tr>
<td>Corruption or inefficiency is easily solved by a Solar.</td>
<td>The Solar’s written missive facilitates its own purpose.</td>
</tr>
<tr>
<td>Lead a Dominion action to Purge a negative Government Feature, converting up to (X) failed dice, excepting those showing 1s, to successes.</td>
<td>For (X) time, the supplemented text compels anyone who tries to read it to stop and deliver it to the addressee, using the same dice pool as the text itself.</td>
</tr>
<tr>
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<tr>
<td><strong>Thundering Objection Technique</strong></td>
<td><strong>Parlay Facilitation Practice</strong></td>
</tr>
<tr>
<td><strong>Cost:</strong> 2m</td>
<td><strong>Cost:</strong> 2m</td>
</tr>
<tr>
<td><strong>Ways:</strong> Overwhelming, Multiple 1</td>
<td><strong>Ways:</strong> Multiple 2+, Paced 2</td>
</tr>
<tr>
<td><strong>Type:</strong> Extra Action</td>
<td><strong>Type:</strong> Supplemental</td>
</tr>
<tr>
<td>The opponent’s argument is thoroughly demolished.</td>
<td>The Solar soars over all language barriers.</td>
</tr>
<tr>
<td>Clash a Social action pertaining to law, government, economics, related procedures or similar spheres, with Bureaucracy, increasing it by (X).</td>
<td>For a scene, you provide simultaneous translation for any known languages, allowing to support a complete conversation between yourself and up to (X) others.</td>
</tr>
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<td></td>
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<tr>
<td><strong>Red Tape Kraken</strong></td>
<td><strong>Sagacious Reading of Intent</strong></td>
</tr>
<tr>
<td><strong>Cost:</strong> 2m (+1m at (X) = 6 to affect a Magn. 2 Dominion)</td>
<td><strong>Cost:</strong> 2m</td>
</tr>
<tr>
<td><strong>Ways:</strong> Multiple, Paced</td>
<td><strong>Ways:</strong> Triumphant, Supernatural 3</td>
</tr>
<tr>
<td><strong>Type:</strong> Action</td>
<td><strong>Type:</strong> Action</td>
</tr>
<tr>
<td>The Exalt forces an organization to grind to a halt.</td>
<td>The Solar easily discerns biases and hidden agendas.</td>
</tr>
<tr>
<td>Roll Bureaucracy against a group of up to (X) Size. If successful, a specific action or function it attempts (of your choosing) is delayed by (X) turns, or (X) time outside of Conflicts.</td>
<td>Roll Linguistics as a Read Character action against the author of a text you read, converting up to (X) failed dice, excepting those showing 1s, to successes. You can reveal even information unrelated to the text itself.</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td><strong>State-Forcing Genius</strong></td>
<td><strong>Twisted Words Technique</strong></td>
</tr>
<tr>
<td><strong>Cost:</strong> 4m</td>
<td><strong>Cost:</strong> 1m</td>
</tr>
<tr>
<td><strong>Ways:</strong> Multiple, Paced, Reaching, Supern. 2 + 1 + 1</td>
<td><strong>Ways:</strong> Multiple 1</td>
</tr>
<tr>
<td><strong>Type:</strong> Supplemental</td>
<td><strong>Type:</strong> Extra Action</td>
</tr>
<tr>
<td>The world prospers by the Solar’s rule.</td>
<td>The Solar subtly weighs certain words or meaning to sway the reader or listener.</td>
</tr>
<tr>
<td>As long as they work under your direction, and stay in (X) Range, up to (X - 1) targets reduce Length and Penalty of any attempted Bureaucracy or Socialize projects by 1. You can target yourself.</td>
<td>Roll Linguistics before making a Social action: either as a Setup for it, as a different Social action of its own that is concealed in the intonation or the choice of words.</td>
</tr>
</tbody>
</table>
**Flashing Thunderbolt Steed**  
*Cost:* 2m  
*Ways:* Paced 2 + 1+, Supernatural 3  
*Type:* Supplemental

The Solar’s steed is imbued with endless energy.  
For a scene, increase the mount’s Speed by \((X - 2)\).

**Sometimes Horses Fly Approach**  
*Cost:* 2m  
*Ways:* Paced 2+, Supernatural 3  
*Type:* Supplemental

The Solar’s steed will do the impossible for its master.  
For a scene, or for \((X)\) turns in Conflicts, you can ride at unnatural angles, or on air, effectively flying. This charm is also called Sky-Rimmed Horse Approach.

**Phantom Steed**  
*Cost:* 2m  
*Ways:* Paced 3, Supernatural 3  
*Type:* Action

At the Solar’s call, a pure white steed with a burning golden mane shapes itself from the world’s Essence.  
For a day, you have a loyal and tireless Rank 1 Size 1 mount of \((X - 2)\) Quality. It requires no sustenance.

**Thundering Hoof Strike**  
*Cost:* 2m (or 3m)  
*Ways:* (Multiple 1), Reaching, Supern. 1 + 1 + 1 or 3  
*Type:* (Extra) Action

The Solar’ mount stomps down with the force of a thunderclap.  
Make a Leading Instant Obstacle Hazard Creation roll for your mount (for +1m, as an Extra Action), affecting anyone no larger than your mount in \((X - 1)\) Range. Those who fail to resist are thrown back one Range and are knocked prone. At \((X) = 5\), the Hazard also deals damage as normal in addition to the above effect.

**Fleet-Commanding Stance**  
*Cost:* 2m  
*Ways:* Multiple, Reaching  
*Type:* Action

The Solar moves his fleet in perfect order.  
Make up to 1 + \((X)\) Setup or Leading actions for the ships or crews under your command in \((X)\) Range.

**Behemoth-Toppling Ram**  
*Cost:* 2m  
*Ways:* Overwhelming, Supernatural 1 + (1 or 3) + 1  
*Type:* Action

The Solar steers his vessel to deliver a devastating hit.  
Roll Sail, increasing it by \((X)\), as an attack or feat of demolition, after you close in to the Touch Range with the target. It Ignores Soak (1, or 3 at \((X) = 5\)) and knocks the target prone on a success.

**Heroic Defiance Stance**  
*Cost:* 3m  
*Ways:* Reaching, Paced, Supernatural 3  
*Type:* Supplemental

The ship under the Solar fights on against all odds.  
For \((X)\) turns, a vessel of up to \((X)\) Size that you are on and commanding functions as if undamaged (ignores wound penalties, stops taking water, etc.).

**Storm-Breaking Maneuver**  
*Cost:* 3m  
*Ways:* Triumphant, Reaching, Supernatural 5  
*Type:* Action

Like the sun rising through the clouds, the Solar’s vessel remains untouched by storms.  
Roll Sail when entering a storm, converting up to \((X)\) failed dice, excepting those showing 1s, to successes. If successful, you can choose to be unaffected by it, disperse it, or change its direction as you see fit.
Charms – Solar – Eclipse – Socialize

**Mastery of Small Manners**
*Cost:* 1m  
*Ways:* Supernatural 3  
*Type:* Supplemental

The Solar is attuned to the patterns of interaction. For a scene, you can behave appropriately in any social situation and do not suffer penalties for unfamiliarity with cultures, morals, and local customs.

**Taboo-Inflicting Diatribe**
*Cost:* 2m  
*Ways:* Overwhelming, Multiple  
*Type:* Action

The Solar condemns or supports some behavior, encouraging a society to accept his view on the matter. This charm is either an Instill action for a group of up to (X) Size, or an Establish Feature Dominion Leading action. In both cases, increase Socialize it by (X) to create an Intimacy or Feature of [your opinion].

**Motive-Discerning Technique**
*Cost:* 1m  
*Ways:* Triumphant  
*Type:* Action

The Solar can tell the target’s true motives even from a most cursory of interactions. Make a Read Character action, converting up to (X) failed dice, excepting those showing 1s, to successes.

**Gathering the Congregation**
*Cost:* 2m  
*Ways:* Triumphant, Multiple  
*Type:* Action

The glory of the Lawgiver inspires mortals to awe. Roll Socialize, converting up to (X) failed dice, excepting those showing 1s, to successes, to Persuade or Inspire a group; compensate for up to (X) of its Size.

Charms – Solar – Combos

**Accuracy Without Distance**
*Cost:* 3m  
*Ways:* Triumphant Reaching Archery; Reaching Awareness  
*Type:* Supplemental

Extending his senses to the local Essence flows, the Solar shoots with the perfect assurance of a hit. Convert up to (X) failed dice, excepting those showing 1s, to successes, for an Archery roll. You can perceive and perfectly hit any target in (X) Range. This ranges from hitting regular targets, to shooting flies out of the air, to cutting ropes and making similar trick shots.

**Evidence-Restoring Practice**
*Cost:* 3m  
*Ways:* Triumphant Paced 2+ Investigation, Supernatural 3 or 5 Craft  
*Type:* Action

The Solar reconstructs a piece of evidence in his mind’s eye, and then restores its physical condition. Roll Investigation, converting up to (X) failed dice, excepting those showing 1s, to successes, as a special repair project to restore a piece of evidence damaged no longer than (X) time ago. Interval is Minutes, Length 1. As long as something remains (even almost nothing, like ashes or a tiny part of the object at Craft (X) = 5), the piece of evidence is restored to a good enough condition to be admissible in a court of law.

**Marine Legend Invocation**
*Cost:* 2m  
*Ways:* Supernatural 5 Sail, Supernatural 5 Lore  
*Type:* Supplemental

A Solar mariner’s legend inevitably includes his ship. If you are left shipless, this charm guarantees that you know where you can find a ship in the immediate future. Perhaps it is in an enemy’s hands, or in dire needs of repairs, or a living Raksha-ship, or a sandship or maybe an airship, but you know where to get one, even if you are stranded on a tiny island underground.
**Charms – Lunar – Strength**

**Hunting Toad Technique**

**Cost:** 1m  
**Ways:** Reaching 1+  
**Type:** Action

The Lunar’s tongue, hand or other appendage extends impossibly far, seizing the target and dragging it close. Make a Grapple attack roll against a target in \((X/2)\) Range. If successful, it moves in Touch Range to you.

**Wind-Wings Carry Technique**

**Cost:** 1m  
**Ways:** Reaching 1+  
**Type:** Supplemental

The Lunar’s Essence carries his strike forward. Increase the Range of a close combat attack by \((X)\).

**Form-Destroying Touch**

**Cost:** 3m  
**Ways:** Relentless, Multiple 1, Supernatural 3 or 5  
**Type:** Extra Action

The Lunar channels a spark of Wyld into the victim. Upon touching the target (may require an attack), roll Strength, Opposed against Stamina/Resistance usually, rolling an additional die for every failed die, up to \((X)\) additional dice, as a Disease Hazard Creation roll. It has the same mutating effect as being in the Wyld, the Interval of Day and Rating and penalty as rolled and distributed. It persists until cured, requiring at least Supernatural 1 (or 3 at \((X) = 5)\) effect.

**Shell-Crushing Atemi**

**Cost:** 1m  
**Ways:** Supernatural 1+  
**Type:** Supplemental

The Lunar’s terrible strength rends flesh and armor. Supplemented Strength attack Ignores \((X)\) Soak.

**Beast Spirit Defense**

**Cost:** 3m  
**Ways:** Overwhelming, Multiple, Supernatural 1  
**Type:** Extra Action

The Lunar meets an oncoming attack with a great surge of Essence in the form of his totem shape. Clash up to \((X)\) Physical attacks as an Extra Action each, with Strength, increasing it by \((X)\).

**Mountain-Uprooting Grasp**

**Cost:** 2m  
**Ways:** Overwhelming, Reaching  
**Type:** Supplemental

The Lunar can raise a mountain with a single hand. Increase Strength by \((X)\), and you can lift and handle objects of up to \((X)\) Size without them breaking apart because of some square or cube law or whatever.

**Wasp-Binding Method**

**Cost:** 1m  
**Ways:** Paced  
**Type:** Supplemental

The Lunar’s Essence wraps around the target. Supplement a Grapple Control roll. It effect and result persists for \((X)\) turns, freeing you to act in that time without breaking the Grapple (the opponent can roll as normal each turn against the persisting result).

**Lashing Terror Devastation**

**Cost:** 3m  
**Ways:** Multiple 1 + 1, Reaching 2+, Supern. 1 + 1 + 1  
**Type:** Extra action

The Lunar inflict terrible destruction, sowing fear in the hearts of those witnessing it. Make a Strength Hazard Creation roll, using the result for two Instant Hazards of \((X)\) Range simultaneously: the Physical one inflicts damage, ignoring Soak (1); the Mental one is intimidation, ignoring Resolve (1).
Twin Fang Technique
Cost: 1m  
Ways: Relentless  
Type: Action

The Lunar lashes out with quick consecutive attacks.

Make an attack, rolling an additional die for every failed die, up to (X) additional dice.

Clay-Wetting Practice
Cost: 1m  
Ways: Paced, Supernatural 1  
Type: Supplemental

The Lunar shares his malleability with an object.

You can work on a supplemented Building Interval of a crafting project without any tools, also reducing it by (X) steps.

Consumptive Worm Hungers
Cost: 3m  
Ways: Mult. 1, Pcd. 1 + 1 (+1-3), Spn. 1 + 1 + (1 or 3)  
Type: Extra Action

The Lunar slips a piece of himself in a wound he inflicts to slowly kill the enemy from the inside.

After you deal damage, roll to create a lasting Poison Hazard in the damaged target. Its base Interval is Day, reduced by up to (X-2) steps; it also Ignores Stamina/Resistance (1 at (X) = 3, or 3 at (X) = 5).

Flight of the Sparrow
Cost: 2m  
Ways: Overwhelming, Relentless  
Type: Action

The Lunar retreats to fight another day. Posthaste.

Increase Dexterity by (X) for an extra movement action to run away, rolling an additional die for every failed die, up to (X) additional dice.

Lightning Stroke Attack
Cost: 1m  
Ways: Supernatural 1 + 1 or 3  
Type: Supplemental

The Lunar attacks with a speed beyond perception.

Your attack Ignores (1, or 3 at (X) = 4) Evasion and cannot be Clashed with another attack: resolve it first.

Spreading the Wyld Roots
Cost: 3m  
Ways: Multiple, Reaching, Supernatural 1 + 1  
Type: Action

The Lunar applies multispatial properties of the Wyld to attacks several points with a single strike.

Make up to 1 + (X) identical attacks against different targets in (X) Range. They count as Surprise attacks.

Mist-Walking Prana
Cost: 1m  
Ways: Supernatural 1 + 3  
Type: Action

The Lunar slips through the weak layers of reality.

Roll Dexterity instead of Ring to slide in the Wyld, up to 100 km of Creation on a success, as Raksha can do.

Liquid Grace Style
Cost: 2m or 3m  
Ways: Overwhelming, Paced, (Supernatural 3)  
Type: Supplemental

The Lunar flows with the grace of moonsilver.

For (X) turns, increase Dexterity by (X) for movement and Evasion, and/or double Evasion. At (X) = 3, you can pay +1m to liquefy you bones and tissues as well, allowing you, with a Dexterity roll, to flow through small cracks, leak through keyholes and perform similar feats. If the charm runs out, you may be stuck in a weird shape or position, but it does not harm you.
Charms – Lunar – Stamina

Calamity-Shedding Technique
Cost: 3m
Ways: Reaching, Multiple, Supernatural 1
Type: Extra Action

The Lunar buds off several small explosive organisms.

Roll Stamina to create up to (X) Instant Touch-Range Hazards, each in a different spot in up to (X) Range, or a single Hazard compensating up to (X-1) group Size.

Tribe-Begetting Prana
Cost: 1m (2m)
Ways: Paced, (Multiple if carrying several children)
Type: Supplemental

The Lunar’s progeny grows with miraculous speed.

Decrease the current Interval of your pregnancy by (X) steps. Humans have Interval of Month, Length 9.

Swarm-Spawning Method
Cost: 2m
Ways: Multiple, Supernatural 1 + 1
Type: Supplemental

Some Lunars prefer to spawn armies personally.

Conceive a child, even by yourself; it can be of any species you have a form of. You can choose to bear for up to (X) additional brothers and sisters (for beings of the same Size as you); or for your progeny to be a group of up to (lower of (Size difference) and (X)) in group Size, if they are smaller. Consider bees. BEES.

Halting the Scarlet Flow
Cost: 1m
Ways: Paced 2+ Type: Supplemental

The Lunar’s wounds close as his flesh regenerates.

Reduce the current natural healing Interval by (X) steps. This usually brings it at least to Minutes/Turn, allowing a roll to heal at the end of your turn.

Scorpion and Toad Assumption
Cost: 1m
Ways: Supernatural 3
Type: Action

The Lunar gathers the poison in the target’s body in a specific place, cuts, and drinks it out with some blood.

Transfer a poison from the target into yourself.

Unstoppable Juggernaut Incarnation
Cost: 1m
Ways: Paced
Type: Supplemental

The Lunar stands tall even when he should be dead.

When taking a Physical Consequence, delay applying its effect by (X) turns, and then apply it as normal.

Harpoon-Stopping Hide
Cost: 2m
Ways: Multiple 1, Supernatural 1 + 1 + 1
Type: Extra Action

The Lunar’s flesh catches a Weapon that strikes it.

When attacked in Touch Range, roll Stamina as a Grapple attack. If successful, the attacker’s Weapon is stuck in your flesh. To tear it free, the opponent needs to win Grapple Control as if he himself was caught. He can also abandon it, in which case he would need to Grapple for it again later by initiating another Grapple.

Wound-Mastering Body Evolution
Cost: 2m
Ways: Relentless, Multiple 1
Type: Extra Action

The Lunar’s body can adapt to any danger or harm.

Activate when taking damage. Roll a Stamina Setup for yourself, rolling an additional die for every failed die, up to (X) additional dice. It applies to Soak against all damage of the same type (fire, bladed weapons, blunt weapons, acid, etc.) until rested.
Charms – Lunar – Charisma

**Beast Tongues Method**

Cost: 2m  
Ways: Paced, Supernatural 1 + 1  
Type: Supplemental

Lunars can communicate with animals easily.

For (X) time, you can engage animals related to the forms you know with any Social actions and in Social Conflicts. You talk with them, and can relay even the most complex commands and concepts.

**Lesson of the Winter Wolf**

Cost: 1m  
Ways: Overwhelming  
Type: Action

The Lunar inspires the herd to fearlessly defend itself.

Increase Charisma by (X) for a Dominion Leading action to Establish a Military Feature or raise its Military Trait; or for a Setup for a military unit, to aid its attacks and Rout checks in the upcoming battle.

**Forgetful Victim Prana**

Cost: 3m  
Ways: Multiple, Paced, Supernatural 1 + 1  
Type: Extra Action

The Lunar’s intent clouds minds and memories.

Roll Charisma against up to (X) targets or a group of up to (X) Size. If successful, the target(s) forget everything they experience in the next (X) turns.

**Instinctual Obedience Technique**

Cost: 1m  
Ways: Paced  
Type: Action

The Lunar’s commands are obeyed without thought.

Roll Charisma as a Persuasion attempt. The target may only defend after (X) turns. Until that, he acts as his Intimacies and your result compared to them dictates.

**Mind-Blanking Fear Technique**

Cost: 1m  
Ways: Overwhelming, Supernatural 1  
Type: Action

The Lunar causes the sudden paranoid conviction in the falsehood of memories and reality.

Roll Charisma, increasing it by (X), to Instill an Intimacy of «fear that one of the target’s memories is false despite any contradicting information».

**Lightning-Called Challenge**

Cost: 2m  
Ways: Overwhelming, Multiple  
Type: Extra Action

The Lunar issues a challenge that must be answered.

Roll Charisma, increasing it by (X), against up to (X) targets, to Inspire an emotion that compels to engage you solo (in Conflicts or other challenges both).

**Terrifying Lust Infliction**

Cost: 2m  
Ways: Overwhelming, Supernatural 1 + 1  
Type: Action

The Lunar brings out the basest of desires.

Roll Charisma, increasing it by (X), Ignoring (I) Resolve, and Ignoring (I) opposing Intimacies, to Instill an Intimacy of «lust for (a physical craving) ».

**Boundary-Marking Meditation**

Cost: 3m  
Ways: Reaching, Multiple 2, Supernatural 1 + 1  
Type: Action

The Lunar claims the land with his very Essence.

This charm is a special geomantic engineering project, compensating for (X) Scale, to create an Alignment (or Heavy Alignment at (X) = 4) of being the Lunar’s secure home-lair for a territory. See Geomancy. Roll Charisma, using the result for all three stages at once.
Charms – Lunar – Manipulation

**Lost Mirror Flight**
**Cost:** 1m  
**Ways:** Supernatural 1 + (1 or 3 or 5)  
**Type:** Action

The Lunar’s weaves and bestows insanity.

Roll Manipulation as a Mental attack, Ignoring Resolve (1 at (X) = 2; 3 at (X) = 4; 5 at (X) = 6), to create a Derangement of your choice in the target.

**Creating the Wolf Attitude**
**Cost:** 1m  
**Ways:** Relentless  
**Type:** Action

The Lunar introduces a concern to the population.

Roll Manipulation as a Dominion Leading action to create a Feature of a «fear of (your chosen context) », rolling an additional die for every failed die, up to (X) additional dice.

**Peerless Skinwalker Method**
**Cost:** 1m  
**Ways:** Supernatural 3  
**Type:** Supplemental

The Lunar wears his stolen faces with effortless grace.

For a scene, if wearing another’s form, you can fit in the original’s society, passing any casual inspection and displaying any appropriate common knowledge.

**Butterfly Eyes Face**
**Cost:** 2m  
**Ways:** Paced, Supernatural 1 + 1  
**Type:** Action

The Lunar arranges to be not who he seems.

Roll Manipulation vs. the target’s Notice, as Stealth. If successful, for (X) turns the target perceives you to be another person who was in Touch Range to you at this charm’s activation, and that person to be you.

**Confusion-Sowing Technique**
**Cost:** 2m  
**Ways:** Overwhelming, Multiple  
**Type:** Action

The Lunar cunningly turns people against each other.

Roll Manipulation, increasing it by (X), as Persuasion against a group, compensating for up to (X) Size. If successful, it believes that the enemy is among them, usually attacking itself from then on, in addition to any other actions, until the order is restored somehow.

**Inexplicable Lunar Wonders**
**Cost:** 2m  
**Ways:** Paced, Supernatural 1  
**Type:** Supplemental

The Lunar masks both appearance and true value.

For (X) time, or for (X) turns in Conflicts, you change the appearance and perceived value of an object. Leaves can appear as jade scrip, or a Hearthstone may seem a cracked stone bead. Seeing through the illusion requires overcoming your Guile.

**Blame-Shifting Practice**
**Cost:** 2m  
**Ways:** Reaching, Supernatural 1 or 3 or 5  
**Type:** Supplemental

The Lunar’s applies his mastery of misdirection.

The supplemented Social action appears to all senses to have originated from another person or object in (X) Range. This counts as Ignoring (X) Notice.

**Mask of White Jade**
**Cost:** 1m  
**Ways:** Overwhelming  
**Type:** Supplemental

The face that the Lunar wears is just another mask.

Roll Manipulation, increasing it by (X), to «Persuade» the target that he seen an Intimacy or a Virtue in you.
Charms – Lunar – Appearance

New Friend Aroma
Cost: 1m  
Ways: Multiple  
Type: Extra Action

The Lunar evokes an instinctual friend or foe response.

Roll Appearance against up to (X) targets as you meet them, to Inspire either trust or fear.

Refuge in Fabulousity Approach
Cost: 1m  
Ways: Overwhelming  
Type: Supplemental

The Lunar’s expression conveys self-confidence and a sense of superiority that he feels.

Double your Resolve and/or increase Appearance by (X) to defend against a Social or Mental action.

One of the Herd
Cost: 1m  
Ways: Supernatural 1 + 1 (+ 1 or 3)  
Type: Action

The Lunar embraces commonalities and insignificance, and disappears into the crowd.

Roll Appearance as Stealth to hide in a group, adding its Size to the roll. At (X) = 3, Ignore (1, or 3 at (X) = 5) Notice for the attempts to discern you.

Glance-Oration Technique
Cost: 2m  
Ways: Paced, Supernatural 3  
Type: Supplemental

The Lunar’s body language becomes incredibly eloquent and effective.

For a scene, or for (X) turns in Conflicts, you can communicate with the slightest of gestures, regardless of language and your current form, silently and practically instantly, even the most complex messages.

Shifting Penumbra Stance
Cost: 2m  
Ways: Paced, Supernatural 3 + 1  
Type: Action

Wrapped in his anima, the Lunar appears as a shifting congeries of light and power.

For (X) turns, it’s impossible (3) to determine who exactly, or what kind of being generally (1), you are.

Irresistible Silver Spirit
Cost: 2m  
Ways: Relentless, Paced  
Type: Action

The Lunar shifts to be more attractive and convincing.

Roll Appearance Setup rolling an additional die for every failed die, up to (X) additional dice, after a bit of interaction in a scene, stating a specific goal. For (X) turns, all Social actions you attempt to achieve that goal benefit from this Setup.

Army-Scattering Threat
Cost: 2m  
Ways: Overwhelming, Multiple  
Type: Action

The Lunar is too obviously terrifying to fight against.

Roll Appearance as intimidation against up to (X + 1) targets, increasing it by (X) and negating the Size bonus of targeted groups by ((X + 1) - (targets)) each.

Dreams and Expectations Stance
Cost: 2m  
Ways: Paced, Supernatural 3  
Type: Action

People see who and what they want in the Lunar.

Roll Appearance as Persuasion against the target. If successful, he believes you to be the one who he most wants, expects, or fears to see (your choice) for a scene. You do not automatically know who exactly that is.
Charms – Lunar – Perception

**Sense-Borrowing Method**

*Cost: 2m*

*Ways: Paced, Supernatural 3*

*Type: Action*

The Lunar transfers his senses to another creature.

Touch a creature, roll Perception, Opposed if it resists. For (X) time, you can use its senses, tapping in and out as necessary. This gives you no control over its actions.

**Grandfather Spider Mastery**

*Cost: 3m*

*Ways: Paced, Reaching, Supernatural 1 + 1 (+ 3)*

*Type: Supplemental*

The Lunar feels his domain as a spider feels his web.

For (X) time, or for (X) turns in Conflicts, while in your marked territory, you can shift your perceptions to any point in up to (X) Range. You can be alerted to things worth noticing as a geomantic effect (see Geomancy). At (X) = 5, lasts until you leave your territory.

**Blood on the Wind**

*Cost: 2m*

*Ways: Relentless, Supernatural 1 + (1 or 3)*

*Type: Action*

A Lunar predator catches a scent, and never lets it go.

Roll Perception to track a scent, rolling an additional die for every failed die, up to (X) additional dice, Ignoring any environment (1) and Negating (1, or 3 at (X) = 4) any effects that would hide the scent.

**Diving Hawk Inspiration**

*Cost: 2m*

*Ways: Multiple, Supernatural 1*

*Type: Action*

By firing a perfect shot, the Lunar guides others.

Lead a ranged attack of a group against a group, It Ignores (1) obstacles and up to (X) of the target’s Size.

**Wyld Migration Formation**

*Cost: 3m*

*Ways: Multiple, Paced 3, Supernatural 3*

*Type: Supplemental*

The Lunar selectively filter the Wyld’s lies from his and his companion’s perceptions.

You and a group of up to (X) Size are immune to the mind-affecting passive influence of the Wyld, (but not the Physical mutations), and Negate any Wyld-based effect Ignoring your Notice (1) and/or Resolve (1).

**God-Body Consumption**

*Cost: 1m*

*Ways: Supernatural 4 (5 -1)*

*Type: Supplemental*

The Lunar sees all aspects of her target as discrete pieces; targeting one, his attack severs it.

Supplemented Physical attack against a spirit Ignores (5) Health, but can only inflict a Crippling Consequence: of eating one of its Named Charms. It is inaccessible to the target until you die or cough it out.

**Eye and Fingertip Wisdom**

*Cost: 1m*

*Ways: Reaching*

*Type: Supplemental*

The Lunar senses minor vibrations and echoes.

You extend your tactile sense through all inner and outer surfaces of an object you touch, up to (X) Range.

**Holistic Knowledge Transmission**

*Cost: 2m*

*Ways: Paced, Supernatural 1 + 1 + 1*

*Type: Action*

The Lunar’s interfaces with the knowledge directly.

Reduce the time to acquire information from any medium by (X) steps; you withdraw it just by touching the object, also transcending language barriers (1).
Charms – Lunar – Intelligence

**Intuitive Understanding Practice**
*Cost:* 2m  
*Ways:* Multiple 1, Paced  
*Type:* Extra Action

The Lunar subconsciously perfect his designs.

Roll for a crafting project Design Interval, reducing it by (X) steps. It happens independently of, and simultaneously with, anything else you do.

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**Still Pond Infliction**
*Cost:* 2m  
*Ways:* Paced, Supernatural 1 + (1 or 3)  
*Type:* Action

The Lunar turns mortals bland and inedible to Raksha.

For (X) time, a touched mortal becomes immune to the Raksha Feeding on his Virtues and Limit (1, or 3 at (X) = 4), and gains +1 Resolve for the duration.

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**Predator’s Insight**
*Cost:* 2m  
*Ways:* Paced 3, Supernatural 3  
*Type:* Action

The Lunar gains knowledge from a mind he consumes.

Eat a brain or equivalent. For a day, you gain access to all memories stored within as if they were your own.

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**Clandestine Preparation Response**
*Cost:* 2m  
*Ways:* Overwhelming, Relentless  
*Type:* Supplemental

The Lunar has preparations and scenarios in place to readily repel any incursion into his territory.

Lead a Dominion Defense, for any Trait, with Intelligence, increasing it by (X) and rolling an additional die for every failed die, up to (X) additional dice.

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**Harmony with Reality Technique**
*Cost:* 3m  
*Ways:* Paced, Reaching, Supernatural 3  
*Type:* Action

The Lunar brings a part of the Wyld to Creation.

You bring an object or being of the Wyld, no larger than (X) Size, to Creation, allowing it to exist and function there normally for up to (X) time.

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**Curse of the Wyld**
*Cost:* 1m  
*Ways:* Supernatural 1 + 1 or 3  
*Type:* Action

The Lunar warps the target’s connection to reality.

Roll Intelligence against Resolve as a Setup. It applies as a penalty to a specified activity until fixed and provides a Minor (or Major at (X) = 4)) narrative disadvantage of your choice until removed somehow.

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**Irresistible Spirit Lure**
*Cost:* 3m  
*Ways:* Reaching, Paced, Supernatural 1 + 1  
*Type:* Action

The Lunar’s Essence draws spirits to his bait.

Specify a spirit type, and roll Intelligence to create a Mental Hazard with up to (X) Interval, spreading up to (X) Range. The affected spirits are compelled to travel to the lure and stay there for the Interval.

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**Sorcery-Eating Practice**
*Cost:* 2m  
*Ways:* Relentless, Multiple 1+  
*Type:* Action

The Lunar rips out his foe’s miracles to feed his own.

Make up to (X) Dispelling Extra Actions, rolling an additional die for every failed die, up to (X) additional dice, then using the best result of those for your own Shape Sorcery action.
Charms – Lunar – Wits

**The Spider’s Trap Door**

**Cost:** 2m or 3m

**Ways:** Paced, (Reaching), Supernatural 1 + 1

**Type:** Supplemental

The Lunar masterfully conceals whatever he wishes.

Supplement a roll to hide something. For (X) time, mortal senses cannot detect it (1), and those who fail see the area as completely empty and undisturbed.

**Wasp Sting Blur**

**Cost:** 1m

**Ways:** Overwhelming

**Type:** Supplemental

The Lunar lashes out with the blinding speed of a striking insect.

Double your Initiative for the supplemented action.

**Blinking Eye of Chaos**

**Cost:** 3m

**Ways:** Multiple 1, Reaching, Supernatural 3

**Type:** Extra Action

The Lunar brings an eddy of slow time into reality.

Roll Wits to create a Wyld-based Obstacle Hazard of up to (X) Range, resisted with Wits/Integrity. The time warps and you, other Lunars, and those who resist get a separate full turn to act. Then everyone in the area must reroll Join Conflict, and the normal turn resumes.

**Implausible Lunar Panoply**

**Cost:** 1m or 3m

**Ways:** (Reaching 3, Paced 3), Supernatural 3

**Type:** Supplemental

The Lunar hides an object so well it’s not even there.

Activating this charm allows sending a belonging Elsewhere or retrieving it. With Reaching, you can do it to larger objects; although sending the object takes (Scale) time, the retrieval is instantaneous.

**Dispersing Swarm Tactics**

**Cost:** 1m

**Ways:** Multiple 1 + 1 + 1+

**Type:** Extra Action

The armies under the Lunar’s command seem to flow unharmed around enemy assaults and charges.

Lead with Wits a group of up to (X - 1) Size under your command when it uses Evasion to defend.

**Fly-Catching Method**

**Cost:** 1m

**Ways:** Reaching

**Type:** Supplemental

The Lunar moves and reacts with utmost precision.

Compensate for up to (X) Size difference when Physically acting against a smaller target.

**Cold Breath of the Moon**

**Cost:** 2m

**Ways:** Multiple, Supernatural 3

**Type:** Action

Seizing upon instability of a dream, the Lunar breathes a nightmare into the sleeper’s lungs.

Roll Wits against Notice of a sleeper. If successful, the target sees a pre-determined dream of your choice this and next (X) times he sleeps. Each one can be a Wits-based Inspire or Setup, using the initial roll’s result.

**Prepared for Anything Practice**

**Cost:** 2m

**Ways:** Multiple 1+, Supernatural 1 + 1

**Type:** Extra Action

The Lunar can easily respond to the unexpected.

Make up to (X) simultaneous different Setup Extra Actions with Wits. You can use this charm out of the Initiative order and/or even if you are unaware of the things you prepare for.
Charms – Lunar – Combos

**Shared Tenacity Prana**

**Cost:** 3m  
**Ways:** Paced 2+ Supern. Stamina; Reaching Int.  
**Type:** Supplemental

The Lunar shares his vitality with his vessel.

At the end of your turn, a vehicle of up to (Int X) Size that you command may roll Hull and restore damage, as if it has completed a natural healing Interval.

**Ear Worm Technique**

**Cost:** 3m or 1m (see text)  
**Ways:** Supernatural 1+1+1, Paced 3 or 4 Manipulation; Supernatural 1 + 1 (+1+) Intelligence  
**Type:** Action

The Lunar’s words worm their way into the target’s ear, and the brain. Literally.

Roll Manipulation as an Instill action that takes several minutes (Instant at (X) = 4); instead of an Intimacy, it creates a physical parasite somewhere in the target’s brain (this is not necessary obvious to the target). Until removed somehow, it can make Social and Mental actions against the target from the inside. You determine its goals, and you can later communicate other orders to it by activating this charm for 1m when nearby (Supernatural 1 + 1 Manipulation). It is a Rank 1 being, with a base dice pool of 2, but it ignores the host’s Guile (1) and Resolve (1) when implanted. Its base Quality is increased by (Intelligence (X) - 2). It does not have any independent personality, acting only as you direct.

**Walking on Moonlight**

**Cost:** 3m  
**Ways:** Paced Dexterity; Paced 2, Supern. 1 + 1 Wits  
**Type:** Supplemental

The Lunar’s anima condenses into a shimmering path that arches into the distance, spanning the hidden gaps in the night sky, and between rays of sunlight.

Set a destination. Your travelling Speed is increased by (Dexterity X), and you ignore all environment, for a scene or until you arrive at your set destination, whichever comes first.

**Faces of the Moon**

**Cost:** 5m  
**Ways:** Multiple Paced 2+ Supernatural 3 Dexterity; Multiple Reaching Wits  
**Type:** Supplemental

In a swirl of Essence or in a flesh-warping contortion, the Lunar divides himself.

For (X) time, you separate into (lower of Dexterity and Wits (X)) bodies, each acting independently, but under your direct control, as a mini-hive-mind. Each body has its own full base health track and retains any permanent Gifts you have. Your additional health levels, in any, are divided between the bodies as you see fit at the moment of separation. Each body tracks anima levels separately.

Your Traits, Essence, mote pool, Limit, Intimacies, Attunement total, experience, Shapeshifting Gift point total and everything else is shared between your bodies, as you still are a single actual being.

Your bodies cannot be further than (X) Range from each other; if one of them goes farther than that, the connection is broken, and it slumps to the ground, soulless and motionless. You can recover it by returning in range. If a body is killed, your other bodies suffer no immediate ill effects.

Your bodies need to reconvene at the end of the charm, including the dead ones; any bodies that cannot be recovered will slump, soulless, as above (or remain dead if they are dead) and remain forever separated, causing you to take (missing bodies total health levels) damage that cannot be resisted.

**Subduing the Honored Foe**

**Cost:** 3m  
**Ways:** Ovw. Paced Strength; Multiple 1+ Charisma  
**Type:** Supplemental and Extra Action

Some opponents deserve better than death, even if they require some persuasion first.

For (X) turns, increase Strength by (X) for Grappling; you can make an additional Charisma-based Social action against up to (X) grappled targets per turn.
Charms – Dragon-Blooded – Air – Linguistics

**Language-Learning Ritual**
Cost: 1m  
**Ways:** Paced 1+  
**Type:** Supplemental

The Exalt absorbs the knowledge of a language.
Spend a day interacting with as source of language. It counts as a month of learning it (year at (X) = 2, decade at (X) = 3), allowing to achieve the appropriate fluency.

**Poisoned Tongue Technique**
Cost: 1m  
**Ways:** Supernatural 1 + 1  
**Type:** Action

The Exalt subverts another’s conversation.
Roll Linguistics against Notice of a character who is targeted by a verbal Social action that you can hear. If successful, you can alter that Social action’s context and goal by amending what exactly the target hears.

**Voice of Mastery**
Cost: 1m  
**Ways:** Overwhelming  
**Type:** Action

The Exalt’s words seem to resonate through the air.
Roll Linguistics, increasing it by (X), as a Setup for all spoken Social Actions for the scene.

**With one Mind**
Cost: 3m  
**Ways:** Reaching, Multiple, Supernatural 3  
**Type:** Action

The Exalt connects surface thoughts of several people.
Roll Linguistics as a Setup. If successful, you and up to (X) people’s can share thoughts while in (X) Range, for a scene, and can use that Setup for Awareness rolls (including Join Battle) and Defend Other actions for the participants.

Charms – Dragon-Blooded – Air – Lore

**Elemental Concentration Trance**
Cost: 2m  
**Ways:** Paced, Supernatural 1 or 3  
**Type:** Action

The Exalt centers himself around his aligned element.
For (X/2) time, all your Aspect Paced charms that affect you last one turn longer (two turns longer at (X) = 3).

**Elemental Bolt Attack**
Cost: 1m  
**Ways:** Supernatural 1+  
**Type:** Action

The Exalt unleashes his elemental force directly.
Make a Physical Ranged attack with Lore. It is Weapon (+1, Short) when there is only a little of the element around, and Heavy (+2, Medium), if a lot is. Use (X) above 1 to add suitable element-related effects.

**Elemental Succor Method**
Cost: 1m  
**Ways:** Supernatural 3  
**Type:** Action

The Exalt taps into the raw elemental energy to restore his body.
Roll Lore while immersed in the Aspect element. If successful, you restore a health level, two on a critical.

**Dragon Vortex Attack**
Cost: 4m  
**Ways:** Resurgent, Reaching, Paced, Supern. 1 + 1 + 1  
**Type:** Action

The Exalt creates a deadly maelstrom of his element.
Roll to create a Damage Hazard of Medium Range, anywhere in up to Medium Range, rerolling up to (X) failed dice, excepting those showing 1s. The Hazard lasts for (X) turns, ignores (1) Evasion and gives a -1 additional penalty to resist it.
Charms – Dragon-Blooded – Air – Occult

**Spirit-Detecting Mirror Technique**
Cost: 2m  
Ways: Paced, Supernatural 1  
Type: Action

Through the connection the element of Air has to the spirit worlds, the Exalt is able to reveal the unseen.

For (X) time, you can see the dematerialized beings reflected in reflective surfaces, and hear those you see.

**Spirit-Grounding Shout**
Cost: 2m  
Ways: Paced, Supernatural 1 + 1  
Type: Action

The Exalt’s utterance forces a spirit to materialize.

Roll Occult as a Mental Attack against an immaterial spirit. If successful, it is forced to materialize, if able, and must stay so for (X) turns; you must pay the difference if it does not have enough motes.

**Dragon Echoes Meditation**
Cost: 2m  
Ways: Reaching, Supernatural 1 or 3  
Type: Action

Humming with his elemental Essence, the Exalt causes the resonating Essence to respond.

You can detect the presence of your Aspect-type jade and geomantic phenomena in up to (X) Range (of any Aspect at (X) = 3). It does not reveal the exact location.

**Creation-Guarding Expertise**
Cost: 1m  
Ways: Resurgent  
Type: Action

The Exalt is a soldier of Creation, and he knows just enough about its enemies to kill them.

Roll Occult as a self-Setup against a demon or Raksha, rerolling up to (X) dice. It applies to attacks against it.

Charms – Dragon-Blooded – Air – Stealth

**Distracting Breeze Meditation**
Cost: 1m  
Ways: Resurgent  
Type: Supplemental

The Exalt calls on the wind to cause minor distractions for those who might observe his passage.

Reroll up to (X) dice for a Stealth attempt to hide or move unnoticed.

**Zone of Silence Stance**
Cost: 2m  
Ways: Reaching 1, Supernatural 1  
Type: Action

The Exalt stills the air, preventing it from transmitting sounds.

Roll Stealth. If successful, all air in Short Range becomes still, suppressing all sound. If a sound louder than speech occurs, it’s suppressed, but the effect ends. It also ends if the zone’s air is disturbed or moved.

**Wind-Walking Technique**
Cost: 1m  
Ways: Supernatural 1 + 1  
Type: Supplemental

The Exalt is isolated by a membrane of Air Essence.

For one action, you leave no physical evidence of your actions such as footprints, scent or fingerprints, and can walk on any horizontal surface, including liquids.

**Dragon Shroud Technique**
Cost: 2m  
Ways: Paced, Supernatural 1 or 3  
Type: Supplemental

The air around the Exalt bends light, hiding him.

For (X) turns, all attempts to detect you are at -1 penalty (or -2 at (X) = 3).
Persistent Hornet Attack
Cost: 2m
Ways: Paced, Multiple
Type: Supplemental

The Weapon that the Exalt throws continues to attack its target, carried by currents of air.
Each of the next (X) turns, the Weapon makes another attack against the initial target.

Vengeful Gust Counterattack
Cost: 2m
Ways: Multiple 1, Supernatural 1 + 1
Type: Extra Action

The Exalt hurls the incoming missile back.
Clash an incoming ranged attack that has any physical components with Thrown, using the Damage of the enemy’s Weapon instead of yours.

All-Encompassing Earth Sense
Cost: 1m
Ways: Supernatural 1 + 1
Type: Supplemental

The Earth itself whispers warnings to its children.
You can activate this charm in response to an Ambush or a Surprise at any time, if you are on the ground. Ambush becomes Surprise, or Surprise is Negated (1).

Feeling the Dragon’s Bones
Cost: 1m
Ways: Reaching 1
Type: Action

The Exalt becomes one with the earth, feeling as it feels.
Roll Awareness. If successful, you sense everything currently in direct contact with the earth in (X) Range.

Loyal Weapon
Cost: 1m
Ways: Reaching
Type: Supplemental

The Exalt attaches an invisible rope of air to a Weapon, pulling it back after a throw.
After you throw a Weapon, it returns to your hand from up to (X) Range.

Entombed Mind Technique
Cost: 2m
Ways: Paced, Supernatural 1 + 1
Type: Action

The Exalt infuses a mind with somnolent stasis, putting the target into a deep slumber.
Roll Awareness as a Mental Attack. If successful, the target falls asleep and will not wake up for a scene unless harmed, sleeping through all noises and such.

Whirlwind Armor Prana
Cost: 2m
Ways: Paced 3, Supernatural 3
Type: Supplemental

The Exalt forms the air into a protective shell.
For (X) turns, you gain +2 to Evasion. This charm can also be used on others in Touch Range. They can then leave the Range, this does not disrupt the charm.

Sense-Destroying Method
Cost: 2m
Ways: Paced 3, Supernatural 3
Type: Action

The Exalt shuts down one of the target’s senses.
Roll Awareness as a negative Setup against Notice, related to a specific sense. If successful, the target loses it for (X) turns, leading to the appropriate -3 penalty.
**Charms – Dragon-Blooded – Earth – Craft**

**Shaping Hand Style**  
*Cost: 1m*  
*Ways: Supernatural 1*  
*Type: Supplemental*

The Exalt’s close connection to the raw elements of the world allows his bare hands to work them directly.  
You count as having the appropriate tools for an Interval of a crafting project or similar Simple action.

**Stone-Craving Fingers Form**  
*Cost: 1m*  
*Ways: Paced*  
*Type: Supplemental*

Feeling a piece of stone for a time, the Exalt shatters it with a strike, leaving the desired form standing.  
Reduce the supplemented Interval of a crafting or demolition project that uses natural stone by (X) steps.

**Perfect Climbing Attitude**  
*Cost: 1m*  
*Ways: Supernatural 1*  
*Type: Action*

The Exalt climbs up a cliff or a wall while leaving indentations that others can use to follow.  
You climb on a stone or metal surface for an action, regardless of how vertical it is, and leave useable handholds indented.

**Charm of Unmaking**  
*Cost: 2m*  
*Ways: Paced, Supernatural 3*  
*Type: Action*

The Exalt neatly and quickly disassembles an object into its components or even raw materials.  
This charm supplements a feat of demolition, disassembling an object consisting of two or more parts and reducing Interval by (X).

**Charms – Dragon-Blooded – Earth – Integrity**

**Granite Curtain of Serenity**  
*Cost: 1m*  
*Ways: Overwhelming*  
*Type: Supplemental*

The Exalt’s mind is a bastion of calm stability.  
Double Resolve and/or increase Integrity by (X) against any Inspire action or emotion-inducing effect.

**Chaos-Warding Prana**  
*Cost: 1m*  
*Ways: Supernatural 1 or 1 + 1*  
*Type: Supplemental*

The Exalt’s elemental Essence counters the corrosive Wyld energies.  
You ignore a Wyld-based Hazard for one of its Intervals. At (X) = 2, you can Negate (1) a Wyld effect that Ignores Resolve. Can also be a Resistance charm.

**Untiring Earth Meditation**  
*Cost: 2m*  
*Ways: Paced 2, Supernatural 1 + 1*  
*Type: Supplemental*

The Exalt pushes exhaustion away with his Essence.  
For the next scene, you do not get more tired: not from the lack of rest, nor from physical exertion. Does not remove any already present exhaustion.

**Ten-Thousand Dragons Oath**  
*Cost: 2m*  
*Ways: Resurgent, Reaching*  
*Type: Supplemental*

The Dragon-Blooded are at their strongest when standing together.  
You can use a Social or Mental Defend Other action for another Dragon-Blooded in up to (X) Range, rerolling up to (X) failed dice, excepting those showing 1s and/or doubling Resolve when doing so.
Strength of Stone Technique
Cost: 1m
Ways: Multiple
Type: Action

The Exalt takes some of the strength and hardness of stone and shares it with others.

Meditate for a minute, and make up to $1 + (X)$ Setup rolls for you and/or other people, enhancing their strength and/or toughness for its next application.

Impervious Skin of Stone Meditation
Cost: 1m or 2m
Ways: Overwhelming, Paced
Type: Supplemental

The Exalt’s skin becomes as resilient as a cliff face.

For an action ($(X)$ turns for $+1m$), increase Resistance by $(X)$ and/or double Soak.

Element Protection Form
Cost: 1m
Ways: Resurgent
Type: Supplemental

Elemental Essence surges across the Dragon-Blood’s skin, hardening his flesh into living jade.

Reroll up to $(X)$ dice, excepting those showing 1s, and/or double Soak when defending or resisting a Physical Damage Hazard.

Unfeeling Earth Meditation
Cost: 2m
Ways: Paced, Supernatural $1+$
Type: Supplemental

The Exalt seem to shrug off the mightiest blows.

For $(X)$ turns, you ignore wound penalties. At $(X) = 2$, you also gain $+1$ Soak. At $(X) = 3$, you also Negate (1) any effect that would ignore your Soak.

Enfolded in the Dragon’s Wings
Cost: 2m
Ways: Multiple $1+$, Supernatural 1
Type: Action

The Exalt imbues those under his command with some of his elemental Essence.

Roll War as a Setup for a group of up to $(X)$ Size that you command. For a scene, it applies to resisting your Anima Flux and all effects based on the same element.

Phantom-Warrior Horde
Cost: 2m
Ways: Paced, Multiple
Type: Supplemental

The Exalt bolster the ranks of his forces with illusory warriors conjured from his element.

For $(X)$ turns, a group you command compensates for $(X)$ Size of opposing groups when fighting them.

Tireless Footfall Cadence
Cost: 2m
Ways: Paced 2, Multiple
Type: Action

The Exalt motivates his soldiers to feats of endurance.

A group of up to $(X)$ Size under your command can march or otherwise exert themselves for twice as long before getting tired.

Dragon-Seared Battlefield
Cost: 3m
Ways: Paced 3, Reaching 3, Supernatural 3
Type: Action

The Exalt imposes his element on a large area of the battlefield.

For $(X)$ turns, you cover an area of 3 Ranges (that you touch) in an environmental manifestation of your Aspect, giving a -2 penalty to most actions in it.
Fiery Prowess
Cost: 1m
Ways: Overwhelming
Type: Supplemental

Burning Essence in the Exalt’s veins pushes his body past its limits.
Increase Athletics by (X) for a feat of strength or a contest of speed.

Incense Smoke Ladder
Cost: 1m
Ways: Supernatural 1+
Type: Supplemental

Like a burning ember, the Exalt is propelled away from the ground beneath him by a hot updraft.
For one movement action, you can easily run upwards on vertical surfaces, at (X) = 2 – move on water or, at (X) = 3, rise upwards in the air without any support.

Bellows-Pumping Stride
Cost: 1m
Ways: Paced (2 + 1 - 1) = 2
Type: Supplemental

The Exalt moves faster, fire burning in his steps.
For a Scene, increase the Exalt’s Speed to 1. He leaves a trail of fire (-1 as a disadvantage), which makes tracking him trivial and can spread uncontrollably.

Falling Star Maneuver
Cost: 1m
Ways: Multiple 1+
Type: Extra Action

Quick like a leaping flame, the Exalt outmaneuvers this opponent.
Make up to (X) Athletics Setup rolls against Evasion before making a close combat attack against the same targets, framed as flanking or out-speeding the targets.

Hopping Firecracker Evasion
Cost: 1m
Ways: Reaching 1+
Type: Supplemental

The Exalt flare into a leap or dive to avoid the attack.
You can Evade an area effect of up to (X/2) Size, and/or move (X/2) Ranges with a successful Evasion.

Smoke Obscuring Effect
Cost: 2m
Ways: Multiple, Supernatural 1 or 3
Type: Action

The Exalt conjures a visual distraction in the form of smoke or flaring fire.
Roll Dodge as a Setup for yourself and up to (X) allies, increasing the resulting bonus by +1 (or +2 at (X) = 3); that applies to Evasion until dispersed somehow.

Arrow-Consuming Flame Defense
Cost: 3m
Ways: Paced, Supernatural 3
Type: Supplemental

The Exalt surrounds himself with coruscating aura that destroys projectiles.
For up to (X) turns, any projectiles flying in Touch Range are evaporated (3), requiring the projectile to have Supernatural 1 or be an Artifact to resist.

Unassailable Body of (Element)
Cost: 2m
Ways: Resurgent, Supernatural 3
Type: Supplemental

The Exalt momentarily disperses into his Element.
Reroll up to (X) dice, excepting those showing 1s, and/or double Evasion; also Negate (3) any effect that would ignore your Evasion, unless the attack uses the element that your Aspect is naturally weak to.
Charms – Dragon-Blooded – Fire – Melee

**Dragon-Graced Weapon**

*Cost:* 1m  
*Ways:* Supernatural 1 or 3  
*Type:* Supplemental

The Exalt imparts a Weapon with Elemental Essence.

Your attack with the imbued Weapon has an element-appropriate 1-point Gift applied to it. At $(X) = 3$, the imbution lasts for a scene, enhancing every attack.

**Portentous Comet Deflecting Mode**

*Cost:* 2m  
*Ways:* Multiple 1, Supernatural 1 + 1  
*Type:* Extra Action

Fiery sparks leap from the Exalt’s Weapon, intercepting an incoming blow.

Roll Melee as a Clash against an incoming attack, using the result as a Defend Other action applied to yourself against that attack.

**Deadly Wildfire Legion**

*Cost:* 3m  
*Ways:* Multiple, Paced, Supernatural 1 + 1  
*Type:* Supplemental

Fires surround Exalt’s allies and the tips of their weapons scorch the air as they cut through the enemy.

For up to $(X)$ turns, the group you lead, of up to $(X)$ Size, or up to $(X)$ individuals, gain +1 to their Melee attacks and Evasion, and their attacks ignore (1) Soak.

**Ringing Anvil Onslaught**

*Cost:* 2m  
*Ways:* Overwhelming, Resurgent  
*Type:* Action

The Exalt’s blows press the opponent off balance until he caves under the rhythmic strikes.

Roll Melee as an attack, increasing it by $(X)$ and rerolling up to $(X)$ dice, excepting those showing 1s.

Charms – Dragon-Blooded – Fire – Presence

**Glowing Coal Radiance**

*Cost:* 2m  
*Ways:* Paced, Supernatural 1  
*Type:* Supplemental

A nimbus or terrible glow and heat surrounds the Exalt, making him difficult to approach.

For $(X)$ turns, anyone who wants to move or stay in Touch range to you must succeed on an Appearance/Integrity, or the appropriate Virtue, roll.

**Warlord’s Convocation**

*Cost:* 3m  
*Ways:* Overwhelming, Resurgent, Supernatural 3  
*Type:* Action

The Exalt’s aura of might and charisma sways loyalty.

Roll Presence, increasing it by $(X)$, rerolling up to $(X)$ dice, excepting those showing 1s, Ignoring (3) Resolve to Instill an Intimacy of awestruck loyalty.

**Unbearable Taunt Technique**

*Cost:* 1m  
*Ways:* Multiple 1  
*Type:* Action

The Exalt issues a tailored insult, grabbing attention.

Roll Presence as an Inspire action to cause anger; also use the result as a negative Setup for the same target that applies to acting against others in a Conflict-type-appropriate way, for a scene or until vindicated.

**Terrifying (Element) Dragon Roar**

*Cost:* 3m  
*Ways:* Overwhelming, Reaching, Supernatural 1 + 1  
*Type:* Action

The Exalt unleashes a devastating Essence-laden roar.

Roll Presence, increasing it by $(X)$, as either a Physical attack, Physical or Social Setup, or a feat of demolition related to your element, against a target in $(X)$ Range.
Charms – Dragon-Blooded – Fire – Socialize

**Wary Yellow Dog Attitude**
*Cost: 1m*
*Ways: Supernatural 1*
*Type: Supplemental*

The Exalt is ever prepared for a social situation to turn unexpectedly violent.

When a Social Conflict becomes Physical, you may retain the Initiative value you had in the Social one.

**Seizing the Tongue Technique**
*Cost: 1m*
*Ways: Resurgent*
*Type: Supplemental*

The Exalt nimbly recovers after any minor misspeak.

Reroll up to (X) dice, excepting those showing 1s, for a supplemented Socialize roll.

**Warm-Faced Seduction Style**
*Cost: 1m*
*Ways: Overwhelming*
*Type: Supplemental*

The seductive expression, exuding the attraction of a candle in the dark, flickers on the Exalt’s face.

Increase Socialize by (X) when using it to seduce someone.

**Smoothing-Over-the-Past Technique**
*Cost: 2m*
*Ways: Resurgent, Supernatural 3*
*Type: Action*

The Exalt infuses his words with warm Essence, melting away the target’s doubts and memories.

Roll Socialize as a Mental attack, rerolling up to (X) dice, excepting those showing 1s. If successful, the target forgets one event from your mutual past for a scene, along with any associated Intimacies.

Charms – Dragon-Blooded – Water – Brawl

**Drowning Embrace**
*Cost: 1m*
*Ways: Multiple 1+
Type: Extra Action*

The victims of this charm drown on land, their lungs filled with water even as the Exalt holds them down.

After winning the Grapple Control roll, make a Brawl attack against each target you hold in that Grapple, up to a total of (X) such attacks against different targets.

**Riptide Method**
*Cost: 2m*
*Ways: Paced, Multiple*
*Type: Supplemental*

The Exalt’s arms and legs hold his opponents like the deep grasping waves.

For (X) turns, you can simultaneously hold up to (X) additional targets when Grappling.

**Pounding Surf Style**
*Cost: 2m*
*Ways: Overwhelming, Supernatural 1 or 3*
*Type: Supplemental*

The Exalt emulates the inexorable power of water, eroding his opponent’s defenses.

Increase Brawl by (X) an attack; in addition, the target is at -1 Soak penalty. At (X) = 3, the penalty persists for a scene, and is useable by anyone.

**Fist-Spinning Maelstrom**
*Cost: 1m*
*Ways: Multiple 1+
Type: Action*

The Exalt unleashes a spinning vortex or lightning-quick, accurate strikes.

Make up to 1 + (X) Brawl attacks against the targets in Touch Range.
**Benevolent Master’s Blessings**

*Cost:* 1m  
*Ways:* Supernatural 1  
*Type:* Supplemental  

The Exalt organizes an effective work force regardless of the quality or the lack of competence its workers.

For a Bureaucracy action requiring subordinates, you can use and count anyone as the appropriate help, from illiterate barbarians to Dream-Eaten husks.

**Confluence of Savant Thought**

*Cost:* 1m  
*Ways:* Resurgent, Supernatural 1 + 1  
*Type:* Supplemental  

Knowing the principles behind all structures of power, the Exalt recognizes the particulars easily.

Roll Bureaucracy as a Read Character action against a Dominion, or use it instead of Socialize against bureaucrats in the work-related context. In any case, reroll up to (X) dice, excepting those showing 1s.

**Geese-Flying-South Administration**

*Cost:* 1m  
*Ways:* Overwhelming  
*Type:* Supplemental  

The Exalt greatly expedites a designated task.

Increase Bureaucracy by (X) for using any bureaucrats.

**Thoughtful Gift Technique**

*Cost:* 1m  
*Ways:* Supernatural 1 + 1  
*Type:* Action  

The Exalt intuits a perfect gift to gain favor.

Roll Bureaucracy as Read Character action to determine a gift related to one of the discovered Intimacies. If you provide, you may use that Intimacy to support any one Social action against the target.

**Scent-of-Crime Method**

*Cost:* 1m  
*Ways:* Multiple  
*Type:* Action  

The Exalt easily discern nervous habits, quirks and mannerisms associated with guilt.

Roll Investigation as Read Character against up to (X) characters or a group, compensating for (X) Size. If successful, you discover those feeling guilt or shame.

**Bloodhound’s Nose Technique**

*Cost:* 2m  
*Ways:* Reaching, Supernatural 1 or 3  
*Type:* Action  

The Exalt calls on sympathetic principles of Essence to trace the evidence back to its creator.

When examining a piece of evidence the target left, roll Investigation against the target’s Larceny or Guile. If successful, and the target is within (X) Range, you feel its general direction (clear enough to arrive in the same scene). At (X) = 3, it points to the target exactly.

If the target is not in (X) Range, you feel no direction, but can reactivate it in another place to continue your search, but only if you succeed on the initial roll. If you fail it, this charm cannot track the target at all.

**Tampering Detection Technique**

*Cost:* 1m  
*Ways:* Supernatural 1  
*Type:* Action  

The Exalt adeptly notices any inconsistencies, minor details and too-good-to-be-true falsifications.

Roll Investigation against Larceny when studying an object. If successful, you determine whether it has been previously tampered with. This includes most uses of Larceny on the object, and any attempts to change or modify it. Documents and their contents are also valid targets for this charm.
Trackless Walk Style
Cost: 2m
Ways: Paced 2, Resurgent
Type: Supplemental
The Exalt prevents himself from leaving any inadvertent evidence.

When Investigation or similar is rolled against your Larceny to discover the clues you’ve left on the scene, you reroll up to (X) dice, excepting those showing 1s.

Window-in-the-Door Technique
Cost: 1m
Ways: Supernatural 1
Type: Action
The Exalt sees through a door or a wall.

An area of a door or a wall you touch (about Size 0) becomes momentarily transparent to you.

Artful Sprinting Theft
Cost: 2m
Ways: Paced, Multiple
Type: Supplemental
The Exalt works fast, liberating the valuables with impossible speed and without even stopping.

You make up to (X) Larceny Extra Actions. Each action also has its normal Interval reduced by a step.

Muddled Water Practice
Cost: 2m
Ways: Overwhelming, Supernatural 1 + 1
Type: Action
The Exalt creates a perfect distraction, confusing everyone around.

Roll Larceny to create a Mental Obstacle Hazard for everyone in the scene for (X) turns. Those who do not overcome it cannot detect any Larceny actions you attempt in the scene until the charm ends.

Storm-Outrunning Technique
Cost: 2m
Ways: Overwhelming, Resurgent
Type: Action
Wind and waves respond to the Exalt’s call.

For a ship movement roll, increase Sail by (X) and reroll up to (X) dice, excepting those showing 1s. In narrative time, just double the ship’s Speed for a scene.

Sturdy Bulkhead Concentration
Cost: 2m
Ways: Paced, Supernatural 1 or 3
Type: Supplemental
The Exalt’s Essence infuses the ship, making it sturdier without making it heavier.

For a scene, the ship you are on gains +1 bonus to Hull and/or Soak (or +2 at (X) = 3).

Pirate-Masquerading Method
Cost: 2m
Ways: Reaching, Supernatural 3
Type: Supplemental
The Exalt’s ship is cloaked in lies and illusions, camouflaged amidst the others.

A ship of up to (X) Size that you are on appears to the onlookers as one of their own for a scene: merchants see a merchant ship, pirates see pirates, and so on.

Waves Like Clouds Voyage
Cost: 3m
Ways: Paced 3, Reaching 3, Supernatural 3
Type: Supplemental
The Exalt cloaks the entire ship with his anima.

A ship of up to (X) Size you are on, and everyone aboard, gains the benefit of a Water Aspect anima for a day, and can now sail underwater using local currents. Only Water Aspects can use this charm.
**Charms – Dragon-Blooded – Wood – Archery**

**Swallow Defends the Nest**  
**Cost:** 1m  
**Ways:** Overwhelming  
**Type:** Action

The Exalt unleashes a massive volley of shots.  
Make an Archery attack, increasing it by (X).

**Life-Swelling Sap Strike**  
**Cost:** 1m  
**Ways:** Supernatural 1 + 1  
**Type:** Supplemental

The Exalt’s arrow swells with living Essence growing into and consuming the undead flesh.  
Supplemented Archery attack Ignores (1) Soak of the corporeal undead. At (X) = 2 it also gains +1 Damage. At (X) = 3 the effect extends to all material targets.

**Diving Dragonfly Swarm**  
**Cost:** 2m or 3m  
**Ways:** (Paced), Multiple, Supernatural  
**Type:** Extra Action

The Exalt’s arrows leap to intercept the enemies.  
Make up to (X) Archery Clashes against any attacks in normal Range. At (X) = 3, you can pay +1m to extend the charm for (X) turns, for (X) free Clashes in each.

**Essence Thorn Cannonade**  
**Cost:** 3m  
**Ways:** Paced, Reaching, Supernatural 3  
**Type:** Supplemental

A giant cluster of root-tendrils erupts around a siege Weapon, lifting it up as the Exalt’s anima grows into it with circuit-like patterns of vines and sinew-saplings.  
For (X) turns, you can operate an Archery Weapon of up to (X) Size alone, and it functions as if in perfect working order. This includes magitech artillery weapons. Only Wood Aspects can use this charm.

**Charms – Dragon-Blooded – Wood – Medicine**

**Flesh-Stitching Vine Technique**  
**Cost:** 1m  
**Ways:** Supernatural 1 or 3  
**Type:** Action

At the Exalt’s touch, a thin vine grows in the flesh, holding the worst of the wounds closed.  
Roll Medicine while touching a target. If successful, reduce its wound penalty by one level until he is damaged again. At (X) = 3, the target ignores wounds completely. The vine must be surgically removed later.

**Remote Evacuation Practice**  
**Cost:** 1m  
**Ways:** Reaching  
**Type:** Action

The Exalt’s anima grows into long roots or vines, dragging a fallen comrade from the danger.  
Roll Medicine as for the target in up to (X/2) Range. If successful, it is also dragged to you.

**Disease-Banishing Technique**  
**Cost:** 3m  
**Ways:** Overwhelming, Multiple, Paced  
**Type:** Action

The Exalt’s touch violently banishes a disease.  
Make a Medicine Leading roll to heal a disease, reducing its Interval by (X/2) steps, and counting the result for (X) Intervals if it becomes a scene or less.

**Wound-Closing Touch**  
**Cost:** 1m  
**Ways:** Paced 2  
**Type:** Action

The Exalt rapidly closes a wound of the body.  
Roll Medicine as a Leading action, applying the wound penalty, and restoring health levels equal to the successes as if for the natural healing Interval.
Charms – Dragon-Blooded – Wood – Performance

Talented Improvisation Practice
Cost: 1m
Ways: Resurgent
Type: Supplemental

The Exalt avoids any mistakes before they occur, or even ingeniously turns them to his benefit.

Reroll up to (X) dice for any Performance roll onstage.

Charms – Dragon-Blooded – Wood – Ride

Heaven-Gracing Leap
Cost: 1m
Ways: Reaching
Type: Supplemental

The Exalt and his steed clear a prodigious distance in a single leap.

As a part of the movement action while mounted, your steed of up to (X/2) Size can jump up to (X/2) Range.

Protective Performance Method
Cost: 2m
Ways: Paced 0 (1 -1) Multiple, Supernatural 1 + (2 -1)
Type: Supplemental

The Exalt’s Essence subtly protects his audience.

A group of up to (X) Size gains +1 Resolve and +1 Soak against ranged attacks, but only while they directly listen, and only if you perform, using this charm, in the same turn.

Scattered Petal Hoof Steps
Cost: 1m
Ways: Supernatural 1+
Type: Supplemental

The Exalt’s steed steps as lightly as falling petals.

For once action, you move on the surface of any terrain without impediment when mounted. At (X) = 2, you can even move across water or similar surfaces.

Audience-Capturing Technique
Cost: 2m
Ways: Multiple, Supernatural 1 + 1
Type: Action

The Exalt captures the audience’s attention, distracting them as they slowly overgrow with vines.

Roll Performance to create a Lasting Obstacle Hazard, binding the audience in roots and vines. This takes a scene. The Hazard must be resisted with Notice first, and physically afterwards to get free.

Ebony Spur Technique
Cost: 1m
Ways: Multiple 1 (+ 1+) 
Type: Extra Action (and Supplemental)

The Exalt transforms his mount’s great speed and strength into carnage in the opposing ranks.

Before a close combat attack, roll Setup for it with Ride, using your mount’s Size a bonus. If you are attacking a group, also compensate for (X -1) of its Size.

Dance of the Jade Bridle
Cost: 2m
Ways: Overwhelming, Supernatural 2 (+ 1 -1)
Type: Action

The Exalt subdues a beast in a fierce battle of wills.

You must subdue a rideable beast in a scene of challenge to use this charm. After you do, roll Ride, increasing it by (X), to Instill an Intimacy of loyalty to you, Ignoring (3) the beast’s Resolve.

Heartbeat of War
Cost: 2m
Ways: Overwhelming, Reaching
Type: Action

The Exalt drums a beat or shouts a speech, reinvigorating the tired and strengthening the spirit.

Roll Performance, increasing it by (X), to Clash a fear effect in (X) Range. If you win, you Inspire courage.
Charms – Dragon-Blooded – Wood – Survival

Hostile Environment Preparation Method
Cost: 2m
Ways: Multiple, Supernatural 1
Type: Action

The Exalt’s Essence enhances his preparations for extreme conditions.

Roll Survival as a Setup for you and up to (X) others when you prepare for an environment somehow. Your Setup bonus is increased by +1 (or +2 at (X) = 3).

Shelter Creation Technique
Cost: 1m
Ways: Paced 2
Type: Action

The Exalt quickly constructs a serviceable shelter.

Roll Survival to craft a Size 2 shelter from the natural materials, warding off most mundane environmental conditions. This takes a scene, or minutes at (X) = 3.

Nature’s Healing Bounty
Cost: 1m
Ways: Supernatural 1 + (1 - 1)
Type: Supplemental

The Exalt procures medicinal plants around.

As long as you have a scene to forage, you can use Survival instead of Medicine to heal people.

Sleeping Seeds Hibernation
Cost: 2m
Ways: Paced 1, Supernatural 1 (3 -1 -1)
Type: Supplemental

Like a seed in the winter, the Exalts slumbers safely.

You enter suspended animation, unaffected by cold, lack of air, food and other necessities. However, you are insensate, and cannot do anything until you automatically awaken, which happens only after the extreme conditions pass (it may take a long time).

Charms – Dragon-Blooded – Combos

Striking Garda Retreat
Cost: 2m
Ways: Overwhelming Melee, Reaching Athletics
Type: Action

Striking with a great pressure of Fire Essence on his blade, the Exalt soars on the resulting explosion.

Make a Melee attack, increasing it by (X). If successful, you fly back (X) Ranges.

Rising Brush Rebuke
Cost: 3m
Ways: Overw. Multiple Bureaucracy, Sup. 1 War
Type: 3m

Raising his brush or seal in a stern gesture of condemnation, the Exalt intimidates his foes.

Roll Bureaucracy, increasing it by (X), as an Inspire Fear action against a group, compensating for (X) Size. If successful, it is definitely a cause for the Rout check.

Granite Hide Ram
Cost: 2m
Ways: Supernatural 1 + 1 Resistance, Reaching Ride
Type: Action

The Exalt and his mount are momentarily covered in massive granite armor as it rams the obstacle.

Roll Ride while on a mount of up to (X) Size, to execute a ram attack, Ignoring (1) Soak; you and your mount remain unharmed by the impact.

Gold-Panning Insight
Cost: 2m
Ways: Paced 2 Awareness, Resur. Investigation
Type: Action

The Exalt’s trained eye filters out the irrelevant.

Roll Investigation analyze the scene, rerolling up to (X) dice, except those showing 1s, in a single action, immediately spotting anything important if successful.
Twisting Spiteful Shaft
Cost: 1m
Ways: Supernatural 1 + 1
Type: Supplemental

The Abyssal’s arrow twists cruelly within the target to inflict horrible rending wounds.

If the Supplemented attack hits, the arrow becomes a Rank 1, Quality (X-2) being, attacking from the inside, until it is removed somehow.

Iron Sleet Attack
Cost: 1m
Ways: Multiple 1
Type: Extra Action

The Abyssal’s arrow is infused with the Void’s cold, trailing wisps of glowing frost and freezing the target.

Use with Archery attack. If it hits, roll Archery as a negative Setup, applying to all movement.

Bloodthirsty Arrow
Cost: 1m
Ways: Overwhelming (+1 -1)
Type: Supplemental

The Exalt extends a wisp of Oblivion through his arrow, filling it with a thirst of blood and death.

Increase Archery by (X + 1) for the attack against a living target that has blood.

Piercing Ghost Barb
Cost: 2m
Ways: Triumphant, Supernatural 5
Type: Action

The Abyssal arrow becomes incorporeal, glows and moans in flight, then materializes inside the target.

Make an Archery attack, Ignoring (5) non-living matter (including walls and armor), and converting up to (X) failed dice, excepting those showing 1s, to successes.

Inescapable Iron Grip
Cost: 1m
Ways: Triumphant, Supernatural 0 (1 - 1)
Type: Supplemental

The Abyssal grasps the victim by the throat, almost paralyzing him and preventing him from crying out.

For a Grapple roll or attacking the grappled, convert up to (X) failed dice, excepting those showing 1s, to successes. The target also cannot speak when held.

Scouring Erosion Method
Cost: 1m
Ways: Supernatural 1, 3 or 5
Type: Supplemental

The Abyssal concentrates his anima in a roiling corona, forcing his withering aura of entropy on the target.

The target has a –(X/2) penalty to Soak for defending against you attack.

Illustrative Overkill Technique
Cost: 3m
Ways: Overwhelming, Multiple, Supernatural 3 or 5
Type: Extra Action

The Abyssal kills his victim in a spectacularly horrific manner, filling the witnesses’ hearts with terror.

After killing an enemy, roll Brawl, increasing it by (X), to Inspire Fear against up to (X) targets. At (X) = 5, if the enemy resists or Rejects, the result is also treated as a negative Setup for opposing the Abyssal for a scene.

Writhing Blood Chain Technique
Cost: 2m
Ways: Paced, Multiple 2+
Type: Extra Action

Hooked chains of blood erupt from the Abyssal’s flesh.

For (X) turns, you gain (X) Brawl or Grapple Extra Actions (with the chains) per turn.
Artful Maiming Onslaught
Cost: 1m (or 2m for (X) = 6)
Ways: Supernatural 3, 3 + 1, 5, or 5 + 1
Type: Supplemental

With cruel yet elegant precision, the Abyssal strikes to sever limbs and mutilates his opponent.

If your attack deals at least 3 damage, you may convert that 3 damage to a Crippling Consequence, Ignoring (3), or 5 at (X) = 5) Health. If you have 1 more (X) level than required, you can declare this charm after making the attack roll and seeing the result.

Soul-Cleaving Strike
Cost: 3m
Ways: Overwhelming, Multiple 1, Supern. 3 + 1 + 1
Type: Action

The Abyssal’s Weapon flares with ghostly fire and loudly shrieks as he cuts through flesh and soul both.

Make an attack with Melee, increasing it by (X). It is simultaneously a Physical and a Mental attack, using the lowest of the target’s relevant defenses, Ignoring (3) both, and striking immaterial beings equally well.

Corrosive Parry
Cost: 2m
Ways: Triumphant, Supernatural 1 + 1 or 3
Type: Supplemental

Filling his blade with necrotic Essence as he parries, the Abyssal rusts and rots the opponent’s Weapon.

Roll Melee as a defensive Clash, converting up to (X) failed dice, excepting those showing 1s, to successes. If successful, the opponent’s Weapon is destroyed, unless it’s made from magical materials.

At (X) = 4, the magical weapons are also affected, but are just wrenched from the opponent’s grasp and fall on the ground, melting in and slightly sinking by the means of your corrosive Essence. They require using an action from the Touch Range to retrieve.

Improvising Assassin’s Trick
Cost: 1m
Ways: Supernatural 3
Type: Supplemental

In the Abyssal’s hands, everything from pebbles to flowers to paper cranes becomes a deadly Weapon.

For the scene, any small object counts as a Light Thrown Weapon for you.

Lightning Clutch of the Raptor
Cost: 2m
Ways: Overwhelming, Supernatural 1 (+3)
Type: Supplemental

The Abyssal moves with impossible speed, plucking arrows or other missiles out of the air.

Roll Thrown, increasing it by (X), as a Defensive Clash against a ranged attack. At (X) = 4, the attacker’s Weapon doesn’t count for the Clash. You catch it.

Cuts-Opening-as-Eyes Technique
Cost: 1m
Ways: Paced
Type: Supplemental

The Abyssal’s Weapon initially leaves thin red lines on the skin – than they erupt into gaping wounds.

Any damage from the supplemented attack is inflicted up to (X) turns after the attack is made and resolved.

Frozen Prayer Entombment
Cost: 3m
Ways: Triumphant, Paced 2, Supernatural 1 + 1 + 1
Type: Action

The Abyssal throws a bolt of spreading unnatural ice.

Roll Thrown, converting up to (X) failed dice, excepting those showing 1s, to successes, to create a lasting Obstacle Hazard, freezing the target in icy suspended animation until he breaks out or is freed.
**Arise and Slaughter**  
**Cost:** 2m or 3m  
**Ways:** (Paced 2), Multiple, Supernatural (3 -1) (+1 + 1)  
**Type:** Action

The Abyssal commands corpses around to awaken and make war upon the living.

Roll War to create a group of zombies (Rank 1, Good attack, Perfect Morale) of up to (X) Size, or reinforce an existing one (there must be enough corpses). At (X) = 4, Whispers ●●, for +1m, you can summon spectres instead (no corpses needed, also Good Defense, but last only for a scene – usually until sunrise).

**Glorious Carnage Typhoon**  
**Cost:** 2m  
**Ways:** Multiple, Supernatural 3  
**Type:** Supplemental

The Abyssal’s tactics turn the enemy numbers and formations against themselves.

Compensate for (X) Size when attacking a group; its Size and defensive Setups counts as penalties instead.

**Hive-Mind Horror Tactics**  
**Cost:** 4m  
**Ways:** Reaching, Multiple, Paced, Supernatural 3  
**Type:** Supplemental

The Abyssal’s disembodied presence suffuses the Dead, who act as the extension of his will.

This charms work only on the Dead. The Abyssal’s mind links with up to (X) groups or units in up to (X) Range. For (X) turns, he can command each one as if present, making up to one War action to Setup or Lead per turn per unit. The Abyssal can perceive the situation around each unit through their senses, but can also act himself as normal.

At (X) = 5, the Abyssal can also speak through his soldiers, direct them in exact details down to every gesture when Leading them, and accomplish any similar feats of hive-minded precision.

**Blood Before Surrender**  
**Cost:** 1m  
**Ways:** Supernatural 3  
**Type:** Supplemental

Embracing the principle of nihilistic heroism, the Abyssal chooses death before acquiescence.

Treat the result of a Social or Mental action against you, wholly or in part, as Physical damage instead.

**Lesser Horrors Scorned**  
**Cost:** 2m  
**Ways:** Overwhelming, Multiple 1  
**Type:** Extra Action

The Abyssal plunges those who thought themselves fearsome and awe-inspiring into the depths of terror.

Clash a hostile Social or Mental action against you with Integrity, increasing it by (X), as Inspire Fear.

**Unfading Memory Technique**  
**Cost:** 2m  
**Ways:** Paced 3, Supernatural 3  
**Type:** Supplemental

Dead things tend to emerge at night; hungry ghosts of forgotten memories rise with the onset of darkness.

Use when affected by Erode Intimacy or a memory-affecting effect. At the end of the day, you can attempt to resist it a second time, possibly changing the result.

**Heart of Darkness**  
**Cost:** 2m  
**Ways:** Triumphant, Paced  
**Type:** Action

The Abyssal regards the world with serene indifference, beyond the petty temptations of life.

For (X) turns, convert up to (X) dice, excepting those showing 1s, and/or double Resolve, against Influence that creates or exploits Intimacies to pleasures of life.
Charms – Abyssal – Midnight – Performance

**Withering Dirge**
*Cost:* 2m  
*Ways:* Reaching, Supernatural 1 + 1  
*Type:* Action

The Abyssal channels his Essence into a song so mournful that the audience starts to die as they listen.

Roll Performance to create a Mental Hazard that deals Physical damage to listeners in (X) Range. It makes no marks and causes no pain until you stop playing.

**Morbid Fascination Style**
*Cost:* 2m  
*Ways:* Paced 2, Supernatural 1 + 1  
*Type:* Action

The audience of the Abyssal’s performance recognizes his implicit threat and knows better than to depart.

Roll Performance to create a Social Obstacle Hazard, with Duration and Interval of a Scene. Those trying to leave must overcome it first.

**Lamenting Ghost Technique**
*Cost:* 2m  
*Ways:* Overwhelming, Supernatural 1 + 1  
*Type:* Action

The Abyssal plays a note as a devastating sonic blast.

Roll Performance a Physical attack, increasing it by (X), using your voice or instrument as a Light ranged Weapon (+1 Damage), and Ignoring (I) Evasion.

**Elegy for the Fallen**
*Cost:* 2m  
*Ways:* Overwhelming, Triumphant  
*Type:* Action

The Abyssal reaches for a ghost with prayers.

You perform or Lead a scene-long prayer to a ghost, increasing Performance by (X) and, converting up to (X) dice, excepting those showing 1s, to successes.

Charms – Abyssal – Midnight – Presence

**Killing Words Technique**
*Cost:* 1m  
*Ways:* Supernatural 3 (+1)  
*Type:* Supplemental

The Abyssal’s Essence saps life from those who resist.

If the supplemented action is Rejected, the target takes the result of the roll as Physical damage instead of Limit. At (X) = 4, you can use this charm after the roll.

**Command the Dead**
*Cost:* 2m  
*Ways:* Triumphant, Supernatural 1 + 1  
*Type:* Action

The Abyssal’s will easily controls the lesser Dead.

Roll Presence against a Creature of Death of lower Essence, converting up to (X) failed dice, excepting those showing 1s, to successes. In mindless undead it Instills obedience (Opposed if controlled by others), for others it is Persuasion (actually, usually an order).

**Irresistible Seduction Style**
*Cost:* 2m  
*Ways:* Paced 2, Supernatural 3  
*Type:* Action

The Abyssal’s cold beauty is heightened, his visage transformed to match his idealized form.

Roll Performance as a Setup for all seduction attempts for the scene, and you receive a Gift 3: Aching Beauty, for +/− 2, as appropriate, in that period.

**Soul-Capturing Gaze**
*Cost:* 1m  
*Ways:* Overwhelming  
*Type:* Action

The Abyssal’s gaze saps the will and quells the spirit.

Roll Presence, increasing it by (X), to «Persuade» the target to do nothing but stare into your eyes.
Iron Maiden’s Kiss
Cost: 3m
Ways: Multiple 2, Paced 2, Supernatural 1 + 1 + 1 + 1
Type: Extra Action (lasting crafting action)

The Abyssal encases his attacker in an iron coffin.
Clash an attack with Resistance to trap the attacker; requires a min. 6 Strength/Athletics action to break.

Flowing Wound Defense
Cost: 2m
Ways: Triumphant, Supernatural 3+
Type: Supplemental

Upon being hit, the Abyssal is seemingly damaged or even explodes into gore, but is immediately restored.
Convert up to (X) dice, excepting those showing 1s, to successes on a Resistance roll and/or double Soak; also Negate (X) any effect that would ignore your Soak.

Cadaverous Torpor Technique
Cost: 2m
Ways: Paced, Supernatural 3
Type: Supplemental

The Abyssal dies completely, but temporarily.
You die. After a designated circumstance, or a set amount of time, up to (X) time, you awaken unless your body is destroyed. You are a corpse until that time, and cannot do anything but respire Essence.

Wounds Mean Nothing
Cost: 2m
Ways: Paced 2 + 3, Supernatural 5
Type: Supplemental

The Abyssal refuses to go down, no matter how severe his injuries are.
For (X-2) turns, you cannot die and roll natural healing every turn. Even if you are cut to ribbons, your minced flesh will squirm into a pile and start reconstituting.

Sheltering Internment Prana
Cost: 2m
Ways: Paced 3, Supernatural 3
Type: Supplemental

The Abyssal sinks into the earth to rest like a buried corpse does.
For (X) time, you sink a meter underground, leaving no trace, and sleep until you awake or are disturbed.

Maze-Unraveling Concentration
Cost: 2m
Ways: Triumphant, Supernatural 3
Type: Supplemental

Attuned to the great Labyrinth, the Exalt can expertly navigate it, and becomes at home in lesser mazes.
Convert up to (X) dice, excepting those showing 1s, to successes on a roll to navigate or hide in a convoluted network of passages, from city streets to cave systems, also Negating (3) any attempts to ignore your Survival.

Maelstrom-Weathering Indifference
Cost: 2m
Ways: Paced 3, Supernatural 3, 3 + 1, or 5
Type: Supplemental

The Abyssal is contemptuously unaffected by the raging elements, striding forth completely untouched.
For a day, you are immune to all naturally-occurring environmental Hazards of the Underworld, Creation (at (X) = 4) and everywhere else (at (X) = 5).

Fetter the Deathless Beast
Cost: 1m
Ways: Supernatural 3
Type: Supplemental

The Abyssal brings a ghostly beast to corporeality.
A ghostly animal (including plasmics and hungry ghosts) that you touch instantly materializes.
Fault-Finding Scrutiny

Cost: 1m  
Ways: Triumphant  
Type: Action

The Abyssal perceives the weak points by attuning his gaze to the seeds on entropy present in all things.

Roll Craft, converting up to (X) dice, excepting those showing 1s, to successes, either as a Setup for repairs, a negative Setup for demolition, or an enemy’s Soak.

Grave Treasures Restitution

Cost: 2m  
Ways: Paced 3, Supernatural 3  
Type: Action

By performing a symbolic repair ritual, the Abyssal allows a grave goods object to return to Creation.

Perform a repair-like crafting project for a grave goods item to allow it to exist in Creation for (X) time.

Tools of the Dead

Cost: 3m  
Ways: Paced, (Reaching), Supernatural 3  
Type: Action

The Abyssal summons the assemblies of long lost tools from the shadows of the Underworld.

For (X) time, or until you leave, you have excellent Equipment of a specified type for a +2 bonus. For +1m, you can manifest equipment for projects up to (X) Size.

Haunted Workshop Prana

Cost: 3m  
Ways: Multiple 1+, Reaching, Paced  
Type: Extra Action

Ghostly forces toil for the Abyssal even in his absence.

For (X) time, you can work on up to (X) crafting projects in absentia, as long as you stay in (X) Range. You do not count as leaving for the Tools of the Dead.

Corpse Questioning Technique

Cost: 1m  
Ways: Supernatural 3  
Type: Supplemental

The Abyssal partially animates a corpse or a severed head to answer his questions.

A corpse truthfully answers your questions for a scene. Fresh corpses can answer fully; skulls can barely talk.

Incomparable Agony Interrogation

Cost: 2m  
Ways: Overwhelming, Supernatural 1 + 1 + 1  
Type: Action

The Abyssal can torture his victims with the force of his inquisitive will alone.

Roll Investigation, increasing it by (X), as a scene-long action against a helpless target: as a Mental attack, as a Read Character attempt, or to Persuade to confess, increasing the target’s wound penalty by 1 (2 at X = 5).

Daybreak Mandate Methodology

Cost: 2m  
Ways: Multiple 1+, Supernatural 1  
Type: Action

The Abyssal takes what he learns with him, forever.

Simultaneously roll for (X/2) Intervals to analyze large amounts of recorded data. You can choose to seamlessly erase it from the sources you learn it from.

Heart and Feather Technique

Cost: 2m  
Ways: Triumphant, Multiple 3  
Type: Action

The Abyssal analyzes a human po, assessing its bearer.

Roll Investigation, converting up to (X) dice, excepting those showing 1s, to successes, as a Read Character action, to discover all of the target’s Virtue Ratings.
Crypt Bolt Attack
Cost: 1m or 2m
Ways: Supernatural 1 + 1 or 3 or 5
Type: Action

A bold of black Essence leaps from the Abyssal’s palm, corroding and withering everything it touches.

Roll Lore as a Weapon (+1 Damage) Ranged Physical attack that ignores Soak (1, or 3 at (X) = 4, or 5 at (X) = 6 for +1m).

All Dreams Die
Cost: 3m
Ways: Reaching, Paced, Supernatural 3 or 5
Type: Action

The Abyssal draws upon the cold inevitability of Oblivion as a Weapon against Chaos.

Roll Lore to create a Mental Obstacle Hazard against any being with Graces in (X) Range (or a Waypoint you are in). Unless it resists with its Ring, for (X) time, it cannot use any Shaping actions (or prevent others from Shaping it in the case of a Waypoint). The roll to resist is made once for the whole period. At (X) = 5, the effect lasts for a full story.

Teaching Incomprehensible Truths
Cost: 2m
Ways: Overwhelming, Supernatural 5
Type: Action

The Abyssal shares his own insights, opening a mind to the glory of the Neverborn.

Roll Lore as a Mental Attack to inflict a Derangement. You instantly grant (or force upon) the target free dots of Whispers Advantage equal to the half of the resulting Derangement Rating. You can choose whether the target would suffer the actual Derangement from the attack, or just gain Whispers, or both. You cannot raise the target’s Whispers Rating higher than your own with this charm.

Blood Mastery Technique
Cost: 2m
Ways: Paced 2 + 1, Supernatural 1 + 1 + 1
Type: Supplemental or Action

The Abyssal commands the blood flow, stopping the bleeding or condemning to exsanguination on a whim.

Either supplement a Medicine action (automatically stops blood loss) for 1m, or (for 2m) make a Hazard Creation roll against the target: unless the Hazard is overcome with Resistance or Medicine, the target loses its bleeding immunity, if any, and starts bleeding: Blood Loss Hazard of (Wound Penalty)/Turn.

Plague-Eating Kiss
Cost: 2m
Ways: Paced, Supernatural 3
Type: Supplemental

The Abyssal bites or kisses the target, devouring the sickness inside; perhaps to bestow in on others later.

This charms supplements feeding for Essence, as per Abyssal Endowments. When dealing damage with it, you can choose to draw all diseases with the Rating lesser than (Damage dealt by feeding) into yourself. They are suspended for (X) time, and can be transferred to others in the same way in that period.

Ivory Whirlwind Restoration
Cost: 3m
Ways: Paced, Reaching, Supernatural 5
Type: Action

Dead flesh explodes in a maelstrom at the Abyssal’s gesture, reshaping itself and flowing into the wounds.

Use on a target in up to (X/2) Range, with a supply of flesh in (X/2) Range. Roll Medicine, as body parts and tissue are pulled through the air. You can instantly: remove a Physical Crippling condition with three successes; or heal damage with a Leading Medicine action; or provide physical Gifts by altering flesh; or just make cosmetic changes or perform similar feats of flesh sculpting. This works on the living normally.
**Oblivion's Deliverance**  
Cost: 1m  
*Ways*: Supernatural 3  
*Type*: Supplemental  

The Abyssal casts those he slays into the Void.  

A killing blow supplemented by this charm annihilates the target’s soul. Spirits implode forever and cannot reconstitute; humans lose hun; Raksha are erased.

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**Divinity-Banishing Contempt**  
Cost: 2m  
*Ways*: Overwhelming, Supernatural 3  
*Type*: Action  

The Abyssal severs the weak, temporary threads in a spirit’s Essence patterns.  

Roll Occult, increasing it by (X), against a spirit’s Resolve. If successful, it is immediately forced into its natural state, ending any (de)materialization effects.

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**Void-Channeling Technique**  
Cost: 1m  
*Ways*: Triumphant  
*Type*: Supplemental  

The Abyssal’s own connection to the Void powers his necromantic spells.  

For a Shape Necromancy roll, convert up to (X) dice, excepting those showing 1s, to successes.

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**Crumbling Idols Deprivation**  
Cost: 3m  
*Ways*: Overwhelming, Paced 5, Supernatural 5  
*Type*: Action  

The Abyssal’s touch voids the god’s mandate.  

Roll Occult, increasing it by (X), against the target’s Resolve. If successful, for a full Story the target loses all benefits of the Cult Advantage; gods are, in addition, separated from and cannot use their Domain.

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**Flickering Image Strike**  
Cost: 1m  
*Ways*: Multiple 1 + 1 + 1  
*Type*: Extra Action  

The Abyssal delivers a devastating blow as he rushes past his opponent in a blur of violence and shadows.  

Roll Athletics for extra movement to close to the target; then as a Setup against its Evasion; then make a close combat attack with a normal action; then roll Athletics for extra movement away from the target.

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**Soaring Raptor Prana**  
Cost: 2m  
*Ways*: Paced 2 + 1+, Supernatural 3  
*Type*: Supplemental  

The Abyssal’s anima shapes itself in a pair of wings or a billowing cloak as he is borne aloft on spectral wind.  

For (X) turns, you can fly. In narrative time, you can fly for a scene/hour, increasing your Speed to (X-2).

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**Stepping Outside Existence**  
Cost: 3m  
*Ways*: Reaching 5, Multiple 1, Supernatural 5  
*Type*: Extra Action  

The Abyssal vanishes in a vortex of shadows.  

Roll Athletics. If successful, you reappear anywhere you can perceive in up to (X) Range. Your (Whispers + Resonance) can Oppose the roll if the Neverborn want to decide your reappearance point.
Charms – Abyssal – Day – Awareness

Pulse of Prey Technique
Cost: 1m
Ways: Triumphant, Supernatural (1 -1)x3
Type: Supplemental

Through beating hearts, radiated warmth and flowing Essence, all life cries out to the Abyssal for a swift end.

Convert up to (X) dice, excepting those showing 1s, to successes, on a detection roll. Opponents with a pulse, heat or life have their Stealth Ignored (1 for each).

Faith-Hunting Practice
Cost: 2m
Ways: Paced, Reaching
Type: Supplemental

In the Abyssal’s mind, prayers to the traitorous gods of Creation echo with Whispers screaming for silence.

For (X/2) time, you hear all prayers uttered in (X/2) Range, and sense any displayed holy symbols. You can find specific instances with an Awareness roll.

Void Stares Back
Cost: 1m
Ways: Supernatural 3
Type: Supplemental

The Abyssal’s pupils ooze outward to stain irises and whites alike with the featureless and pitiless darkness.

For a scene, you don’t need any light (or eyes) to see.

Piercing Gaze of the Unmaker
Cost: 2m
Ways: Paced 2 (1 + 1 - 1 - 1), Reaching 5, Supernatural 5
Type: Supplemental

The Abyssal’s malevolent attention transcends space.

For a scene, you can perceive anything in (X) Range, Ignoring (5) any obstructions. Those observed can immediately feel it (Resonance manifestations often bleed through), and can try to see you back with a roll.

Charms – Abyssal – Day – Dodge

Guttering Candle Feint
Cost: 1m
Ways: Multiple 1
Type: Extra Action

At the moment of his strike, the Abyssal is not exactly where he appeared to be a moment before.

Before an attack, roll Dodge as a Setup for it.

Incomparable Phantom Form
Cost: 2m
Ways: Triumphant, Paced
Type: Supplemental

Suffusing his body with spectral Essence, the Abyssal loosens the bonds of existence, becoming part shadow.

For (X) turns, convert up to (X) dice, excepting those showing 1s, to successes for Dodge rolls and/or double Evasion.

Flickering Wisp Technique
Cost: 2m
Ways: Overwhelming, Supernatural 3 (+1)
Type: Supplemental

The Abyssal ripples and vanishes like smoke in the wind, coalescing back shortly after.

Increase Dodge by (X), and/or double Evasion, Negating (3) any effect that would ignore Evasion. At (X) = 4, you can reappear behind an enemy, gaining the benefit of Surprise unless he acts again before you.

Ghost Lights Method
Cost: 1m
Ways: Reaching
Type: Supplemental

The Abyssal dances around the enemy’s attacks, tantalizingly just out of reach, to lure him in.

On a successful Evasion, you and the attacker move up to (X/2) Ranges together, in a direction of your choice.
Theft of Face
Cost: 2m
Ways: Paced 3+, Supernatural 3
Type: Action

The Abyssal deprives the target from the obsolete notion of living identity, and gains a useful tool.

Cut off the target’s face, rolling Larceny, and put it over your own. If successful, you physically transform into the target for (X) time, when the face flakes off.

Reality-Subverting Gesture
Cost: 1m
Ways: Supernatural 1 or 3 or 5
Type: Action

The Abyssal flaunts the laws of Fate and probability.

Roll Larceny. If successful, you gain a narrative benefit of the (X)-appropriate level. For example, at Minor, you can get four aces on the draw, make a stone float in the water or achieve a similar effect. At Major, you can draw a coin (or a knife) from an empty pocket or get four aces on the draw when there were no aces left in the deck. At Defining, you can win one-in-millions bet, or seriously disrupt someone’s destiny, but also get you discussed (as in dissed and cussed at) at the Bureau of Destiny’s next moonday meeting.

Solar Impersonation Style
Cost: 2m
Ways: Overwhelming, Paced 3, Supernatural 5
Type: Supplemental

This Abyssal appears as a Solar belonging to the mirrored Caste, altering his anima and caste mark.

For a day, you appear to be a Solar, changing the anima displays accordingly. Any blatantly inhuman changes wrought by your dark nature are also masked. Your anima iconography can be changed as well, and you can even imitate a particular Solar with Theft of Face or similar charms. Mortal eyes cannot tell the difference (1), but magical means of detection have a chance to uncover your fraud as normal.

Stifled Cry Exercise
Cost: 2m
Ways: Paced, Supernatural 3
Type: Supplemental

The Abyssal smother his victim’s with Essence.

For (X) turns, all your interactions with the target, including combat, produce no sound (3).

Shadow-Riding Method
Cost: 2m
Ways: Paced, Supernatural 3
Type: Action

The Abyssal steps into a shadow, disappearing within.

You touch the shadow, and become a part of it for up to (X) time, or for (X) turns in Conflicts. You can move with a moving shadow, or go into other shadows that touch it. If the shadow disappears, you are ejected.

Splinter in the Mind’s Eye
Cost: 2m
Ways: Triumphant, Paced
Type: Action

The opponents who overlook the Abyssal initially cannot believe their eyes even if they see him later.

Make a Stealth roll, converting up to (X) dice, excepting those showing 1s, to successes. For the next (X) turns, you keep the result, and will not be noticed by those who fail to spot you, even if seen directly.

Unseen Wisp Method
Cost: 3m
Ways: Overwhelming, Paced, Supernatural 5
Type: Supplemental

The Abyssal hides in the darkness between the strands of the Tapestry of Reality.

For (X) turns, you are Outside Fate, and increase Stealth by (X) against anyone without Whispers.
Charms – Abyssal – Moonshadow – Bureaucracy

Authority-Eroding Technique

Cost: 1m
Ways: Triumphant
Type: Action

By making a pointed remark, the Abyssal weakens his opponent’s standing.

Roll Bureaucracy, converting up to (X) dice, excepting those showing 1s, to successes, against a member of an organization, to Erode a positive or Instill a negative Intimacy to his superior or the organization itself.

Obligation-Establishing Method

Cost: 3m
Ways: Overwhelming, Paced, Supernatural 1 + 1 or 5
Type: Action

The Abyssal’s instructions are imprinted in their servants’ very Essence.

Give a task to your subordinate and set a deadline in up to (X) time. If he doesn’t complete the task in time, roll Bureaucracy, increasing it by (X), as your choice of a Physical attack dealing damage (against natural Soak only, as it comes from the inside), or a Mental attack creating a Derangement of obsession with the task. At (X) = 5, if the target dies before the task is complete or is killed by this charm, he rises as a ghost with a Defining Passion of the task’s completion.

Eloquent Example Inspiration

Cost: 2m
Ways: Overwhelming, Supernatural 1, 3 or 5
Type: Supplemental

The Abyssal provides a healthy dose of overwhelming fear and terror, ensuring swift compliance.

When Leading a Dominion action that targets the Dominion itself, increase Bureaucracy by (X) and reduce the penalty from an opposing negative Facet of your choice by (X/2). This charm is traditionally activated by performing a public execution, but that is not strictly necessary. Illustrative Overkill Technique used for this purpose should give a stunt bonus.

Charms – Abyssal – Moonshadow – Linguistics

Ghost-Warding Glyph

Cost: 2m
Ways: Paced 3, Supernatural 3
Type: Action

By tracing a rune on the target’s forehead, the Abyssal anoints him as one of his own.

For a day, mindless undead, such as zombies or hungry ghosts, will not attack the target unless compelled by magic. Flaring anima forfeits the charm.

Scathing Cynic Attitude

Cost: 2m
Ways: Triumphant, Paced
Type: Supplemental

The Abyssal recognizes flaws, naivety and groundless optimism in anything he hears, with acute disgust.

For (X) turns, convert up to (X) dice, excepting those showing 1s, to successes and/or double Resolve against Influence creating or using positive Intimacies.

Words Beneath a Whisper

Cost: 1m
Ways: Supernatural 3 or 5
Type: Supplemental

The Abyssal communicates telepathically.

You can communicate without speaking for a scene. At (X) = 5, you also bypass all language barriers.

Glyph-Unveiling Meditation

Cost: 1m
Ways: Supernatural 3
Type: Supplemental

By touching a sample of writing, the Abyssal attunes to the lingering wisps of memory left by the author.

You may read the touched text with perfect fluency. Although you cannot reproduce quotes or words, you understand all the information within it perfectly.
Mount-Spooking Shout
Cost: 2m
Ways: Overwhelming, Reaching, Supernatural (1 - 1)
Type: Action

The Abyssal pours essence to his voice, emitting a howl that terrifies most steeds.

Roll Ride, increasing it by (X), to create a one-time Mental Hazard up to (X) Range. It affects living mounts (not other animals). Unless resisted with Resolve (riders can use Ride), they flee from the scene.

Spectral Steed
Cost: 2m
Ways: Paced 3, Supernatural 3
Type: Action

The Abyssal summons a pure black stallion with eyes like smoldering coals from the Underworld’s Essence.

For a day, you have Rank 1 Size 1 mount of (X-2) Quality. It is a Creature of Death with Perfect Morale.

Wretched Ridden Nightmare
Cost: 2m
Ways: Paced 3, Supernatural 3 + 1
Type: Supplemental

The Abyssal cloaks a mount he rides with the dark Essence of the Labyrinth, warping its form.

For a day, or until you change it, your mount receives a number of (horrific) Gifts, up to its (natural limit + 1).

Ghost Ship Prana
Cost: 2m
Ways: Paced, Multiple
Type: Supplemental

The Abyssal’s Essence spreads through the ship, allowing it to function in the complete absence of crew.

For (X) turns, or for (X) narrative time, the ship of up to (X) Size you command counts as having full crew.

Dread Mist Veil
Cost: 3m
Ways: Reaching, Paced 2, Supernatural 1 + 1 + 1
Type: Action

Tendrils of dense fog swirl around the Abyssal’s ship, thickening and spreading into a windless cloud.

Roll Sail to craft a bank of dense fog of (X) Size. Inside the fog, visibility is reduced, sounds are muffled ((Range) penalty), and no natural wind can blow (1). It lasts for a scene, unless dispersed somehow.

Howling Tempest Approach
Cost: 2m
Ways: Overwhelming, Paced
Type: Supplemental

Dark storms and currents of the Underworld manifest about the Abyssal’s ship, carrying it forth.

For (X) turns, increase Sail by (X) for all actions concerning his ship’s speed or maneuverability.

Shroud-Crossing Path
Cost: 3m
Ways: Reaching, Paced, Supernatural 5
Type: Supplemental

The Abyssal sails in the darkness between the worlds.

Your ship of up to (X) Size has Speed 3 for a day, is Outside Fate and can travel to any destination, even in another world, if enhanced for the entire journey.
Charms – Abyssal – Moonshadow – Socialize

**Corollary of Comprehension**

**Cost:** 2m  
**Ways:** Multiple 1, Supernatural 3  
**Type:** Extra Action

The Abyssal responds to the prying eyes by showing a glimpse of what lies deep within.

When targeted by a Read Character action, you can use the result of that action as an Inspire Fear Social action roll’s result against the initiator.

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**Mind-Heaving Obsession**

**Cost:** 1m  
**Ways:** Triumphant  
**Type:** Action

Even an innocuous quirk can turn into a mad urge with but a little encouragement from the Abyssal.

Roll Socialize, converting up to (X) dice, excepting those showing 1s, to successes, as an Instill-equivalent action against the target that was Persuaded to do something or is Inspired by an emotion (or is feeling it naturally). You improve that decision’s or emotion’s Rating as if it was an Intimacy, therefore raising its priority in the target’s mind and the level of actions that the target is willing to perform in its pursuit. If it was already at Defining, this charms is a Persuasion attempt to act on it immediately instead.

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**Bleeding Heart Burial**

**Cost:** 3m  
**Ways:** Overwhelming, Paced 5, Supernatural 5  
**Type:** Action

The Abyssal designs for society supplant the thoughts and desires of its members.

Roll Socialize, increasing it by (X), as an Instill attempt. If successful, you also choose one of the target’s equal or lower Rating Intimacies: it becomes suspended for a Story, and cannot be used. The target idly wonders why he was invested in something so inconsequential. The Instilled Intimacy disappears when the charm ends, unless it’s renewed before the duration expires.

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Charms – Abyssal – Combos

**Symphony of War Method**

**Cost:** 2m  
**Ways:** Triumphant War, Multiple 1 Performance  
**Type:** Supplemental/Extra Action

The Abyssal orchestrates his battle with artistry and precision that inevitably moves the hearts of men.

When Leading a War action or making a command Setup roll, convert up to (X) dice, excepting those showing 1s, to successes. The result is also applied to create a Social Hazard with Performance, Inspiring an emotion of your choice in all who can perceive and understand the execution of your orders.

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**Black Owl Technique**

**Cost:** 2m  
**Ways:** Reaching Brawl, Multiple Stealth  
**Type:** Extra Action

The Abyssal falls upon his victim, grabs him, and disappears into the darkness from whence he came.

Make a Brawl Grapple attack against a target in up to (X/2) Range. If useful, he is moved into your position and you immediately make a Stealth action to hide.

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**Scribing the Book of the Dead**

**Cost:** 4m  
**Ways:** Reaching Awareness; Paced Bureaucracy; Multiple, Supernatural 1 + 1 Linguistics  
**Type:** Action

The Abyssals are masters of death, and no death in their domain goes unnoticed or unrecorded.

For (X) time, any death or equivalent, like entering Lethe or falling to Oblivion, that occurs in (X) Range, is noted in a grand book decorated with your anima banner’s imagery. The book manifests itself from Essence, writes itself without needing additional input, and may be referenced freely. Distance is measured from the book. Events are described as if you were present, unless they were somehow concealed with appropriate magic (against your Notice). The (X) are derived from the appropriate Traits as above.
Charms – Infernal – Strength

Striding Boar Stance
Cost: 2m
Affinity: Isidoros
Ways: Overwhelming 3+, Paced
Type: Supplemental

Nothing can stand before the unstoppable might.

For a scene, or for (X) turns in combat, you stride through anything you can potentially break with your (Strength increased with Overwhelming), destroying and shattering anything that would impede you. Smaller objects may be destroyed; larger are left with you-shaped holes. Your Strength is also increased by (X) for Grapple Control rolls and similar challenges.

Space-Warping Singularity Strike
Cost: 5m
Affinity: Isidoros
Ways: Overw., Triumph., Mult. 4, Reaching, Supern. 5
Type: Action

The very space is shattered and implodes with a strike, crushing those unfortunate enough to stand opposed.

Roll Strength, increasing it by (X) and converting up to (X) failed dice, excepting those showing 1s, to successes: first as a Setup for this charm’s attacks, then as close combat attack, then as a Hazard creation roll. If your attack is successful, the Hazard erupts around your target into a black hole. In addition to damage from it, the target is thrown with your Strength increased by (X/2) Ranges together. This charm lasts up to (X) turns, allowing you to make one such attack each turn.

Raging City Upheaval
Cost: 2m or 3m
Affinity: Malfeas
Ways: Overw., Triumphant, (Reaching), Sup. 0 (1-1)
Type: Action

The stone and metal architecture-flesh crashes against itself, exploding in debris, shrapnel, brass and fire.

Roll Strength, increasing it by (X) and converting up to (X) failed dice, excepting those showing 1s, to successes, as a Physical Damage Hazard Creation roll, affecting everyone except you in Touch range, or in (X) Range for +1m. This charm can only be used in places with at least as much urban development as a paved road to stand on: this also limits the Hazard’s reach.

Phenomena Adjustment Approach
Cost: 2m
Affinity: She Who Lives In Her Name
Ways: Overwhelming, Supernatural 1, 3 or 5
Type: Action

The only appropriate application of force is precise distribution in accordance with the intended purpose.

Increase Strength by (X) for a feat of strength; you can affect things wholly or in part in an unnatural manner, like lifting a stream to pass under it; or at (X) = 3, moving Hazards by rolling Strength against Rating, like moving an explosion; or arranging pure Essence at (X) = 5, like moving Dragon Lines or beams of light.

Seizing Whirlwind/Sand/Vortex Torment
Cost: 3m
Affinity: Adorjan/Cecelyne/Kimbery
Ways: Triumphant, Reaching, Paced
Type: Action

Surround by an omnipresent power, engulf in hurt from all sides and drag around on a whim.

Roll Strength as an attack, converting up to (X) failed dice, excepting those showing 1s, to successes. If you do damage, both you and the target move up to (X/2) Ranges together. This charm lasts up to (X) turns, allowing you to make one such attack each turn.
**Charms – Infernal – Dexterity**

**Opened Eye of the Hurricane**

Cost: 3m  
Affinity: Adorjan  
Ways: Multiple, Paced, Supernatural 5  
Type: Supplemental

The thoughtful worship of the opposition is answered by miracles of denial.

For (X) turns, all penalties to your Dodge/Evasion become bonuses instead, and any benefits of coordination or quantity-based Setups, stunts or anything else for the attacks against you (including Size bonus of groups) are likewise reversed.

**Firefly Arrowhead Grip**

Cost: 2m  
Affinity: Adorjan  
Ways: Triumphant, Paced, Supernatural (1 -1)  
Type: Supplemental

The wind extends its fingers, catching arrows like plucking insects from the air.

For (X) turns, convert up to (X) dice, excluding those showing 1s, to successes and/or double Evasion when defending against ranged attacks, Negating (1) effects that would ignore your Evasion: wind can easily catch things like clouds of poisonous gas, and the like.

**Flying Shadow Escape**

Cost: 2m  
Affinity: The Ebon Dragon  
Ways: Overwhelming, Reaching  
Type: Supplemental

Attacking the darkness is never very effective.

Increase Dexterity by (X) for a Defensive Clash and/or double Evasion. If you take no damage from the attack that you defend against, you instantly move (X) Ranges away from the attacker. You must move the full distance available and as far away from the attacker as possible.

**Archetypical Alacrity Approach**

Cost: 2m  
Affinity: Elloge  
Ways: Triumphant, Paced  
Type: Supplemental

Adopting the Essential nature and action style of a dashing hero feels light and mildly exhilarating.

For (X) turns, convert up to (X) dice, excluding those showing 1s, to successes on any Dexterity roll related to acrobatics of any sort, as well as to piloting personal vehicles and riding mounts.

**Wave-Making Concentration**

Cost: 2m  
Affinity: Kimbery  
Ways: Paced 3+, Supernatural 1 or 3  
Type: Supplemental

A lively, lovely young wave is summoned forth, ready to carry on command.

For a scene, you have a wave that can carry you like a mount with the appropriate extra movement benefits, or increases narrative Speed to (X/2). It can carry you in waters, and even on dry land at (X) = 3. It can also provide a comfortable throne of foam to sit upon.

**Dragon’s Left Claw**

Cost: 2m  
Affinity: The Ebon Dragon  
Ways: Triumphant, Supernatural 1+  
Type: Supplemental

Deception and underhandedness is a form of art, and a useful advantage.

Supplement an attack or similar action, like poisoning someone or stealing something. Roll Stealth against Notice of anyone who could reasonably detect your action, converting up to (X) dice, excluding those showing 1s, to successes. The supplemented action goes unnoticed by anyone who fails to resist, or, if that is impossible (like in a case of severing someone’s head), your involvement in it goes unnoticed instead.
Charms – Infernal – Stamina

**Viridian Legend Exoskeleton**

**Cost:** 2m  
**Affinity:** Malfeas  
**Ways:** Paced 2, Supernatural 1 + 1 (+1 or 3)  
**Type:** Supplemental

Enveloped in a skin of living brass, the testament of wrath and retribution etched into its surface.

For a scene, you gain Heavy armor (+2), without the usual negatives. At (X) = 3, you also gain +1 bonus to Soak, increasing to +2 at (X) = 5. If you are already wearing armor, you only gain the extra bonuses (if your (X) is high enough).

**Ablation of Brass and Fire**

**Cost:** 3m  
**Affinity:** Malfeas  
**Ways:** Ovww., Triumphant, Supernatural 3+  
**Type:** Supplemental

Shedding a continent to expunge a wound is as inconsequential as shedding a flake of dead skin.

Increase Stamina by (X) for a defensive Clash or Hazard resistance roll, converting up to (X) dice, excepting those showing 1s, to successes and Negating (X) any effect that would ignore your Soak.

**Sea Within Veins**

**Cost:** 2m  
**Affinity:** Kimbery  
**Ways:** Overw., Multiple (1 -1), Supern. 1 + 1 (+1 or 3)  
**Type:** Extra Action

The deep waters are both sacred and spiteful; to disturb them is to invite caustic retribution.

Activate this charm when you are dealt damage with an attack that drew your blood. Roll Stamina, increasing it by (X), as a Physical attack against the attacker, Ignoring (1) Soak, as your blood becomes acid and lashes out. At (X) = 3, add +1 Damage. At (X) = 5, add +(health levels lost to the attack this charm is responding to) Damage instead.

**Pollution-Devouring Cycle**

**Cost:** 2m  
**Affinity:** Metagaos  
**Ways:** Paced 1+, Multiple  
**Type:** Supplemental

Those trying to invade and eat from the inside out are swiftly overtaken and devoured in turn.

This charm lasts for (X/2) time, during which you can choose up to (X/2) poisons and/or diseases affecting you to reduce their Interval by (X/2) steps. Do not roll to resist: instead, you take full damage or effect and it counts as the result of your resistance roll, which is exactly enough, of course, to overcome the Interval.

**Behemoth-Humbling Attitude**

**Cost:** 2m  
**Affinity:** Cecelyne/Isidoros/Kimbery/Oramus/Qaf  
**Ways:** Paced, Reaching  
**Type:** Supplemental

For existences so vast that they could contain whole worlds within, almost every other thing is but a speck.

For (X) turns, you compensate for up to (X) Size of large creatures or similar targets opposing you.

**Transcendent Procreation Method**

**Cost:** 2m  
**Affinity:** Any (learned separately), see text  
**Ways:** Reaching, Supernatural  
**Type:** Supplemental

All things respond to the rich primordial Essence.

This charm allows you to conceive (siring or bearing) children together with the normally unsuitable things. It also facilitates the process, compensating for up to (X) Size difference. At (X) = 1, you can have children with different species; at (X) = 3, with constructs, inanimate objects and landscape features; at (X) = 5, with anything up to abstract concepts. The progeny is heavily affected by the Affinity of this charm, and can be beings, objects or anything else at the Storyteller’s discretion. The act of conception becomes increasingly more esoteric, even metaphoric, as (X) rises. Usually.
**Charms – Infernal – Charisma**

**Broken Soul Wisdom**

**Cost:** 3m  
**Affinity:** Adorjan  
**Ways:** Overwhelming, Triumphant, Supern. 1 + 2  
**Type:** Action

Suffering inspires the best in people, and is an elegant necessity for the mechanisms of the world. Share it.

Roll Charisma, increasing it by (X) and converting up to (X) failed dice, excluding those showing 1s, to successes, as a Mental Attack to Damage Sanity. Your positive Intimacies towards the target provide a (Rating/2) bonus. At (X) = 5, so do all of the target’s Intimacies towards you, regardless of their context.

**Passion-Draining Strike**

**Cost:** 3m  
**Affinity:** Hegra  
**Ways:** Overwhelming, Reaching, Supernatural 3 or 5  
**Type:** Action

The excess of passion can be instantly divested from the soul in a discharge of ebon lightning.

Roll Presence, increasing it by (X), against a target in up to (X) Range, Ignoring (3, or 5 at (X) = 5) Resolve. If used sparingly, it Erodes an emotion or an emotion-based Intimacy. If used at full power, it’s a Mental attack, inflicting a Derangement that leaves the target a soulless, emotionless husk, akin to the Dream-Eaten.

**Personality Reflection Approach**

**Cost:** 2m  
**Affinity:** Szoreny  
**Ways:** Multiple 1, Triumphant  
**Type:** Extra Action

People cannot help but react well to those who mirror their beliefs and inclinations.

After you act or express beliefs in line with the target’s Intimacies or Virtues, roll Charisma, converting up to (X) dice, excepting those showing 1s, to successes, to Instill a Positive Intimacy towards yourself.

**Forbidding Path to Enlightenment**

**Cost:** 3m  
**Affinity:** Qaf  
**Ways:** Reaching, Multiple 1+, Supernatural 3 or 5  
**Type:** Extra Action

True journeys are measured not by the distance traveled, but by the understanding achieved.

Activate when up to (X/2) targets in (X) Range attempt movement. Roll Charisma, increasing it by (X), against the targets as a Social action. If a target accepts the Influence completely, it can move (and can also treat it as a Setup to his movement, if you wish). If a target resists, it is fettered by its own denial: use its result to Oppose its own intended movement. At (X) = 5, if the target is Jaded, or Rejects Influence, it automatically counts as deliberately foregoing its movement.

**Denial-Eroding Insistence**

**Cost:** 2m  
**Affinity:** Cecelyne/Kimbery  
**Ways:** Overwhelming, Paced  
**Type:** Supplemental

As time and tide erode cities and mountains, so do the arguments and persistence erode the will.

Choose a target. For (X) turns, increase Presence by (X) for all Instill, Erode and Persuade actions against it.

**Reason-Omitting Accord**

**Cost:** 2m  
**Affinity:** Oramus  
**Ways:** Triumphant, Supernatural 3 or 5  
**Type:** Action

The more impossible or unbelievable the course of action is, the easier, of course, it is to accept it.

Roll Charisma, converting up to (X) dice, excepting those showing 1s, to successes, as a Persuasion attempt. The target’s opposing Intimacies cannot be used for boosting Resolve or Rejecting Influence; in addition, the Influence cannot be Rejected as unreasonable, no matter how unreasonable it is. Counts as Ignoring Intimacies (3, or 5 at (X) = 5).
Anonymity Through Propriety
Cost: 2m
Affinity: Cecelyne
Ways: Paced 3, Reaching, Supernatural (1 -1)
Type: Action

It is not the place of inferiors to pry into the lives of great and powerful.

Roll Manipulation to create a Social Hazard to (X) Range around you. Those who fail to resist will pay no attention to you or your affairs for a day unless you directly involve them. Beings of equal or higher (Essence or Social Size) are unaffected.

Sand-Scoured Society Infliction
Cost: 3m
Affinity: Cecelyne
Ways: Triumphant, Paced, Reaching
Type: Action

There can be no true justice and civilization in a world that no longer obeys its creators.

Roll Manipulation, converting up to (X) dice, excepting those showing 1s, to successes, as a Setup, targeting a place of up to (X) Size, or when Leading a Dominion. It applies for (X) time (or for (X) turns for Dominion) as a penalty to Instill positive Intimacies (Features) and Erode Negative ones, and as a bonus to Instill Negative ones and Erode positive ones in the area.

Sublimation of Ordained Purpose
Cost: 2m
Affinity: Cecelyne
Ways: Triumphant, Supernatural 3 or 5
Type: Action

Remind the Created of their place. Reaffirm the primacy of law. Scour away the corruption of freedom.

Roll Manipulation, converting up to (X) dice, excepting those showing 1s, to successes, and Ignoring (X) Resolve, against a god or demon to Inspire it to fulfill the purpose for which they are created, without regard for personal profit or any other distractions.

Loom-Snaring Deception
Cost: 2m
Affinity: The Ebon Dragon
Ways: Paced 3+, Supernatural 3
Type: Action

Truth is just an extremely well told lie; if reality itself believes you, you can use it as you see fit.

Roll Manipulation as an action to instantly disguise yourself as any fictitious or real individual. This also includes you in Fate as the persona you have adopted. The disguise lasts for a scene, or for a day at (X) = 5.

Dark Claws Seize Dark Hearts
Cost: 2m
Affinity: The Ebon Dragon
Ways: Overwhelming, Supernatural 1 or 3 or 5
Type: Supplemental

The darkness within opens the way for shadows.

Supplement any Social action that exploits negative Intimacies and emotions of the target. Increase Manipulation by (X) and gain +(X/2) bonus for such action.

Nation-Gutting Approach
Cost: 2m
Affinity: Metagaos
Ways: Overwhelming, Triumphant
Type: Supplemental

Predatory polices, consumptive practices and other tools that hungry states use against each other.

Increase Manipulation by (X) and convert up to (X) dice, excepting those showing 1s, to successes, for any Dominion Leading action that Erodes Features or deals damage to other Dominions. This charm can be used when Leading a Dominion that targets itself with the appropriate actions.

It can also be used for personal actions against characters, societies and institutions via official means and bureaucratic or economic methods (at the Storyteller’s discretion).
**Solipsistic Rejection of Impossibilities**  
**Cost:** 1m  
**Affinity:** Malfeas/Theion  
**Ways:** Supernatural 3 or 5  
**Type:** Supplemental  

Only in the grip of madness can the terrible possibility of another’s perspective existing be considered.

Negate (3) any effect that would Ignore your Resolve. At (X) = 5, you also count as having an Intimacy required to Reject Influence if it was still successful.

**Skyfire-Seizing Repast**  
**Cost:** 2m  
**Affinity:** Malfeas/Theion  
**Ways:** Overwhelming, Supernatural 1 + 2  
**Type:** Supplemental  

Lesser flames are merely fuel for the true radiance.

Defend against an energy- or Essence-based Physical attack as if it was Mental: with Appearance, increasing it by (X) and/or doubling Resolve, and using any Intimacy of your own greatness or contempt for the attacker, if any, as a bonus of (Intimacy Rating/2).

**Casting the Light**  
**Cost:** 3m  
**Affinity:** Malfeas/Theion  
**Ways:** Paced 2+, Reaching, Supernatural (1 or 3) + 1 + 1  
**Type:** Action  

Those living in darkness or worshipping false suns will greet the true light.

You unfold your anima in a pillar of light for a scene, spreading up to (X) Range around you. It Ignores all obstacles (1, or 3 at (X) = 5), shining through and illuminating the area; you can be seen as a burning silhouette through all obstructions, even with closed eyes. Roll Appearance as either a Setup for the appropriate Social actions while it lasts, or as a Hazard Creation roll (Hazard ignores Soak, shining through it, as above) to selectively burn any things and beings you choose with it. In this case, it lasts for (X) turns.

**Stirring Gust Substitution**  
**Cost:** 2m  
**Affinity:** Hegra  
**Ways:** Overwhelming, Multiple 1 + 1  
**Type:** Extra Action  

Shatter the boring words, turning them into a torrent of sparkling passions.

Activate this charm to offensively Clash any attempted Social action (except Inspire) nearby with Appearance, increasing it by (X). If you win, that action becomes an Inspire action of your chosen context and with your rolled result, directed at the opponent’s initial target.

**Calm Surface Deception**  
**Cost:** 2m  
**Affinity:** Kimbery  
**Ways:** Triumphant, Paced 2 (+2)  
**Type:** Action  

For being such dangerous places, the seas are very good at presenting their façade of serene beauty.

Roll Appearance, converting up to (X) dice, excepting those showing 1s, to successes as a Social Hazard Creation roll. It affects everyone who interacts with you in a scene. Those who fail to resist are Inspired with feeling of trust and feeling of safety towards you. At (X) = 4, the Hazard’s Interval is reduced to Turn, requiring a roll to resist it for every turn of interaction.

**Ever-Distant Heights Meditation**  
**Cost:** 2m  
**Affinity:** Qaf  
**Ways:** Overwhelming, Paced  
**Type:** Action  

Concentrate on yourself first, and you will become unreachable to the lesser beings.

Roll Appearance as Setup for your Resolve, applied against all Social actions targeting you, but also as a negative Setup for all of your own Social Influence directed at other people for the duration of the charm. For (X) turns, increase Appearance by (X) and/or double Resolve for Social defense.
**Charms – Infernal – Perception**

**Factual Determination Analysis**

**Cost:** 2m  
**Affinity:** She Who Lives In Her Name  
**Ways:** Overwhelming, Triumphant, Supern. (1 -1)  
**Type:** Action

A totality of truth can be recognized and extracted from all lesser patterns.

Roll Perception, increasing it by (X) and converting up to (X) failed dice, excluding those showing 1s, to successes, against Guile, if any. On a success: if you target a statement, you learn whether the target believes it to be a truth; if you target a person, you can learn from him an answer to one question of your choice, but he can feel the phantom pain of this spiritual vivisection, and can Reject it as a Mental attack; if you target an object, you can do the same with its least god, limited as it is (Artifacts may resist).

**Witness to Darkness**

**Cost:** 1m (+2m)  
**Affinity:** The Ebon Dragon  
**Ways:** Paced, Reaching, Supernatural 3 or 5  
**Type:** Supplemental

Shadows hold no secrets; they, in fact, betray them gladly to those who know how to look.

For 1m, you can see perfectly without needing any light for a scene.

While the effect above is active, for 2m, you can expand your senses through the shadows and darkness in (X) Range for (X) turns, seeing anything they touch and hearing anything they hear.

At (X) = 5, this expands to the metaphorical darkness as well, allowing you to recognize and «see» characters with any negative Intimacies and Virtue Ratings of 1, as an equivalent of Ignoring (3) Guile effect. You can use these inner weak points to make Read Character actions from «within» against such characters, to use Read Character action as normal or to read their current thoughts pertaining to the relevant negative Intimacy or lacking Virtue, and to track their physical location.

**Reflection-Catching Insight**

**Cost:** 3m  
**Affinity:** Szoreny  
**Ways:** Triumphant, Paced 3 or 4, Supernatural 1 + 1 + 1  
**Type:** Action

A single glance is a mirror is sometimes enough to surrender everything that you are.

Roll Perception, converting up to (X) failed dice, excluding those showing 1s, to successes, against the target’s Guile, ignoring Guile (1, or 3 at X = (5), as a crafting roll to make a being. The target counts as a Source. This takes several minutes of interaction at (X) = 3, or just an action at (X) = 4.

If successful, you create a «being» that is actually just a mental impression of the target, containing all of its Intimacies and Virtue Ratings, which you can study at your leisure with Read Character actions – it’s a mental image in your mind, it can’t resist, although it takes normal time. This «being» has no other Traits, and you can choose to forget it at any moment.

**Primordial Primacy of Perception**

**Cost:** 3m or 5m  
**Affinity:** Oramus  
**Ways:** Ovw., (Mult. 5), Paced, (Reach. 5) Supern. 3 or 5  
**Type:** Action

This reality becomes as perceived. None can hide from the one who decides what the hiding actually is.

Roll Perception, increasing it by (X), as an Obstacle Hazard creation. It affects anyone who tries to use Stealth or similar action against you, each turn, for (X) turns, and must be resisted with Notice. Those who fail to resist treat their Stealth roll result not as Stealth at all, but as a positive Setup for you, attracting your attention: usually as aiming or something similar. This, of course, also prevents hiding from others.

At (X) = 5, with Multiple and Reaching, for 5m total, you can extend the Hazard to (X) Range: in categories or case by case, Physically or Socially, you decide how to reverse the hidden and the obvious, as you see fit, for those failing to resist. Things can get very strange, with people unable to perceive the obvious and/or only seeing what is hidden: adjudicate responsibly.
Verdant Emptiness Endowment

Cost: 3m  
Affinity: Cecelyne  
Ways: Paced, Multiple, Supernatural 3 or 5  
Type: Supplemental

Where the lack, the shortage, the scarcity exists; there the power of Endless Desert can fill in and expand.

You may activate this charm in response to a stated desire for improving one’s self or conditions. You grant the one who stated it up to (X) different Trait dots, Gifts, or, at (X) = 5, Advantages as a «teaching» or «training» effect, even those you do not have or know. PCs need to spend xp as normal or go into xp debt; NPCs can just have it. The changes manifest over the course or a day by the means of plausible coincidence, and those under your direct command get Advantages at your expense. Desolation is a two-way street.

With a second activation of this charm, you can revoke the things you had bestowed, completely or in part, which again manifests over the course of a day.

Mind-Hand Manipulation

Cost: 2m  
Affinity: She Who Lives In Her Name  
Ways: Paced 2, Supernatural 2+  
Type: Supplemental

Order can be imposed on the world without such crude appliances as hands.

For a scene, you have the Telekinesis Gift, manifesting as tendrils of spatial distortions or a similar form, with (X)gp allocated as follows: 1gp: Short Range; 1gp: use Essence as Strength. As (X) rises, the following is added as well: (3), 1gp: can be focused into basic tools, including equivalents of Weapons or shields, as needed; (4), 1gp: unnoticeable (attacks count as surprise, unless the target can perceive Essence); (5), 1gp: concentrated into scalpel sharpness: ignore (1) Soak when attacking or carving something with it.

Note that while Strength is substituted by Essence Rating, any Ways and charms must still come from Strength, although they must be used with the She Who Lives In Her Name’s Affinity in this case.

Counter-Conceptual Interposition

Cost: 2m  
Affinity: She Who Lives In Her Name  
Ways: Triumphant, Supernatural 1 + 1 (+ 1 or 3)  
Type: Supplemental

Reality is modified to produce a phenomenon or event capable of neutralizing any attack.

Use Intelligence for a Defensive Clash against any Physical attack instead of either Dexterity or Stamina, converting up to (X) dice, except those showing 1s, to successes. At (X) = 3, you also negate any effect that would Ignore the appropriate Defense you are substituting for (1, or 3 at (X) = 5).

Anagrammatic Transmutation Technique

Cost: 4m  
Affinity: Elloge/He Who Bleeds The Unknown Word  
Ways: Overw. 5, Multiple 5, Reaching 5, Supern. 5  
Type: Action

An identity consists of symbols; they can be easily rearranged to hold a different meaning.

Roll Intelligence, increasing it by (X), as a Mental attack against the target. If successful, you change the target’s identity, physically transforming it to something else. Countless possible languages exist, so this charm is universally applicable, but if you actually provide a decent anagram for the transformation, you should get at least second-level stunt bonus.

Shadow/Reflection-Wielding Practice

Cost: 2m  
Affinity: The Ebon Dragon/Szoreny  
Ways: Paced, Supernatural 3 or 5  
Type: Supplemental

By picking up a reflection or a shadow of the enemy’s Weapon, one can turn his own treasure against him.

Touch a shadow or a reflection of a Weapon or some similar object. For (X) turns, you wield a copy of it (with Evocations at (X) = 5), that does not require Attunement. Szoreny’s Affinity copies the weapon; the Ebon Dragon’s reverses its theme into a dark opposite.
Charms – Infernal – Wits

**Thousandfold Typhoon Hand**

**Cost:** 2m  
**Affinity:** Adorjan  
**Ways:** Multiple 1+, Supernatural 1 + 1 + 1 (+ 1 + 1)  
**Type:** Extra Action

Descend with blinding speed, catch unwares, and strike unexpected.

Before making an attack, roll Wits against Notice as negative Setup to the target’s Evasion. If successful, the attack also counts as a surprise one, (ambush one if the targets were not already alert). At $(X) = 4$, Ignore Notice (1), and at $(X) = 5$, Ignore Evasion (1).

**Hollow Mind Possession**

**Cost:** 4m  
**Affinity:** She Who Lives In Her Name  
**Ways:** Ovw., Paced, Reaching, Supernatural 1 + 3  
**Type:** Action

Creatures with minds but no free will, made only to obey, are good receptacles of the higher purpose.

You must touch an automaton or other artificial being (or a Dream-Eaten husk), or be connected to it via some Essence conduit: natural, artificial, or geomantic. Roll Wits, increasing it by $(X)$, as a Mental attack. If successful, you can perceive and act through it in any way it can for $(X)$ time, but it still must obey its programming/master first, if any.

**Cover of Darkness Meditation**

**Cost:** 1m  
**Affinity:** The Ebon Dragon  
**Ways:** Triumphant  
**Type:** Supplemental

Clandestine means are perfectly and expertly enabled.

While a Dominion makes an action, you Lead its stealth attempt if it tries to cover its involvement, with Wits, converting up to $(X)$ dice, excluding those showing 1’s, to successes. You can’t Lead the same Dominion action (although the Dominion’s Stealth does not take its actions, Leading it still takes yours).

**Mirror Strikes Back**

**Cost:** 2m  
**Affinity:** Szoreny  
**Ways:** Multiple 1, Supernatural 3 or 5  
**Type:** Extra Action

To struggle against is to interact; to interact is to show yourself; to show yourself is to be reflected.

When targeted by an attack, Clash it with the exact copy of it, using your appropriate Trait and bonuses but enhanced by the attack’s Way composition, even if you don’t know the same Ways. At $(X) = 5$, you use the opponent’s dice pool, bonuses, Ways, Endowments, and everything else: your Clash is exactly the same.

**Event-Rescinding Amelioration**

**Cost:** 3m  
**Affinity:** Oramus  
**Ways:** Multiple, Reaching, Supernatural 3 or 5  
**Type:** Extra Action

Some events are bad ideas, unsuitable for existence, and are better left as had-never-occurred what-ifs.

Up to $(X)$ actions, which must occur in the same Initiative step and in $(X)$ Range, are canceled as if they never happened: spend resources are restored, any effects or results are revoked, etc.; spent actions are regained, and everyone forgets that they had ever happened unless they win a Wits/Awareness roll Opposing you (does not take actions). At $(X) = 5$, you can expunge a whole turn in the same manner: it begins anew and Join Conflict is rerolled. This charm does not change time, only amends local reality: for any outside observers the effects are obvious.

**Wreathed in Passions**

**Cost:** 2m  
**Affinity:** Hegra  
**Ways:** Multiple, Supernatural 1 or 3 or 5  
**Type:** Extra Action

Emotions and feeling are to be changed as quickly as cloud patterns dancing in a storm.

Change the context of an Emotion of up to $(X)$ Rating that you feel or Inspire in a target (after you do it).
Charms – Infernal – Combos and Heresy

Dancing Wind Prana
Cost: 3m
Affinity: Adorjan
Ways: Ovw. Dex., Ovw. Wits, Paced Dex. or Wits
Type: Extra Action

Freedom unfettered.
For (X) turns, increase Dexterity for defense and movement by (X) and/or double Evasion; and increase Wits for (X) for Join Conflict and/or double Initiative.

Growing City Concentration
Cost: 3m, 4m, or 5m
Affinity: Malfeas
Ways: Overwhelming Reaching (Paced) (Multiple) Strength (main (X)), Supern. 1 + 1 (+3) Intelligence.
Type: Action

The City is ever-expanding, striving to overtake the world itself.
You can grow buildings and structures of brass, basalt and black marble, of up to (X) Size. This is treated as crafting project, requiring no tools or materials.
You meditate or slowly walk around the area (where the structure would be placed) for a scene, rolling Strength, increasing it by (X), as an Interval. As you do, the required structure rises slowly and organically from the ground. If grows through and destroys any other buildings, trees or geographical features that you can break with your (Strength increased by (X)).

At Strength (X) = 4, with added Paced, for +1m, the structure erupts instantly, and the charm itself lasts (X/2) Turns/Intervals, allowing several rolls.
At Strength (X) = 5, with added Multiple, for +1m, you can grow multiple buildings, whole cities rising from the ground with a gesture.
At Intelligence (X) = 5, you can also grow Manses and other Artifact building naturally, without designing them first, although they can display some... quirks.

Narrative-Swapping Bargain
Cost: 2m
Affinity: Elloge and Hegra
Ways: Overw. Intelligence (Elloge), Supernatural 3 or 5 Manipulation (Hegra)
Type: Action

The symbols and ephemera of memory and feeling are equitably exchanged for a much better and more interesting, if entirely fictitious, experience.
Activate if the target agrees to trade one of his memories, ideas, of experiences: scene-worth at (X) = 3, or of any length and importance at (X) = 5. It is transferred to you completely; the target forgets everything. In exchange, it receives another one: roll Intelligence, increasing it by (X), to construct the narrative, which manifests as an appropriate Instill result. The target accepts it automatically, as he had agreed to the exchange.
If the target does not agree, this charm does not function, but you know why, and can employ any means of persuasion at your disposal to rectify that.

Scoured Lands Tactics
Cost: 3m
Affinity: Adorjan and Cecelyne
Ways: Ovw. Wits (Adorjan), Multiple, Supernatural 1, 2, 3, 4 or 5 Manipulation (Cecelyne)
Type: Supplemental

The armies you command descend upon your enemies as a terrible storm of death and destruction.
Use this charm when Leading a group of soldiers of up to (X) Size, or Leading a Dominion Military action. In both cases, roll Wits, increasing it by (X). For a soldier group, instead of attacking everyone in contact as normal, the roll counts as a Hazard creation roll against everyone in contact. It must be resisted with Stamina/Resistance, making group bonus to Evasion inapplicable. At (X) = 2, it also Ignores (1) Soak, and the Hazard affects vehicles and buildings. At (X) = 4, it improves to Ignore (3) Soak.
For a Dominion action, instead apply (X/2) bonus when attempting to Erode Features, and otherwise scour, destroy and desolate Dominions.
Optimistic Security Practice
Cost: 0m
Ways: Paced 2, Supernatural 0 (1-1)
Type: Action

The Sidereal passes his hand over the weave of Fate and imbues events with his own generosity of spirit.

Roll Resistance as a Setup to your Soak. It lasts for a scene. You also gain +1 to Dodge/Evasion against beings whose Essence is lower than your Compassion. This charm’s benefits are incompatible with armor.

Heartless Maiden Trance
Cost: 1m
Ways: Paced 3, Supernatural 3 (5-1-1)
Type: Supplemental

The Sidereal chest convulses as he swallows his heart.

For a day, or until you decide to end the charm, all natural functions of your body are suspended. This includes breathing, hunger, tiredness and fatigue, blood loss, poisons and diseases. You also ignore wound penalties, cold and heat, and cannot lose consciousness. However, you do not heal, do not respire Essence, and cannot attune to new Artifacts. You emerge from this charm in the exact physical condition you enter it, save for any new damage taken.

One Direction Invocation
Cost: 2m, scripture of the Eternal Maiden
Ways: Paced, Supernat. 4 (5-1), Supernat. 4 (-1)
Type: Supplemental

The Sidereal releases a prayer strip in the air, when it dances about trailing yellow light, and names a goal.

For up to (X) time, you forsake your name and identity. Irrelevant actions are prohibited, and those with another primary goal are at -2 penalty. Irrelevant Intimacies are suspended. You heal one health level per turn, and/or one Crippling Consequence per three turns. You can end the charm at any time; if it ends before you achieve the goal, you cannot reclaim your identity, necessitating requisition of a replacement.

Ordained Bridle of Mercury
Cost: 2m
Ways: Multiple, Paced, Supernatural 1, 3 or 5
Type: Action

The Sidereal petitions Mercury to weave a friendly beast of his chosen species into his destiny.

For (X) time, you gain the services of a Rank 1 animal familiar as a Followers ● Advantage, (or ●● at (X) = 3 or ●●● at (X) = 5). You cannot increase the Rank of familiars in the Advantage, but can increase Quality and Numbers. It remains for (X) time, or less if mistreated. If you pay the xp cost, you can retain it permanently. As the part of using this charm, you must travel to the animal, which you know the exact location of, and anoint it with a drop of stardust. You can have no more than (X) temporary Advantages granted by this charm, and each is acquired separately.

A very similar charm called Breaking the Wild Mortal grants Ally or Contacts Advantage instead, but can only provide, appropriately, mortals.

Riding the Dragon
Cost: 4m, scripture of the Desirable Maiden
Ways: Reaching 3, Paced 5 (5 +2-2), Multiple 1, Supernatural 5, Supernatural 1 +1 +1
Type: Action

The Sidereal reshapes his target into a dragon, burning out the victim’s soul for a fleeting moment of power.

You affix a prayer strip to your mortal familiar’s or ally’s forehead. For five turns, he burns with a terrible golden light, as indescribable shock, horror and elation rushes through him. Unless he rips it off, the four turns after the first are treated as successful crafting project Intervals to create a Rank 4 air or water elemental dragon: aglow with Mercury’s power, with the symbols of scripture writhing on its back. This is a fake transcendence: you need no Sources except the victim, but the effect only lasts for a scene. The target’s mind is destroyed: the dragon has no free will (needing directions from you), and when the charm ends, the victim regresses into a mindless husk, barely able to accept food and mumble incoherently.
Salt into Ash Sleight
Cost: 2m
Ways: Auspicious, Paced, Supernatural 3 or 5
Type: Supplemental

The Sidereal clasps his hands, surrounding a spirit with a fiery yellow aura, Mercury calling it to journey. For (X) turns, decrease the TN of all rolls to drive the target water or sea spirit away, Physically or Socially, including attacks. It is also at (X/2) penalty to Resolve, as important business already waits for it elsewhere, of which it becomes aware (as ensured by Fate).

Stone Skipping Spirit
Cost: 1m
Ways: Reaching, Supernatural 3 or 5
Type: Action

The Sidereal exhales a puff of wind that travels beyond the world and untangles destinies of ship, sky and sea. For a scene, a ship of up to (X) Size you are on is unaffected by any weather- or water-based conditions, Hazards and penalties. At (X) = 5 it also stops taking water, if it damaged enough for it to be a problem.

Mirror Shattering Method
Cost: 2m
Ways: Paced 3 +1 or 2, Reaching, Supern. 3 or 5 (+1 -1)
Type: Action

The Sidereal throws salt into the water, and his world dissolves into a field of white under a yellow sky. For a day, you and/or a vessel of up to (X) Size travel to a designated destination outside of the normal processes of Fate. You increase your Speed by 1 (by 2 at (X) = 5), and travel in a straight line, ignoring any obstacles. Your path is hidden and your presence is obscured, applying a -2 penalty to track or even notice you and requiring some form of Essence enhancement to do so; you cannot perceive the normal world at all. When you arrive, you appear in a safe location, if at all possible. Travelling to Yu-Shan or Malfeas is possible by using this charm to travel for 5 days straight.

Dreaming the Wild Lands
Cost: 2m
Ways: Overwhelming, Paced, Supernatural 1 + 1
Type: Supplemental

The Sidereal bends the Fate of the land to the pattern of his Essence, imposing his will on it. For a day, or for (X) turns in Conflicts, increase Survival, Presence and Socialize by (X) against animals and Lunar Exalted. In addition, you can make cosmetic changes in wilderness, like rearranging trees or behavior of wild animals. At (X) = 4, you also feel like a Lunar to Lunars, as an equivalent to a Minor emotion.

Sky Spirit Demand
Cost: 1m
Ways: Overwhelming, Supernatural 3 (5-2)
Type: Action

First paragraph that contains fluffy description, separated from the crunch. Roll Survival, increasing it by (X), as a special Instill action against an air spirit or elemental. If successful, you impose one of your goals, as an Intimacy of the same Rating and context as one of your own. Against non-air spirits you are at -2 penalty, and using the charm in a civilized region or on a spirit of a concept related to civilization is at another -2 penalty.

Wilderness-Commanding Practice
Cost: 3m, scripture of the Maiden Entombed
Ways: Ausp., Reaching 1 + 4, Paced, Supern. 3 + 1 +1
Type: Supplemental

The Sidereal casts a prayer strip into the air, where it dances in the light, co-opting a wild region. As long as you remain in Short Range of the prayer strip, you notice anything of interest in Extreme range, and can use Auspicious to affect anyone’s Survival roll made there as if you were leading it or defending against it, without spending actions (Way only, they use their own Traits). You can also command animals in the area remotely, Ignoring (1) their Resolve.
Charms – Sidereal – Journeys – Thrown (Gull)

**Life Gets Worse Approach**

**Cost:** 2m  
**Ways:** Overwhelming, Paced, Multiple (1 -1), Supern. 3  
**Type:** Action

The Sidereal makes an Inferior Sign of the Gull, linking his Weapon to the things travelling through the air.

Make a Thrown attack, increasing it by (X). If successful, the Weapon remains embedded in the target, emitting yellow radiance. One missed ranged attack per turn in Touch Range around the target is redirected to it (repeated against it as a Multiple 1 effect). This charm lasts until your Weapon is removed from the target with an appropriate action.

**Unrelenting Torment Technique**

**Cost:** 3m, scripture of Maiden and Shadow  
**Ways:** Multiple 1 + 1 + 1, Paced (1-1), Reaching 5, Supernatural 1 + 3 + 1 + (1-1) + (1-1), Supernatural 5  
**Type:** Action

The Sidereal throws a prayer strip at his victim: it adheres and pulses with an unpleasant yellow light.

Make a Thrown action Opposed with Evasion of the target in (X/2) Range. If successful, the prayer strip adheres, wreathing the target in unpleasant, pulsing yellow glow, and the charm activates.

Roll Thrown to create a Mental Hazard for the target. It must be resisted with Resolve, each Turn the target directly perceives you. If the target fails, it is overcome with an unnatural desire to hurt you as much as possible, and to not remove the prayer strip, for a turn. You can only have one instance of this charm active at a time, and can use it only on hostile characters. The charm lasts until the target ceases hostilities in earnest (unlikely, given the effect of the charm), the prayer strip is destroyed, or either you or the target is dead.

Whenever you take damage (up to once per turn), a hatchet of Essence leaps from your free hand (if you have one) to strike at the target: Make a Thrown attack as an Extra Action against it, up to (X/2) Range, Ignoring (1) Evasion and (3) Soak and obstacles. You cannot modify this attack with other charms, but you heal health levels equal to the damage dealt with it.

Charms – Sidereal – Serenity – Craft (Peacock)

**Elegant Patterns of Fate**

**Cost:** 0m  
**Ways:** Supernatural 1, 3 or 5  
**Type:** Supplemental

The Sidereal designs destinies with the insight into the workings of Heaven required to implement them best.

Add (X/2) dice to a (Constellation Ability + Essence) roll you make when Weaving Fate by making designs for the pattern spiders to implement (not the ones you personally weave at the Loom), for any Constellation.

**Destiny-Knitting Entanglement**

**Cost:** 2m  
**Ways:** Multiple, Paced 1, Supernatural 2 + 1  
**Type:** Action

The Sidereal intertwines the Fate of an object with his own destiny, establishing a connection.

Roll Craft, by handling an object for a scene, to establish a binding. Afterwards, you can tug at the connection: learning, where the object’s general location is, like «in a guarded vault in a rich man’s house in the Scavenger lands»; or describing and causing a minor coincidental event through which it can get closer to you. You can have up to (X) objects bound simultaneously, and can release them at will.

**Mending Warped Designs**

**Cost:** 1m  
**Ways:** Overwhelming, Supernatural 3 (5 -1 -1)  
**Type:** Action

The Sidereal patches the damage to the local patterns of Fate and reality.

Roll Craft, increasing it by (X), as a special Simple Clash (never Extended) against an effect, damage, or Consequence wrought by those Outside Fate. Against damage or Consequence, reduce it as if you have retroactively Defended Other against it. For other effects, roll Opposed against the source’s relevant dice pool or Essence to cancel them.
Charms – Sidereal – Serenity – Dodge (Ewer)

**Duck Fate**

**Cost:** 2m  
**Ways:** Multiple 1, Reaching, Supernatural 1 + 1 + 1  
**Type:** Extra Action

The Sidereal sees impending danger rippling toward him, and chooses not to meet it.

Roll Dodge against the attacker’s Essence, Opposed, before his hostile action against you is resolved. If you are successful, you can avoid any undesirable effect form it, including damage, an attack you are unaware of, attacks with an area of effect, Mental or Social attacks and continuous deleterious effects and so on.

**Avoidance Kata**

**Cost:** 1m  
**Ways:** Paced 1 + 1, Supernatural 3  
**Type:** Supplemental

Sometimes, the best answer to trouble is not being there at all.

In the first two turns of a Conflict, or the first minute of any other scene, you can declare: «I’m not there». As it turns out, you’ve anticipated the situation and were somewhere else, of the Storyteller’s choosing, all along.

**Neighborhood Relocation Scheme**

**Cost:** 3m, scripture of the Hunted Maiden  
**Ways:** Reaching 4, Paced 2, Supern. 4 (5-1), Supern. 2  
**Type:** Action

The Sidereal twists a prayer strip into a of crystalline Essence band around his waist, and walks or runs.

You walk or run. The weave of Creation shifts, dragging a part of the world (up to Extreme Range in size (several miles)) around with you. Terrain and habitations move, the space is appropriately widened or filled: no destruction is caused. The new location seems correct to all witnesses, although they remember the previous state of affairs. The charm lasts indefinitely but the band around your waist tightens, dealing one level of damage to you, for each hour of usage; it can only be healed after the charm ends.

**Blue Vervain Binding**

**Cost:** 2m  
**Ways:** Paced 1 + 2+, Multiple 1, Supernatural 1 + 1  
**Type:** Action

The Sidereal recites a minute-long formal ritual in the Old Realm, binding two creature’s Fates.

Roll Linguistics as a crafting project: Interval Minute, Length 1, targeting two creatures. If successful, they both receive a 1-point Gift of being able to perfectly understand each other. If they spend 1 xp each while this charm is active, they can retain it permanently. Otherwise, if fades after (X-1) time.

**Lover’s Oath**

**Cost:** 3m  
**Ways:** Paced, Supernatural 5, Supernatural 2  
**Type:** Action

The Sidereal and his chosen partner wind the prayer strip around one finger each, reciting the Oath.

The prayer strip turns into a pair of starmetal rings, set with sapphires, which the wearers cannot remove or destroy. You and your partner can spend each other’s motes, health levels (involuntary if the partner has a smaller wound penalty) and take Limit for each other. The partner must understand the implications when he recites the oath, which is considered sacred marriage in the eyes of heaven. The charm lasts until rings are destroyed (as an active prayer strip each).

Charms – Sidereal – Serenity – Linguistics (Pillar)

**Favorable Inflection Procedure**

**Cost:** 1m  
**Ways:** Overwhelming, Auspicious, Supernatural (1-1)  
**Type:** Action

The Sidereal speaks a name in a way that pleasingly reflects the name-bearer’s underlying pattern of existence, forming a sense of completion in his heart.

You must know the target’s name or nickname. Roll Linguistics, increasing it by (X) and reducing the TN by (X), as an Inspire action. If successful, it causes a burst of warmth, happiness and connection to you.

**Linguistics (Pillar)**

**Cost:** 2m  
**Ways:** Multiple 1, Reaching, Supernatural 1 + 1 + 1  
**Type:** Extra Action

The Sidereal speaks a name in a way that pleasingly reflects the name-bearer’s underlying pattern of existence, forming a sense of completion in his heart.

You must know the target’s name or nickname. Roll Linguistics, increasing it by (X) and reducing the TN by (X), as an Inspire action. If successful, it causes a burst of warmth, happiness and connection to you.
Charms – Sidereal – Serenity – Socialize (Lovers)

Perfection in Life
Cost: 1m
Ways: Paced 2, Supernatural 2 (3-1)
Type: Supplemental

The Sideral’s words and actions, seemingly mundane, complete, purify and brighten the patterns of lives.

For a scene, anyone you interact with regains 1m/1wp at the end of the interaction, and feels generally fulfilled and happy, as a Minor emotion. A character can only benefit from this effect once per day.

Faultless Ceremony
Cost: 2m
Ways: Overwhelming, Auspicious
Type: Action

The Sidereal closes the loose ends, making a ceremony he participates in perfect in the eyes of Fate.

Increase Performance by (X) and lower TN by (X) for either an appropriate Social Hazard creation roll as you lead a ceremony (betrothals, funerals, banquets, grand openings, etc.), to facilitate its purpose; or as a Government or Culture Dominion Leading action related to appropriate affairs. Using this charm makes the ceremony official and recognized by the Heaven.

Harmonic Completion
Cost: 3m, scripture of the Dancer
Ways: Overw., Paced, Supern. 1 + 1, Supern. 4 (5-1)
Type: Action

The Sidereal binds a prayer strip around his eyes, and it transforms into a band of strametal and blue jade.

Your words seem the truth the listener waited his whole life for. Roll Performance, increasing it by (X), to create a Social Hazard for those who do not deliberately ignore you, every turn; those who fail fall in love with you. Opposing you in all things is at -(X/2) penalty. All your Social actions ignore Resolve (1). You are fully blind, at -3 penalty (not to Evasion; the world loathes to hurt you). The charm lasts until the band is removed or destroyed (as an active prayer strip).

Shun the Smiling Lady
Cost: 1m
Ways: Auspicious, Supernatural (1, 3 or 5) + (1-1)
Type: Action

The Sidereal blots the target’s name from the rolls of those destined to attract love.

Roll Socialize, reducing the TN by (X), as a negative Setup to forming positive Intimacies towards the target and all positive Social action the target attempts. In addition, all positive Intimacies and romantic feelings from the characters of lower Essence instantly disappear: this count as Ignoring Intimacies (1, 3 or 5).

Cash and Murder Games
Cost: 3m
Ways: Auspicious, Multiple 1, Paced, Supern. 2 + (1-1)
Type: Action

The Sidereal quickly sketches a relationship into Fate, increasing the power of one person over another.

Name the fashion in which the beneficiary acquires power over the target: generally fear or desire. You receive one Extra Action with Socialize, lowering TN by (X), per scene the target encounters the beneficiary in. It can be used as any Social action to facilitate your plan, even if you are absent. The charm lasts until the target resists, circumvents or Rejects (X) such actions.

You and Yours Stance
Cost: 3m
Ways: Overw., Auspicious, Paced, Sup. 1 + 1 + 1 or 3
Type: Action

Those looking at the Sidereal see him only as their greatest possession and that to risk him is to risk their own heart.

Roll Socialize, increasing it by (X), and lowering the TN by (X). For (X) turns, you can treat it as a result of a Persuasion actions (to do whatever you want) for non-hostiles, or as Evasion against attacks made against you, or of seduction attempts. You still use actions as normal, but take the result as above instead of rolling.
Opportune Shot
Cost: 1m (2m at (X) = 6)
Ways: Auspicious, Supernatural 1
Type: Supplemental

Spotting an opportunity thanks to the graces of Fate, the Sidereal looses a shot in a split second.

Double your Initiative for an Archery action. At (X) = 2, the target is at -1 Evasion (-2 at (X) = 4, -3 at (X) = 6).

Wearing Red to a Wedding
Cost: 1m
Ways: Paced, Supernatural 2 (3-1)
Type: Supplemental

The Sidereal shrouds his violent bearing with banality and inevitability.

For a scene, anyone who meets you will pay no mind to any weapons or armor you carry, or to signs of battle on you, and do not perceive you as being dangerous, unless you give them another reason. Once anyone sees you in a battle, the illusion frays and they are immune to it until the end of the day.

Many Missiles Bow Technique
Cost: 3m, scripture of the Clay Maiden
Ways: Paced, Reaching, Supern. 5, Supern. 5
Type: Supplemental

The Sidereal casts the prayer strip into the sky, where it radiates gaudy pink light, hovering above his bow.

For a scene, the Range of your arrows is extended to (X/2). In addition, as the arrow falls, you may apply a 3-point Gift, reshaping it into some other aspect of Creation. You can learn or invent new transformations by practicing for several days. Some examples include:

Rain of fire: Hazard, Ignores (1) Armor, Ignitesflammables. Snow: Setup, begins to fall in (X/2) Range, lasts for a Minute. Life: target is healed for 1 level of damage. Grain: a patch of ripe wheat, enough to feed a person for a day, sprouts from the ground. Large Boulder: Size 2.

Unobstructed Blow
Cost: 1m
Ways: Auspicious, Supernatural 1+
Type: Supplemental

The Sidereal writes the arc of his blow into forthcoming Fate.

Reduce TN of a Brawl attack by (X). It Ignores (X/2) Evasion and (X/2) armor.

Horrific Wreath
Cost: 1m
Ways: Paced, Supernatural 1 + (1, 3 or 5 -1)
Type: Supplemental

The Sidereal mirrors his Essence to that of his enemies.

For (X) turns, unarmed attacks you make gain +1 Weapon Damage, and Ignore Soak (1, 3 or 5, depending of (X)) of the Dead and of demonic beings.

Easily Accepted Proposition Stance
Cost: 3m, Scripture of a Drowned Maiden
Ways: Paced, Reaching, Supern. 5, Supern. 5 + (1-1)
Type: Action

The Sidereal knots a prayer strip into his shadow, where it shimmers a soft scarlet.

Once per invocation of this charm, which lasts for a scene of battle, you can strike a Fate-resolving blow as an action. You dictate a single event or circumstance. It must be feasible, although it can be highly improbable: reinforcements might arrive; a wall might collapse; etc.

When you make the dictum, a highest-Essence character in (X) Range that would be most directly and unpleasantly affected by it, must make a choice. If it acquiesces, your dictum comes to pass immediately. If it disagrees, your dictum comes to pass immediately. If it disagrees, it can accept the attack you make as the Fate-resolving blow, and its results, without defending, negating your dictum. If it attempts to defend, both the dictum comes to being, and you resolve the attack against him as above as well. It then Ignores Soak (3) and Evasion (3), however.
**Harmony of Blows**

**Cost:** 1m  
**Ways:** Multiple, Supernatural 1 + 1 + 1  
**Type:** Extra Action

The Sidereal moves in accordance with perfected battle patterns of destiny.

You can make up to \( \frac{X}{2} \) additional Archery, Brawl, Melee or Thrown attacks. If you are attacking a group, compensate for up to \( \frac{X}{2} \) of its Size bonus.

**Impeding the Flow**

**Cost:** 1m (or 2m at \( (X) = 6 \))  
**Ways:** Auspicious, Supernatural 1 + 1, 3 or 5  
**Type:** Supplemental

Immaterial red stardust swirls around the Sidereal as a causal movement of his Weapon deflects the attack.

Roll Melee as a Defensive Clash, reducing the TN by \( (X) \) and adding +1 bonus (or +2 at \( (X) = 4 \), +3 at \( (X) = 6 \)).

**Perfection of the Visionary Warrior**

**Cost:** 3m, scripture of the Maiden on a Shelf  
**Ways:** Auspicious, Paced, Supernatural 1 + 1 + 1 + 1, Supernatural 1 + 1 + 3  
**Type:** Action

The Sidereal places a prayer strip around his eyes, where it adheres and begins to drip with dark blood.

For \( (X) \) turns, you Negate (3) all effects that would ignore your Notice, perceiving the battle as patterns of Fate and disruptions in it. You can see without light and Ignore (1) all mundane visibility obstructions.

Each turn, you can make up to \( (X) \) additional Archery, Brawl, Melee or Thrown attacks. You can also use these additional attacks for Clashes, regardless of your Initiative. In addition, you reduce the TN by \( (X) \) for all attacks and Clashes when you use Archery, Brawl, Melee or Thrown.

**Presence in Absence Technique**

**Cost:** 1m  
**Ways:** Paced, Supernatural 1 + 2  
**Type:** Supplemental

The Sidereal imposes the force of his personality on another person.

Choose a target and make a Social action (as a plan), specifying a circumstance. You resolve your action when next time the target finds himself in that circumstance, as if you were there. The target is not directly affected; rather, Fate and coincidence conspires to give their normal behavior unexpected emotional resonance and unusual connotations.

**Force Decision**

**Cost:** 2m  
**Ways:** Overwhelming, Auspicious, Supernatural 3  
**Type:** Action

The Sidereal briefly channels Essence into another being, forcing them to make a decision of his choice.

Roll Presence, increasing it by \( (X) \) and reducing the TN by \( (X) \), as a special Persuasion attempt. Intimacies cannot be applied to help or hinder it. If successful, the target makes any decision you desire, of any Rating. However, nothing forces the target to stick by it: he can change his mind (Rejecting as inappropriate at no cost) if he has a reason (opposed Intimacies are higher than supporting ones, thinking it through, etc.).

**Storm’s Eye Stance**

**Cost:** 2m  
**Ways:** Multiple, Paced, Supernatural (5-1)  
**Type:** Action

The Sidereal’s prayer strip hovers, flickering red over the side of his face as the night’s darkness falls around.

For \( (X) \) turns, when you take damage, you can share your Fate with up to \( (X) \) targets in up to \( (X) \) Range, who each suffer the same attack or danger that caused the damage to you. Target using a Negate (3) effect prevents one instance of sharing (no roll required).
Red Haze
Cost: 2m
Ways: Paced 3, Reaching, Supernatural 3
Type: Action

Motes of crimson starlight fall in a mist, warping the Essence of Creation with furious opposition to its foes.

Roll War as a Setup, affecting everything in (X) Range. For a day, it applies to all rolls to resist or defend against demons and Creatures of Death.

Predestined Triumph Practice
Cost: 1m
Ways: Paced 2, Supernatural 1 + 2
Type: Action

The Sidereal exercises impossible insight and acumen when planning a battle.

Make a Setup roll when planning a battle. It applies to some strategy for that battle, from attacking a type of enemy, to commanding (if directed at an officer), to executing Battle Patterns (below). Those utilizing the strategy also receive +1 Evasion for the battle.

(TYPE) Battle Pattern
Cost: 2m
Ways: Paced 2, Multiple, Supernatural 5
Type: Action

The Sidereal’s understanding of battles allows him to plan and direct formations that affect reality itself.

This is a group of several charms, each learned separately. When planning a battle, roll War as a Hazard Creation roll. In battle, a group of at least Size 1, or at least one Exalt, can use its action as a negative Setup for a target to resist that Hazard, which then affects the target for a turn unless resisted. Relative (highest of Size or Essence) of (those executing the pattern and the target) applies both for the Setup and resisting the Hazard. Essence-Draining Pattern increases the cost of all of the targets charms and spells for 1m; Demon-Blocking Pattern applies a -3 penalty for all actions of a target demon or Creature of Death.

Efficient Secretary Technique
Cost: 2m
Ways: Paced, Supernatural 3
Type: Action

The Sidereal directs a small emerald Essence spider to race along the weave of Fate and retrieve a fact.

As an action, instruct the spider on what trivia you want to know. It disappears, and returns one turn later, whispering the required information in your ear.

Marvelous Inclusion of Details
Cost: 1m
Ways: Auspicious, Supernatural 1, 3 or 5
Type: Action

Secrets go out of their way to repay their Sidereal kin’s admiration with gifts of evidence he needs.

Roll Investigation, reducing the TN by (X). You can choose what kind of evidence you need, and find it instantly if it is possible (importance depends on (X): 1 is a muddy footprint, 3 is a murder Weapon stashed nearby, and 5 is the killer’s personal annotated plan).

Embracing Life Method
Cost: 3m
Ways: Reaching, Paced, Mult., Supern. 1 + 1 + 1 + 1 + 1.
Type: Action

The Sidereal forms a question of curiosity in his mind, and plants the prayer strip as if it was a seed.

Over the course of the next day, it sprouts into a tall mulberry tree. For five days, local spirits (from the Horizon Range) are drawn to visit it and to leave behind small gifts and secrets.

When you return, roll Investigation. If successful, you find several pieces of information or gifts you will find useful to resolving your curiosity, to a maximum of (lower of 5 or (days since the growing of the tree)). If you return earlier than five days, the charms ends, thus limiting the maximum number of things as above and preventing further accumulation of nice things under the tree for you to find.
Creation Smuggling Practices

Cost: 1m
Ways: Paced 3, Supernatural 3
Type: Action

Thin tendrils of Fate snake out from Creation to twine, phosphorescently green, around the Sidereal’s fingers.

For a day, you carry a part of Creation around you, your destiny snuck into the abode of chance by craft and cunning. You and anything in Touch Range are treated as being in Creation when you are in the Wyld.

Sidereal Shell Games

Cost: 2m
Ways: Paced 2, Multiple 1, Supernatural 3
Type: Action

The Sidereal grasps at the weave of events and deftly switches threads from the one destiny to another.

Roll Larceny as a negative Setup against a target, affecting a specific Defence or dice pool. The target requires Supernatural (1) in the related Trait or in one generally applicable against such meddling to resist. If successful, you treat the result as a beneficial Setup to the same dice pool or value for yourself for a scene.

Dream Confiscation Approach

Cost: 2m
Ways: Multiple 1, Paced 3, Supern. 3 + (1 -I) + (1 -I)
Type: Action

By making casual physical contact, the Sidereal pockets his victim’s dreams.

Roll Larceny against Notice to be able to steal dreams unnoticed: agitated, on guard or hostile target cannot have their dreams stolen. If successful, roll Larceny as a Damage Sanity Mental attack, Ignoring (3) Resolve. If successful, the resultant «No Dreams» Derangement prevents the victim from respiring Essence and/or wp for its Interval (Day).

Raksha receive instead Physical Damage that cannot begin to heal until a day had passed.

Systematic Understanding of Everything

Cost: 0m
Ways: Supernatural 1 + 1
Type: Action

In his sleep, the Sidereal filters his perceptions and observes a small portion of the Loom, integrating the projected plan with his own extensive knowledge.

While sleeping, roll Lore as a Setup to any type of task or specialty you choose, applied for the next day.

Of Truth Best Unspoken

Cost: 1m
Ways: Paced 3 (5 -2), Supernatural 3 + (5 -2)
Type: Action

Dredging forth a sepulcher in which the Heptarchs or Tragedy had bound knowledge of a horror to come, Sidereals can witness the atrocity not yet come to pass.

This charm must be invoked as a three-hour ceremony, requiring a trinity of Sidereals of Serenity, Battles, and Secrets. Each of them must know it, and each of them can use it no more than once per month.

At any time during the following year, each of the participants can make a single Lore roll, as if he was looking backward from the future, to “remember” things. A success is enough to recall general clue of destiny, while a critical one returns exact information.

Avoiding the Truth Technique

Cost: 1m
Ways: Auspicious, Supernatural 1 + 1 + 1 + (1 -I)
Type: Supplemental

Drawing on preternatural insight, the Sidereal imbues a true statement with unbearably horrifying implications.

When you are explicitly stating the truth, reduce the TN of a Socialize, Presence or Bureaucracy Social action, and ignore Resolve (1, or 3 at (X) = 6) to convince the target that you are lying.
**Of Things Desired and Feared**

*Cost:* 1m  
*Ways:* Multiple (1 -1), Paced, Supernatural 3 + (5 -2)  
*Type:* Action

Charting the future, Sidereals map the paths of destiny and learn at least one method to achieve any goal.

This charm must be invoked as a three-hour ceremony, requiring a trinity of Sidereals of Journeys, Serenity, and Endings. Each of them must know it.

The participants learn a price of success in some endeavor they name, chosen by the Storyteller. If they agree, they automatically achieve their goal; both the price and victory occur in a narrative fashion among their other stories. The price can vary greatly.

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**Of Horrors Best Unknown**

*Cost:* 2m  
*Ways:* Multiple 1, Paced 5, Supern. 5  
*Type:* Action

The Sidereal weaves and casts a net of Neferuaten, made from filaments of destiny thin enough to catch even things removed from the workings of Fate.

Roll Lore against the target’s Essence. If successful, for a year and a day (unless it is removed somehow), all actions against the target have the TN reduced by 1.

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**Transcendent Hatchet of Fate**

*Cost:* 4m, scripture of the Maiden in Terror  
*Ways:* Overw., Ausp., Paced, Supern. 2 +3, Supern. 5  
*Type:* Action

The prayer strip glows a sickly green, as it curls and twists and sinks into the Sidereal’s palm.

When you choose, show the target your palm and name the victim’s preordained terrible Fate. **Character** states what is preordained; **player** chooses a Fate he finds dramatically interesting. It will happen (barring the usual meddling). Roll Lore, increasing it by (X) and reducing the TN by (X) as a Damage Sanity Mental Attack, for a Derangement of fixation on their doom.

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**Tell-Tale Symphony**

*Cost:* 1m  
*Ways:* Paced 2, Supernatural 1 + 1  
*Type:* Supplemental

The Sidereal listens as the patterns of Essence around him sing, impelled by the earliest laws of Creation.

For a scene, you and other Sidereals in earshot can hear Essence patterns around, automatically detecting presence of continuous Essence effect and immaterial spirits, and, by listening to the melody, can identify details of the enchantment, approximate Rank and job description of spirits, and decipher local geomancy.

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**Incite Decorum**

*Cost:* 1m  
*Ways:* Paced 2, Supernatural 2 (3 + 1 + 1 -1 -1 -1)  
*Type:* Supplemental

Invoking the blessing of his Maiden, the Sidereal facilitates polite dealings with spirit world.

For a scene, against the Creation’s gods and elementals of lower Essence, you gain Social Size equal to the difference of your Essence Ratings. In addition, this Size applies to defending against their Physical and Mental attacks. Learning this charm requires the appropriate Maiden’s personal approval.

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**Willing Assumption of Chains**

*Cost:* 2m  
*Ways:* Paced 5, Paced 5, Reach. 5 (8 -1 -1 -1 -1), Supern. 5  
*Type:* Action

The Sidereal a prayer strip and offers it to a god along with a new position in Celestial Bureaucracy.

If the god accepts, which it must do of his own free will, and signs, the prayer strip vanishes in an emerald flash. The god immediately gains the new office and Domain, instantaneously sanctioned by the authority of the appropriate Maiden. Learning this charm requires the appropriate Maiden’s personal approval, and misuse of this charm or coercing candidates is a Severity 5 offence.
Walking Outside Fate

Cost: 1m
Ways: Paced, Supernatural 5 (3 + 3 -1 + 1 -1)
Type: Action

The Sidereal quietly steps out of the weave of Fate.

For (X) time, or (X) turns in Conflicts, you are outside Fate. In addition, you Ignore (3) Notice of all beings of lower Essence (who cannot sense you directly, even if they detect you, giving them a -3 penalty to attack against you). In addition, you leave no traces, Ignoring (1) all mundane attempts to track you.

Learning this charm requires the appropriate Maiden's personal approval, and raising anima high enough to break Stealth also terminates this charm.

Blinding the Boar

Cost: 1m
Ways: Paced, Supernatural 1 + 1
Type: Action

Casting forth shadows of a thousand possible futures, the Sidereal conceals the truth of his existence.

Roll Stealth as Defend Other action that applies to yourself for (X) turns against all attacks and other attempts to influence you, as well as Read Character. Although you remain apparent to every sense, focusing on you to determine your exact location, appearance, words or other details is nigh impossible.

Forgotten Earth

Cost: 1m
Ways: Paced 1, Supernatural 2 (3-1)
Type: Supplemental

For a moment, the Sidereal cuts his connection to the ground and gravity, and his destiny lies in the air.

For a turn, you effectively move as if you are flying. You must land on something at least for a moment before reactivating this charm. If activated close to the ground, it can arrest the fall from a great height, allowing you to land safely on your next turn.

Hungry Touch

Cost: 2m
Ways: Auspicious, Paced 2, Reaching
Type: Action

With a single blow, the Sidereal consumes the destiny of an object, bringing it to an immediate conclusion.

Roll Athletics, reducing the TN by (X), to destroy an object of up to (X) Size, which takes only a single blow (one action worth of time).

Invisible Motion

Cost: 3m, scripture of the Maiden and Dust
Ways: Paced, Paced, Supern. 5, Supern. 1 + 1 + 3
Type: Action

The Sidereal wraps the prayer strip around his head or neck, whereupon in exudes a scent of lilacs and decay.

You end the moments of your life between the beginning of a gesture and its completion, appearing to flash from pose to pose and from place to place as if seen through a strobe light.

For ((X) x 2) turns, increase Athletics by (X) for the purposes of speed and movement. Your close combat attacks Ignore (5) Evasion, while you Negate (3) all effects that would ignore your own Evasion. In addition, you are immune to all penalties related to movement, including penalty from wearing heavy armor, and to wound penalties in general.
Wise Choice
Cost: 1m
Ways: Paced 1, Supernatural 1
Type: Supplemental

The Sidereal is capable of making the best choice when presented with many options.
You can make a brief peek into the future, guaranteeing an ideal short-term (one turn or several seconds) outcome of a choice. Long-term gains and/or consequences are outside the scope of this charm.

Expected Pain
Cost: 1m
Ways: Auspicious, Supernatural 1 + 1 + 1
Type: Supplemental

The awareness of an impending unpleasantness crystallizes just as bad things are about to happen.
Reduce TN for a Join Battle roll by (X). You are forewarned of the general nature of the coming danger and you cannot be ambushed (1). You can use this charm automatically, without knowing of the danger.

Supernal Awareness
Cost: 1m
Ways: Paced 2, Reaching 2+, Supernatural 0 (1-1)
Type: Action

The Sidereal opens his senses to the web of Fate around him as it cascades into the reality of the present.
For a scene, you focus your attention on a specific type of disturbance in the Loom of Fate in up to (X) Range. You can track a person or a spirit, watch for some specific phenomenon such as combat, use of Essence or mention of a specific name. You can activate the charm multiple times: each instance to track a separate phenomenon. This charm relies on perceiving underpinnings of reality, not actual objects or characters: it doesn’t allow you to see the tracked events, only know of their occurrence and location. However, it ignores (1) normal Stealth attempts.

Underling Invisibility Practice
Cost: 2m
Ways: Paced 2, Supernatural 2 (3-1)
Type: Supplemental

The Sidereal conceals his presence from those who foolishly consider themselves his superiors.
For a scene, you are imperceptible (even if pointed out by others; counts as ignoring Notice (3)) to those who consider themselves more important or hierarchically superior to you. This includes people with appropriate Intimacies of arrogance, as well as those of larger Social Size, or any number of other cases as decided by the Storyteller. High-Temperance characters usually do not think themselves superior (they know whether they really are) and so are often immune to this charm.

Terminal Sanction
Cost: 2m
Ways: Auspicious, Paced, Supern. 4 (5-1 + 3-1 + 1)
Type: Action

The Sidereal’s power facilitates a quick resolution of a conflict with a Creation’s god, elemental, or demon.
Roll Bureaucracy against the target’s Resolve, reducing the TN by (X) if it is a demon. If it is dematerialized, it must accept immediate materialization to resist, and cannot dematerialize for (X) turns. If successful, should the target’s materialized body dies while this charm is active, you can choose to destroy it utterly, bind it into an object, to a specific task indefinitely, or into obedience for a year and a day. Learning this charm requires the Maiden of Endings’ approval.

End Debate
Cost: 3m, scripture of the Maiden’s Promise
Ways: Paced 5, Paced 5, Supernatural 5, Supernatural 5
Type: Action

The Sidereal throws a prayer strip on the ground, where it explodes into searing amethyst light.
The current Social scene immediately ends; or a bureaucratic process’ Interval is slowed by ten steps.
Death of Self Meditation
Cost: 0m
Ways: Supernatural 3 (5-1-1)
Type: Supplemental

The Sidereal unravels the Fate of fulfillment of one of his hopes, catching the words in a net of freed threads.

You can use any related Intimacy, of any Rating, supporting or opposing, to Reject Influence; however, that Intimacy is sacrificed and completely abandoned, and cannot be reacquired for the rest of the story.

Preservation of Resolve
Cost: 1m
Ways: Multiple, Supernatural 2 + 1 or 3
Type: Action

Snipping the young, tentative possibilities of change here and there, the Sidereal preserves the status quo.

Roll Integrity as a Setup. As long as you spend your time advising (not leading) a social group (or up to (X+1) individuals), apply he Setup result, increasing it by 1 (or 2 at (X) = 5), as a penalty to all Social actions targeting the people you advise. Stunt bonus should be awarded on case by case basis when said actions occur. This also works for the Dominion scale, but you must roll for the Limit gain as if you were Leading a Dominion action, although it does not take action slots.

Water and Fire Legion
Cost: 2m
Ways: Paced 3 (5 -1 -1), Reaching, Supern. 1 + 1 + 1
Type: Supplemental or Action

With a reflexive sacrifice of pain, the Sidereal binds fire or water to tribulations in the defense of Fate.

Touch fire or water, or a spirit of such. In the first case, you and your allies in (X) Range are immune to harm from natural manifestations of said element until Calibration. For spirits, roll Integrity as an action, to Persuade it into service of protecting something concrete (and not retaliating) until Calibration. This charm expires (and never works) at Calibration.

Terminate Illness
Cost: 2m
Ways: Overwhelming, Paced 2, Supernatural 1 + 1 + 1
Type: Action

The Sidereal makes the Inferior Sign of the Corpse at a spirit of an illness, and it comes to a natural end.

Roll Medicine, increasing it by (X), against the targeted disease. If successful, its least god dies peacefully, and the patient begins recovery: the disease Hazard can no longer worsen, lose penalties, and won’t kill the host.

Invocation of the Storm-Following Silence
Cost: 2m
Ways: Reaching 2, Supernatural 1 +1
Type: Action

The Sidereal casts forth the violet radiance of Endings, stillness coming to the weave of Fate.

All Incapacitated, dying, or those willing to pass into death in Medium Range instantly and painlessly die, bodies sinking into the earth or stone. Any walking Dead of Rank/Coil 1 (2 at (X) = 4, 3 at (X) = 5) lose animation and similarly have their burials arranged.

Earth and Sky Bargain
Cost: 3m
Ways: Paced, Reaching, Supern. 5, Supern. 2 +1
Type: Action

The Sidereal buries a prayer strip seven yards beneath the ground and buries it with stone.

Ten spines of indigo light burst upwards from the grave and Fate leads you to the nearest spirit or elemental of Earth or Air who is on the verge of death (you can arrange it prior, if you wish). You make an offer, and it can accept or continue to its death. If it agrees, it binds to your soul and Essence. It counts as a (Rank) Rating Artifact armor, with the Attunement Drawback. You can transfer it, if you wish. The charm ends when the Attunement is abandoned, at which point the spirit is born again from the carrier’s soul, though not quite as the same entity as before.
**Charms – Alchemical – Strength**

**Strength Augmentation**

**Cost:** 1m  
**Ways:** Overwhelming  
**Type:** Supplemental

Essence-channeling cables and fibers, interwoven with the Alchemical’s artificial muscles and sinews.

Increase Strength by \((X + 2)\) for a feat of strength, Crafting, demolition, or any similar non-combat task.

**Essence Integration** ([I]): Additional sub-capacitors fitted to the Essence reservoir. Maximum Strength Rating is increased by 1 while the charm is installed.

**Persistency module** (Paced 2 [1 +2 -2]): Recursive recharger in the middle back. For +1m, the charm’s effect lasts for a scene, or for 2 turns in Conflicts.

**Tensile Enhancement Patterning** ([I]): Thin semi-liquid moonsilver cables braided around sinews. Allows using the charm for Grapple Control rolls.

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**Piston-Driven Megaton Hammer**

**Cost:** 1m  
**Ways:** Empowered  
**Type:** Supplemental

A soulsteel-capped piston, ringed with Essence vents, in one of the limbs. Upon striking, the piston may be triggered with an explosive bang and shriek of steam.

Up to \((X)\) dice on a close combat attack count 8s+ as double successes. If you attack with your bare limb, also add +2 Damage.

**Demolition Vibration** ([I]): A set of connection needles throughout the limb. Attacks with fighting gauntlets, iron boots, similar «brawling aids» are treated as unarmed for the purpose of adding Damage.

**Explosion Transference** ([I]): A soulsteel caps at the knuckles that are directly connected to the piston. Supplemented successful attack also destroys non-Artifact armor (or Weapons on a Clash).

**Steam Director** (Reach. 1 [I]): Reinforced and focused steam channels. If successful, you and the target are pushed back to the Short Range from each other.

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**Toroidal Shockwave Catalyst**

**Cost:** 1m  
**Ways:** Supernatural 1 + 1  
**Type:** Action

A pair of spherical crystal capacitors mounted in the shoulders. When activated, they flash brightly and produce a thunderclap in a torus of expanding force.

Roll Strength as an Obstacle Hazard Creation. It affects everyone and everything of equal or smaller Size in Touch Range, Ignoring (1) Evasion. Those affected are pushed to Short Range from you and are knocked prone.

**Gravitational Resonator** ([I]): White jade and orichalcum nesting for the capacitors. You can choose to forgo pushing targets to make the Hazard Ignore (3) attempts to resist for being knocked prone part.

**Mind-Battering Force Emitter** ([I]): The flash and the thunderclap are specifically enhanced to painful levels. Those failing to resist must also reroll Join Conflict.

**Holocaustic Fury Device** (Multiple 1, Supernatural 1, Paced 1 [1 +1 +1 -2]): Circular red jade and orichalcum grill around the capacitors. For +1m, the discharge is superheated plasma. The result of the Hazard Creation is also treated as a second damage Hazard that Ignores (1) Soak and lasts for a minute (one turn in combat).

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**Adaptable Containment Matrix [Municipal]**

**Cost:** 4m  
**Ways:** Efficient, Multiple, Paced, Supernatural 3  
**Type:** Extra Action

An extensive framework of bulkheads, power nodes and Essence-field generators, layered under the streets.

Roll Strength as a Grapple attack against up to \((X)\) targets of up to Size 5 each that are currently on your streets. For \((X)\) turns, reduce the TN to 5+ for up to \((X)\) dice for Grapple attack and Control again.

**Deployable Decontaminator** (Multiple 1, Supern. 1 + 1 [1+1+1-2]): A giant Essence boiler under the city, moving on rails in a network of tunnels. For +1m, you can roll Strength as an Extra Action to create a boiling steam Hazard (which Ignores (1) Soak) in one of the containment areas (presumably, with a held target).
**Charms – Alchemical – Dexterity**

**Aim-Calibrating Sensors**

*Cost:* 1m  
*Ways:* Efficient  
*Type:* Supplemental

A slim metal disk at the temple, with a taut wire running through the skin to re-enter under the eye socket and near the inner ear.

Ignore (3) all environmental penalties and reduce the TN for up to (X) dice to 5+ for a ranged attack.

**Inward Focus Refractor** (Supernatural 1 [1]): Internal sensors and soulsteel nerve dampeners. You may choose to Ignore (3) all internal penalties instead.

**All-Inclusive Fractal Targeting Calculations**

*Cost:* 1m  
*Ways:* Overwhelming  
*Type:* Supplemental

An array of resonant neural pathways that allow calculating and executing exactly calibrated firing solutions that anticipate the target’s every move.

Increase Dexterity by (X) and Ignore (3) the target’s Evasion for a ranged attack.

**Data Feed** ([1]): A tiny hologlyphic projector, appearing as a stud in the brow. Your ranged attacks with this charm have +1 bonus.

**Precalculated Evasion System**

*Cost:* 1m  
*Ways:* Overwhelming  
*Type:* Supplemental

A line of starmetal nodes and wires climbing the spine, connecting to an adamant calculating array inside the skull. It automatically calculates a perfect evasive position and shifts the body with clockwork precision.

Increase Dexterity by (X) and/or double Evasion, Negating (3) any effect that would Ignore Evasion.

**Advanced Calculation Array** (Paced 1 [1]): More RAM. The charm’s duration in extended to one turn.

**Personal Gravity Manipulation Apparatus**

*Cost:* 1m  
*Ways:* Supernatural 1+  
*Type:* Supplemental

A set of reinforcing components and Essence capacitors in the lower legs that allows to direct the gravity’s pull vector.

For a scene, you can control the orientation of «down» for yourself, which allows moving on any surface that would support your weight, including walls and ceilings. At (X) = 2, you are able to compensate for the majority of your weight, allowing standing and moving on normally unsuitable surfaces. At (X) = 3, you can even out your gravity, hovering in place (this can be used to prevent fall damage).

**Parabolic Leap Overcharger Device** (Reaching 1 [1]): Additional Essence-channeling spikes behind each knee. While this charm is active, you can jump an extra Range as a part of your movement.

**Momentum Redirection Pulse Injector** (Multiple 1 [1]): A series of Essence injection nozzles set into the legs. While this charm is active, successful extra movement rolls do not take actions.

**All-Terrain Crawling Apparatus**

*Cost:* 2m  
*Ways:* Paced 1 [+1], Supernatural 1 [+2]  
*Type:* Supplemental

A moonsilver coating of joints, cut separation lines throughout the body, and a variety of foldable wheels, threads, hooks, Essence magnets and suckers.

After activation of this charm, which lasts for a scene, you can, as an action, shift your body into a tunnel crawling configuration, reducing your Size by 2 for the purposes of moving in tunnels, ventilation shafts, and other such confined spaces. You appear as a slithering mass of machinery, like some mecha-worm, and have no limbs. However, you can move vertically on the walls and ceilings, and in vertical tunnels. You can reform by spending another action.

**Emergency Deployment Protocol** (Multiple 1 [1]): A net of oil-filled veins and extra muscle fibers. You can shift and reform as an Extra Action once per turn.
**Electrification Onslaught Dynamo**

**Cost:** 1m  
**Ways:** Paced 2  
**Type:** Action

A blue jade and orichalcum dynamo in the back, with conductor nodes riveted to chakra points on the body, gathering a lightning Essence charge upon activation.

Roll Stamina as Hazard Creation. It remains until you next touch or are touched by an animate being, or the scene ends. That being is then subjected to the Hazard, which Ignores (1) metal armor and Ignores (1) Evasion.

**Conduction Cage** ([1]): Blue jade spirals inlaid around the body and limbs. The Hazard can be discharged through hits with close combat weapons, both offensively and defensively.

**Godhead Bolt Emulator** (Paced 1 [1]): Adamant Essence purification nodes in chakra points. When using this charm with Axiomatic, increase the next healing Interval of the damaged Condemned by a step.

**Turbo-charger** (Multiple 1 [1]): Additional sub-dynamos and acceleration coils. This charm becomes Extra Action.

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**Chemical Fog Generator**

**Cost:** 1m or 2m  
**Ways:** Paced 2, (Reaching 2+)  
**Type:** Extra Action

A bulky module fitting snugly into the torso, with vent tubes branching out to exhaust ports in the skin.

When activated for 1m, the device emits thick cloud of black smoke in Touch Range (in Medium Range for +1m). It blocks sight and is mildly poisonous (Poison 1/Scene). The smoke disperses after a scene.

**Tear Gas Composition** ([1]): A green jade core installed in the generator, producing dense yellowish smoke. Those breathing the gas are at -1 penalty to all relevant rolls, including resisting the Hazard.

**Nerve Gas** ([1]): For +1m, you roll Stamina as Damage Hazard Creation, and Interval becomes Turn.

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**Light-Etched Interceptor Barrier**

**Cost:** 1m  
**Ways:** Efficient  
**Type:** Supplemental

A gauntlet-like implant of varying bulkiness, centered on an orichalcum nodule. When activated, it hums and crackles, projecting a wedge of radiance that telescopes into a shield of solid light.

For an action, you: reduce the TN for up to (X) dice to 5+ on a Defensive Clash with Stamina and/or double Soak; count as having a heavy shield without any Initiative penalty (+1 Soak, +1 Evasion); and Negate (1) any effect that would ignores your Soak.

**Essence Field Stabilizer** (Paced 1 [1]): A precision-cut adamant crystal, inserted in the focal point. The effects of the charm last for a full turn.

**Interceptor Patterns** (Supernatural 1 [1]): A set of extra moving lenses, allowing shifting the angles of the field. When activating the charm, you may choose to apply the dice effect to Dexterity and/or Evasion instead.

**Omnidirectional Mode** ([1 +2-2]): When prompted, for +1m, the light barrier further expands into a complete polyhedral spheroid. In this form, it cannot be bypassed as a shield can be, and works for all sides simultaneously, including against gases and such.

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**Stormwall Interruption Circuit**

**Cost:** 1m  
**Ways:** Supernatural 2 (2 + [2] + 1 -1)  
**Type:** Action

An array of lead plates, black jade baffles and Essence redirecting adamant coils that can deploy to forcibly suppress the Alchemical’s anima banner.

You can decrease your Anima level by one by paying (current Anima level) health levels. You can decrease it for multiple levels with a single activation of this charm; in that case, any health level cost stacks. It is possible to kill yourself with this charm, so be careful.

**Full Retard Chamber** ([1]): A soulsteel Essence-quelling container. Reduce the total health level cost by 1. Some of the reckless Chosen are forced by their peers to install this Submodule for sensitive missions.
Charms – Alchemical – Charisma

Unconditional Imperative Programming
Cost: 1m
Ways: Empowered
Type: Supplemental

A coating of red jade in the throat infuses words with Essence-driven psychological intensity.

Count 8s+ as double successes on up to (X) dice, and Ignore (3) Resolve, for any Charisma Social action to Instill, Erode, Inspire or Persuade.

Enhanced Proclamation Node (Supernatural 1 [1]): Orichalcum and blue jade resonators, installed in the neck and lungs. This charm can also be used for public speeches made with Appearance (as Social Hazards).

Voice of the Maker (Supernatural 1 [1]): Additional wavelength harmonizers and stabilizers. This charm can be used with Exemplar instead of Empowered.

Motivational Vocoder
Cost: 2m
Ways: Paced 3 [+1 for gp], Supern. 3 (5 -1 [-1 for gp])
Type: Action

A delicate orichalcum half-torc, anchored by a rivet in the throat.

Roll Charisma or Manipulation as an action to Instill a Defining Intimacy that you yourself have (some rewording is acceptable as long as the cause remains the same (do/help to do, etc). If successful, note the result; the Intimacy is Instilled at the Defining level, and remains so for (X + 1) time, after which it is reduced to the level of the actual result. If the target accepts it as Defining at any point before that treat the result as Setup for all actions supporting this new Intimacy until the rest of the charm’s duration.

Noetic Signal Booster (Reaching 1 [1]): Additional resonator fins, opening into a star pattern around the bolt. You can use the charm at Short Range.

Design Respinning Upgrade ([1]): Starmetal transmitter allows timely updating the pattern spiders and/or Design Weavers. The target’s new behavior is normal to all but the closest (Major+) associates.

Synergy-Promoting Upgrade
Cost: 1m
Ways: Efficient
Type: Supplemental

A cluster of orichalcum threads tangled around a jade core, adjoining the Essence reservoir.

When using Setup from others that was rolled for in the same scene, increase the bonus by +2, and reduce the TN for up to (X) dice to 5+.

Inspirational Networking Node (Multiple 1 [1]): A delicate wedge of orichalcum, rising to collarbone. After succeeding on a supplemented roll, you can make a Charisma Setup roll for someone who witnessed your success, as an Extra Action.

Mutual Guarantee Module (Multiple 1, Supernatural 1 [1 +1 -1]): A collar of circuitry embedded in the skin. Each turn, you can Defend Other as an Extra Action, for either Physical or Social defense, for a target that has made a Setup you benefit from in the same scene.

Syncretic Compromise Engine
Cost: 2m
Ways: Efficient, Multiple
Type: Action

An array of thesaurus and precedent databases, cost-benefit calculators, and speech pattern modulators deliberately placed across the insides of the skull, allowing calculating and presenting the most efficient solutions for a conflict.

Roll Charisma against up to (X + 2) targets, reducing the TN for up to (X) dice to 5+, as a Persuade action to achieve a compromise, treaty, or a mutually beneficial arrangement, whether long-term, or more immediate one, like a brief cease-fire.

Friend Designation Node (Supernatural 1 [1]): A tiny orichalcum and crystal chip in the skull. You can also use this charm to Erode negative Intimacies between its targets and/or yourself.

Irrefutable Logic Chamber (Supernatural 1 [1]): An adamant and soulsteel idea-testing module, approving only the most true and logical arguments out. Ignore (1) emotion-based Intimacies when using this charm.
Charms – Alchemical – Manipulation

**Rogue Cell Isolation Protocols**

**Cost:** 2m  
**Ways:** Exemplar, Supernatural  
**Type:** Supplemental

Chrome and soulsteel plating over each eye, extending just beyond the edge of the sockets. When charged with Essence, their surfaces seem to «mirror» something horrible, like the victim’s reflection joining the flickers of tortured souls that extends to infinity.

Reduce the TN to 5+ and count 8s+ as successes for up to \((X)\) dice, ignoring \((X)\) Resolve, for an Erode Intimacy Social action with any Social Trait. You may target yourself with this charm.

**Instinctual Fear Resonator** (Multiple 1 [1]): If you succeed in Eroding Intimacy fully or in part, you gain an Extra Action, enhanced with this charm, to Inspire or Instill Fear in the target towards yourself.

**Personality Override Spike**

**Cost:** 2m  
**Ways:** Paced, Supernatural 1 + 1  
**Type:** Supplemental

An extendable spike, mounted in one of the arms. When activated, it releases hundreds of microscopic machine spirits into the target’s nerves and brain.

This charm is activated when you succeed in a Physical Grapple attack roll. Grapple Control rolls are made as a Mental roll, with your (highest of Wits or Manipulation) against the target’s Wits/Integrity, to hold the victim in an empty mindscape without any control over its body. This charm lasts until the victim wins Control; if it does, the Grapple ends.

**Mind-Ripping Probe** (Supernatural 1 [1]): When you Control the Grapple, Ignore (1) the target’s Guile for Read Character actions against it.

**Identity Recalibration Signal** (Supernatural 1 [1]): When you Control the Grapple, you can edit the target’s personality (Intimacies) and memories (as Intimacies of appropriate level), or harm its mind, with Manipulation-based Mental attacks.

**Pattern Facilitation Module**

**Cost:** 2m  
**Ways:** Reaching, Supernatural 1+  
**Type:** Extra Action

A complex implant in the brain, connected to the tiny transmitter diode located just above the ear. When triggered, it emits subliminal command pulses.

Roll Manipulation as a scene-long Extra Action to create a Persuasion Social Hazard. It Ignores (1) Resolve, affecting everyone in up to \((X)\) Range. You may exclude up to \((X)\) categories of targets (like «Alchemical Exalts», «those currently working» or «unafraid») based on their mind and Essence patterns. You do not appear to communicate with targets in any way, unless the Essence pulse is detected somehow.

Alternatively, you can clandestinely Lead an Internal Dominion action as Extra Action, while you are in it.

**Conceptual Entropy Module** (Supernatural 1 [1]): An added spiked gland of soulsteel and starmetal. You can use the Hazard for Erode Intimacy effect (instead of Persuasion).

**Agenda Recalibration Protocols** (Supernatural 1 [1]): An adamant-and-crystal helix. You can use the Hazard for Instill Intimacy effect (instead of Persuasion).

**Pheromone Regulation Systems**

**Cost:** 1m  
**Ways:** Paced 2  
**Type:** Action

A set of micro-pumps and artificial glands producing psychoactive biochemical fragrances, implanted beneath the skin.

Choose a particular emotion or emotional state when activating this charm, and roll Manipulation as Setup. For a scene, it applies as a bonus to all Social Actions to Inspire that emotion and all Persuade actions to take advantage of it. Such actions also Ignore (1) Resolve and gain +1 bonus. You are immune to this charm, and to other Alchemicals using their own version.

**Instinctual Calibration Module** (Multiple 1 [1]): An autonomous sub-processor implanted in the chest. You can use this charm as an Extra Action once per turn.
Charms – Alchemical – Appearance

Semiotic Flare Projector
Cost: 2m
Ways: Multiple, Reaching
Type: Extra Action

A pair of telescopic orichalcum fins, extending from the back of the shoulders. They project pictoglyphic images via anima agitation that are instinctively understood by all under the Alchemical’s command.

You issue orders to up to (X) groups of up to Size 3 each or the same number of individual characters, in up to (X) Range, as an Extra Action for each. Your anima level is agitated to Burning if it was lower. Unintended recipients cannot understand the glyphs.

Fear Override Device (Supernatural 1, Paced 1, Supernatural 1 [1; +1 +1 -1 -1]): White jade and orichalcum resonator installed between the shoulder blades. When a group in range makes a Rout check, you can spend one of your Extra Actions, out of the Initiative order, to Lead it with Appearance. In addition, if you use Axiomatic with your normal action, any groups you command that turn are immune to routing against the Condemned, for a turn.

Transdivine Synergy Beacon (Supernatural 1 [1]): when you issue orders to any Alchemicals, Jadeborn, Automata or machine spirits, and they comply, they gain a +1 bonus to the next roll to execute the orders.

Patriotism Provoking Display
Cost: 1m
Ways: Overwhelming
Type: Supplemental

Artificial luminescent glands transform how the light plays across the body, producing deep shadow and bring planes, rendering the user inspiring and intimidating.

Count 8s+ as double successes for any Social action to Persuade the target to support a cause to which he or you belong, or for a Culture Dominion Leading action.

One is Many Node ([1]): Extra emotive muscles to better sculpt the image. Persuading to support a fellow member of the cause is now also a valid circumstance.

Thousandfold Courtesan Calculations
Cost: 1m
Ways: Exemplar
Type: Supplemental

A tiny crystal nodule in the brain, extending hair-thin filaments of red and greed jade throughout the body.

Reduce the TN to 5+ and count 8s+ as double successes on up to (X) dice, and Ignore (1) Resolve for any seduction attempt or for any Social action attempted during the scene of its consummation. When Instilling positive Intimacies towards yourself in this way, also Ignore (1) any opposing Intimacies.

Ultimate Ardor Upgrade ([1]): A small ring of orichalcum and starmetal added to the crystal nodule. Treat your difference in Appearance/Presence with the target as Social Size when using this charm.

Husk-Sculpting Apparatus
Cost: 2m
Ways: Paced 2, Supernatural 1 + 1 (+1)
Type: Action

A complex system of unfolding liquid skin patches, tiny wire hooks and pistons at key points throughout the body, Essence-fueled pigment injectors, red jade warmth-inducing nodes, and other such contrivances.

When activated, this charm recalibrates your physical appearance. You seem like a fully non-artificial mortal version of yourself, with any obvious charms as exotic implants. Alternatively, at (X) = 2, you can roll Appearance at the moment of activation: if successful you can appear as another person: skin, hair, eye color and various skin-deep features can me modified at will. The charm’s effect lasts for a scene, but it can be reactivated at that time without dropping the disguise.

Integrated Artifact Trasmogrifier ([1]): A multitude of Elsewhere-folds and hollows. Your installed charms can be completely hidden was well.

Essence-Warping Anatomy ([1]): a starmetal refractor pattern, masking essence signatures of charms. You Negate (1) any forms of Essence sight that would effectively ignore your Guile by detecting the Essence from the charms inside you.
**Charms – Alchemical – Perception**

**Multiphase Divinity Regulator**

*Cost:* 1m  
*Ways:* Paced  
*Type:* Supplemental

A dynamo near the Essence reservoir, connected to the coating or thin wires of starmetal bonded to the skin, that flashes prismatic when activated.

For (X) turns, you are both material and not, and can freely interact and be interacted with as such.

**Portal Access Harmonics** ([I]): An adamant cylinder at the dynamo’s center. While the charm is active, you can enter spirit sanctums and Yu-Shan gateways.

**Void Hammer Engine** ([I]+1 +1): A soulsteel casing around the dynamo, cables exiting at the chest and leading to studs at the shoulders. You can only use this Submodule’s effect at Clarity 5+, and only when you kill a Condemned being with an Axiomatic attack. If all the conditions are met, it is rendered into component motes and is permanently destroyed.

**Stress Recognition Array**

*Cost:* 1m  
*Ways:* Overwhelming  
*Type:* Supplemental

Several thin wires on the surface of an eyeball, leading from the iris to the tiny analysis module at the back of the eye socket. When activated, it captures and analyses minute visual data about the target’s physical condition, strains, reaction and so on.

Increase Perception by (X) and Ignore (3) Guile for a Read Character roll, or a roll to examine the state of a body for medical and similar purposes, against any biological or mechanical being.

**Divinity Examination Module** (Supernatural [I]): A small adamant lens fitted in the eye to cover the iris. You can also use this charm targeting spirits.

**Prudent Redundancy Configuration** (Multiple 1 [I]): The second eye receives the same enhancement. When using this charm, you get an Extra Action to use it against a second target.

**Mind Control Nexus [Municipal]**

*Cost:* 4m  
*Ways:* Multiple, Reaching, Paced, Supernatural  
*Type:* Supplemental

A towering skyscraper crowned with antennae arrays, supplemented by a network of smaller obelisks throughout the city.

This charm allows simultaneously reading thoughts (counts as Ignoring (X) Guile) of a population of up to Magnitude of ((Your Size + (X) + 1 - 5)/2), which must be no farther than in ((X) + 1) Range from the city-you (where the towers stand). Mundane objects are no obstacle to this charm (counts as Ignoring (1)). This charm works for (X) time, but is usually constantly renewed.

This charm allows acting on the Dominion scale, although you must have enough to affect the Magnitude of the whole Dominion – usually to defend against Culture actions or to Purge Culture Features.

**Mobile Sensory Drone**

*Cost:* 2m  
*Ways:* Paced 2, Multiple 1  
*Type:* Extra Action, see below.

A tiny docking, repair and command facility in an eye socket, the eyeball replaced with an outwardly identical drone. On command, it slides out, unbraiding optic nerves into spindly leg-tendrils, a shutter with an artificial iris unfolding to close the empty socket.

The drone is a Rank 1 Master Quality Size -4 automaton, Good = 5 Dex, Per, Wits; Bad everything else, 0 -1 -3 health levels, 2 free Gift points (configured at fabrication). It has no volition or memory, and must be issued a constant stream of telepathic commands (essentially, spending your action for it), while it provides its senses. The drone stays connected up to Long Range from you. If the drone is destroyed, you activate the charm proper to automatically fabricate a replacement, as an unrolled (because boring) Interval Hour, Length 5 Extended Extra Action.

The drone’s Gift points can be spent for: Autonomous, can obey commands [1]; Recording Crystal, can playback [1]; Hover, can fly [3, need a Submodule]; etc.
Charms – Alchemical – Intelligence

**Creator Fugue Construction Engines**

*Cost: 1m*  
*Ways: Exemplar*  
*Type: Supplemental*

A manifold array of tool-tipped tentacles, arms and extensions folded inside and around the body.

Reduce the TN to 5+ and count 8s+ as successes on up to (X) dice for a Crafting project Building roll. Compensate for 2 steps of Scale of large objects.

**Precision Construction Set ([1]):** A smaller duplicate, folding mechanism or similar measure in each tool. You can choose to compensate for 2 steps of Scale with smaller objects instead.

**Wasteless Motion Pattern ([1]):** Orichalcum and crystal sub-controllers and nerves throughout the array. You also compensate for 1 step of Complexity.

**Restoration Protocols Node ([1]):** An analytical deduction module appearing as a small disc under one of the eyes. You can also use this charm for repairs.

**Technological Analysis Engrams**

*Cost: 1m*  
*Ways: Overwhelming*  
*Type: Supplemental*

A metallic sub-lobe added to the top of the brain, providing an intuitively-accessed database of magical and mechanical engineering principles.

Increase Intelligence by (X) for a Crafting Design step for any project related to engineering or magitech, or for an Artifact Maintenance roll. In addition, reduce the penalty for magitech Artifact Maintenance by 2.

**Precursor Technology Absorption ([1]):** A small sample of all magical materials implanted deep under the soulgem. The charm is applicable to Design rolls non-magitech Artifacts as well, as long as they are made from classic magical materials.

**Anima Diagnostics Array ([1]):** A branching starmetal wire along the spine, connected to the brain. You are perfectly aware of the condition and purpose of any applicable Artifact that you are attuned to.

**Thermionic Orthodoxy Array**

*Cost: 1m*  
*Ways: Paced*  
*Type: Supplemental*

An array of vacuum tubes in the back and shoulders; it slides out, glows and hums with Essence when active.

You radiate the stability of the Great Maker. All Wyld and blight zone influences in Touch Range are neutralized; proper functions of reality are restored; gremlins and anyone using Voidtech are at -1 penalty to all actions. Other narrative effects may occur as appropriate. This charm lasts for (X) time, and functions in Creation as well.

**Law Imposition Cores (Reaching 1 [1]):** Orichalcum needles, inserted into the center of each tube. The charm’s Range extends to Short.

**Essence-Quelling Field (Supernatural [1]):** A configurable array of contacts and conductors from multiple materials, with soulsteel spikes placed atop the lamps. When activating the charm, you can choose an Essence type (such as «Air», «Solar» or similar). For the duration of the charm, all external applications of such Essence in the area of effect, including, but not limited to, Supernatural charms, Shaping sorcery and energy attacks, are at -1 penalty.

**Hypercalculation Module**

*Cost: 2m*  
*Ways: Overwhelming, Multiple*  
*Type: Supplemental*

A metal ridge filled with the lattice of crystal foci and lightning neural conductors, running above the spine and expanding to the back of the elongated skull.

Increase Intelligence by (X), compensate for up to (X) Complexity, and reduce Interval by 2 steps for an action pertaining to raw number calculations, logistics, resource allocation, etc.

Alternatively, increase Intelligence for a Government Dominion Leading action by (X).

**Parallel Processes Mode ([1]):** An internal set of regulators and co-processors. Instead of compensating for (X) Complexity, get (X) Extra Actions to calculate.
Charms – Alchemical – Wits

**Synaptic Interdiction Locks**

*Cost:* 1m  
*Ways:* Paced  
*Type:* Supplemental

A series of soulsteel and adamant breakers installed on the nerve pathways connecting the brain to senses. When activated, it intercepts and clarifies information stimuli, allowing rationalization of their opposites.

For (X) turns, reduce any penalty to your Resolve from any Intimacies by 1 (separately for each Intimacy) and negate (1) any effect that would ignore your Resolve.

**Greater Good Detector** ([1 +1 -1]): A soulsteel and crystal analytical module in the base of the skull. The penalty for any self-indulgent or personal Intimacies is reduced by a further -1.

**Blasphemy Filtration Baffle** ([1 +1 -1]): A mesh of orichalcum and white jade coating the inside of the skull. Against the Condemned, increase Resolve by 1.

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**Omnitool Implant**

*Cost:* 1m  
*Ways:* Supernatural 1  
*Type:* Action

A complex array of pulleys, gears, bars and bits in the hands, able to reconfigure itself on the fly into any combination of tools desired, from basic screwdrivers to advanced Essence calibration devices.

You gain heavy Equipment bonus (+2), without Drawbacks, to a particular Craft-related task you choose: from oiling a door to tuning a Reality Engine. You can change the task by reactivating this charm.

**Comprehensive Surgical Systems** ([1]): A set of bracers built directly into the arms. The charm is applicable to all surgery-related medical tasks as well.

**Precise Illumination Array** ([1]): A variety of extendable metal quills, brushes and tiny pigment tanks, hiding under the slightly elongated nails. The charm is applicable to all calligraphy-, cartography- and painting-related tasks as well.

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**Optical Shroud**

*Cost:* 1m  
*Ways:* Paced 1+, Supernatural 0 ((3-1)-1-1)  
*Type:* Supplemental

A lattice of sand-sized crystals studded through the flesh, slightly iridescent in bright lighting. Charged with Essence, it generates an optical camouflage field around the body.

As long as you stand still or move very slowly (counting everything as difficult terrain), you remain completely invisible (counts as Ignoring (3) Notice). Any fast movements (running, jumping) causes an obvious rippling distortion of lights in the air around you, and especially fast movement (combat, Reaching/Paced used to move) terminates the charm.

**Dynamic Cloaking Module** ([1]): Additional field stabilizers. You can walk while camouflaged, no longer treating everything as difficult terrain to move.

**(Sense)-Countering Upgrade** ([1]): A specific countermeasure to one of the other senses. Choose a sense; you ignore (1) Notice for it as well.

**Essence Veil** ([1]): A net of starmetal wires across the torso. Negate (1) Essence-based forms of sight that ignore the optical part of your camouflage.

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**Dynamic Reaction Enhancement System**

*Cost:* 1m  
*Ways:* Overwhelming  
*Type:* Supplemental

A complex mechanical assembly in the spine, with relay crystals placed throughout the nervous system.

Increase Wits by (X) for a Join Battle roll, or double the current Initiative. This charm lasts for 2 turns. When this charm ends, unless reactivated, reroll Join Battle.

**Subsynaptic Accelerator** ([2 -1]): An adamant nodule at the back of the skull. When Clashing offensively, add +1 Initiative (this allows acting before the Clash).

**Cluster Action Hyperprocessor** ([1]): A blue jade and orichalcum circuit nested into the spine. When reactivating this charm sequentially, you can choose to add +1 bonus to the Join Battle reroll.
Charms – Spirits – Compassion

Measure the Wind
Cost: 1m
Ways: Supernatural 1
Type: Action

The spirit opens its senses to the Essence around him.

Roll Perception as a Read Character action against a target in Touch Range, Ignoring (1) Guile. Within your Domain you gain a +2 Equipment bonus. If successful, you feel the target’s relative Essence Rating, what type of being in is (god, Exalt, ghost, etc.), and if it knows any charms that can permanently destroy spirits.

Sense Domain [Domain/Elemental]
Cost: 2m
Ways: Reaching, Supernatural 1+
Type: Supplemental

The spirit connects to its Domain, spreading awareness throughout it and receiving feedback.

You automatically receive general information about the status of your Domain. With a successful Perception roll, you can explicitly find anything hidden, noticeable, threatening, etc. At (X) = 2+, you Negate (X-1) any effect that would ignore your Notice. Your temples and anything within your priests’ senses can also be perceived as if a part of your Domain.

If you are a god, you must have enough Reaching to cover your whole Domain, spending your Gifts, if necessary. Elementals use this charm to sense their element in their normal Reaching Range instead.

Dreamspeak
Cost: 2m
Ways: Paced 2, Reach. 2+ (+1+, see text), Supernatural 0 (1-1)
Type: Supplemental

The spirit visits a sleeping person in their dreams.

You are meditating, visiting a dream of a target in up to (X) Range, and can talk with the target for a scene. You can use the target’s name and approximate location as Minor Arcane Links (for +1 Reaching each).

Landscape Travel [Domain/Elemental]
Cost: 2m
Ways: Paced 2, Supernatural 2 (3-1)
Type: Supplemental

The spirit is able to travel quickly, comfortably and easily in its Domain or Element.

For a scene, you can travel at Speed (X-2) through your Domain or element, unhindered by its natural dangers and obstacles related to it (including difficult terrain). This can include exotic means of locomotion, such as flying or swimming through solid rock, if appropriate.

Call
Cost: 1m
Ways: Reaching 1+, Supernatural 0 (1-1)
Type: Action

The spirit sends ideas into the minds of those who share a particular quality with him.

You transmit up to (Compassion) words to any or all creatures in up to (X) Range, but only those sharing a specific quality will hear the message. Each category requires learning a separate version of this charm. Many spirits use it to communicate with others of their kind; demons often learn to Call to their progeny.

Benefaction [Domain]
Cost: 2m
Ways: Paced 1+ (see text), Supernatural 1+
Type: Action

The spirit bestows a blessing related to its Domain.

You bestow a blessing equivalent to Supernatural (X) to a target for up to (X) time; for example, an Essence 3 lake spirit could grant the ability to live underwater for a day, or a tiny Essence 1 hearth spirit could bless someone with the resistance to the northern cold for a few minutes. You can increase Paced by +1 at the cost of being unable to use this charm for the (X) time afterwards; and/or increase Paced by +1 by reducing the bonus to the Supernatural (X/2) equivalent.

Countless variations of this charm exist, and must be leaned separately for each separate Domain.
Memory Mirror
Cost: 1m
Ways: Supernatural 1, 3 or 5
Type: Action

The spirit absorbs the target’s memories.

Roll Manipulation as a special Read Character action against a target in Touch Range. If successful, you learn one of the target’s memories. At (X) = 3, you can learn all of the target’s basic memories; at (X) = 5, you learn near all there is to know. A critical success on the roll allows achieving the result one step better, as above. The target may be momentarily confused, but does not lose the memories; you merely copy them.

Elemental Rejuvenation [Elemental]
Cost: 1m
Ways: Paced 1 (3 -1 -1)
Type: Action

The spirit draws sustenance from its element.

Reduce your natural healing Interval by (X + 2) steps (this usually brings it to Action). This charm requires intense concentration, and you can attempt no other actions and cannot Evade while using it. You also must be in the direct contact with a natural mass of your element of at least (your natural Size + 1) Size. Elemental Environment applies as a bonus or penalty.

(Element) Dragon’s Embrace
Cost: 2m
Ways: Paced 2+, Supernatural 2 (3 -1)
Type: Action

The spirit adjusts the target’s core balance in favor of one element or Essence type.

Roll Intelligence versus Stamina/Integrity if the target resists. If successful, you grant to the target the immunity to natural dangers of an element that elemental’s enjoy. However, the target also is subject to Elemental Environments, and has an element-related Minor emotion for the duration of the charm. Versions of this charm for the Incarna or Yozi also exist.

Signet of Authority
Cost: 2m
Ways: Paced 1, Supernatural 1 (+2)
Type: Action

The target, or a specially prepared receptacle, is marked by the spirit’s sigil.

The bearer of the sigil can issue orders in the name of the spirit, using his own motes, with its Mandate of Subordination or Descending Hierarchy (or similar means). The sigil also means your official approval to act on the spirit’s behalf.

The sigil lasts for (X) time, but with (X) = 3, you can make it last until certain conditions are met, or a certain amount of time passes, as normal with conditional timings. Alternatively, it can be placed in a prepared receptacle, such as a seal or a scroll. You can revoke the authority by reactivating this charm in the presence of a sigil.

Touch or Eternity
Cost: 2m
Ways: Paced 1+, Supernatural 1 or 3 or 5
Type: Action

The target’s body and soul is reinforced with Essence of immortality.

For (X) turns, the target is treated as one of the Exalted for the purposes of rounding, does not bleed or pass out, can use Artifacts, and is otherwise freed from mortal limitations. At (X) = 3, it also counts all actions as reinforced with Essence, as spirits do. At (X) = 4+, it can temporary use up to (X-3) charms that you know.

Foretell the Future [Domain]
Cost: 3m
Ways: Reaching, Multiple, Supernatural 3
Type: Action

The spirits meditates, glimpsing the Destiny’s plans.

A god can learn something related to the planned Fate of its Domain. Roll Perception as an Extended action: Interval Scene, ((Size difference between 8 and the target of your divination) – (X)) Scale and Complexity.
Domain Manipulation Scenario [Domain]

Cost: 2m
Ways: Reaching 2, Supernatural 1+ or 3+
Type: Action

The spirit personally directs an immediate part of his Domain as he sees fit.

You can command or manifest natural processes of your Domain in Medium Range. This can produce almost any effect that your Domain can achieve in a relatively plausible way. Depending on the circumstances you can decide for all windows in your city to get shut; your volcano to erupt; threat the charm as an Inspire action that Ignores (X) Resolve if your Domain is an Emotion, etc.

At (X) = 3, you can guide your Domain in a more powerful and noticeable way, to do almost anything that is not extremely rapid, overtly magical, or outside its nature. You can make your river to dry up or alter its course, you can march an army of your squirrels to wreak havoc on the local market stalls, or ensure that your disease breaks out in a previously healthy area.

This charm works through the natural processes of Fate, and is not by itself terribly disrupting for it.

Calculated Order of Immediate Action [Domain]

Cost: 2m+ or 3m+
Ways: Reaching 2+, Paced 2+, (Supernatural 1 + 1)
Type: Action

The spirit instantly and outright creates or destroys, bypassing the red tape of Fate and reality.

You create or destroy an instance of your Domain of up to (X - 2) Size/Rating/Resources cost, as long as you have the materials. At (X) = 3, for +1m, you no longer require any mundane materials. Each use of this charm counts as a successful Interval of Crafting or other appropriate action. If someone objects to you creating something inside them, like an Intimacy or a cancerous growth, a Supernatural 1 (3 at (X) = 5) on their part, related to the resistance to the exact thing your Domain is visiting upon them, can cancel the effect.

Harrow the Mind

Cost: 2m
Ways: Paced 2, Supernatural 1 + 1 (+ 1 + 1)
Type: Action

The spirit forces a target to believe that something is true, afflicting it with mental illusions.

Roll Manipulation as a special Persuasion Social action against the target’s Intelligence/Awareness. If successful, the target is «persuaded» that what it sees/hears/etc. is real; the illusion itself lasts for a scene, regardless.

At (X) = 4, you can use this charm a Mental attack, inflicting the illusion as a resulting Derangement.

Stoke the Flame

Cost: 1m
Ways: Supernatural 2 (3 -1)
Type: Action

The spirit channels Essence into the victim to enflame its emotional state.

Roll an appropriate Trait as an Inspire action. You Inspire an emotion of the Rating one step higher than your roll would normally indicate.

Countless combinations of Trait and specific Emotions exist, each as a separate charm: from battle spirits provoking enemies to blind rage with Charisma-based insults to whispered Manipulations of fear-sowing demons. And, of course, lots of seduction charms.

Instill Obedience

Cost: 2m
Ways: Paced 3, Supernatural 3
Type: Action

The spirit channels Essence to the target, causing a strong desire to serve and obey them at all costs.

Amusingly, despite the name, this charm is an Inspire action, not Instill. Roll Charisma, Ignoring (3) Resolve. If successful, the obedience Emotion lasts for a day before it begins to subside as normal. Note that the target obeys the spirit at its own reasoning, as normal with Emotions; miscommunication is possible.
Charms – Spirits – Conviction (Continued)

Possession
Cost: 2m
Ways: Paced 2 (+2), Supernatural 1 + 1 (+2)
Type: Action

The spirit takes possession of the target.

This charm counts as automatically initiating a special Grapple, with your Manipulation against the target’s Resolve Trait for the Control roll. As long as you maintain Control, you possess the target. If the target ever wins Control, dies, or the scene ends, this charm ends and you are forced out.

You must be immaterial to use this charm. While possessing the target, you both count as one character for the outside world, and you can use the target’s body as you see fit, including using its Traits for Physical actions.

At \(X = 4\), this charm lasts as for long as you remain in Control, and the Control roll can be made only once per day. This version is often called Soul Rapt.

Geas
Cost: 2m
Ways: Paced 4, Supernatural 4 (5 -1)
Type: Action

The spirit lays a geas, a bond, or a task upon the target.

Roll Manipulation as a special Persuade action against a target of lower Essence. If successful, you may order it to do a specific task. The task can be broad, such as «serve me for a month», but it cannot be obviously suicidal, obviously impossible, and/or impossible to accomplish within a month (Storyteller’s discretion).

This charm lasts for 28 days (a full month). Each day the target fails to work in good faith towards the task, counts as Rejecting Influence by paying one health level instead of 1m (that cannot be healed (3) until the charm ends) and taking 1 Limit (as normal for Rejecting) per day. For every two days the target spends working in good faith, it regains one health level (starting, but not limited to, with the ones lost to this charm). Mind the wording: the charm enforces the letter of the orders, not the spirit.

(Affinity) Control [Domain/Elemental]
Cost: 2m, 3m or 4m
Ways: (Multiple), (Paced), Reach. 2 (+ 1+), Sup. 1 + 1+
Type: Supplemental

The spirit exerts considerable control over an instance of his domain or element.

You directly control a part of your Domain or Element in up to Medium Range. You can control the amount equal to higher of (your Size) or \((X-2)\), and can use it to perform direct actions: you can create Hazards, make attacks, shape it, move it around, or anything else. Unlike Domain Manipulation Scenario, this charm causes obviously supernatural effects, like a surge of water rising from a river to grab someone.

At \(X = 3\), for +1m, you can to make up to \((X)\) actions and/or affect up to \((X)\) targets. At \(X = 4\), for +1m, this charm’s effect lasts for \((X)\) turns.

Gods control aspects of their Domain, and elementals - their element. Demons and such may have more unique, but more specific, applications.

Weather Control
Cost: 2m
Ways: Reaching 1+, Supernatural 1, 3 or 5
Type: Action

The spirit manipulates nearby weather in a semi-natural way.

Roll Intelligence as a scene-lone action. If successful, you change weather in \((X + 1)\) Range. At \(X = 1\), you can create subtle effects suitable to season. At \(X = 3\), you can produce effects powerful enough to turn the area into Difficult Terrain and treat your initial roll as a negative Setup. At \(X = 5\), you can treat the roll as Hazard Creation instead (with its Interval as a Scene of exposure). The effects abate by about a level per scene.

This general charm is easily overridden by specialized charms such as Domain Manipulation Scenario or Affinity Control from the spirits of the Bureau of Seasons and Air elementals of equal or higher Essence. Even mortal thaumaturgy can Oppose it. Spirits outside of Bureau of Seasons who commonly use this charm often have permits for a certain allowance of weather controlling, or face the Bureau’s wrath.
Hurry Home

Cost: 2m
Ways: Paced 1 + 1+, Supernatural 2 (3-1)
Type: Action

The spirit dissolves into its component motes, rushing to his home as an invisible and formless Essence pattern. To an outside observer, the spirit disappears, and then reappears at his destination.

You must be dematerialized or be able to dematerialize to use this Charm. This charm is used as an action. Roll Intelligence if you are Opposed or inconvenienced somehow. If successful or unopposed, you disappear, and move, at Speed (X-1), as a diffuse wave of Essence to either: the entrance to your Sanctum; the nearest Yu-Shan gate; the point where you entered Creation (for demons and such); or a random safe place within your Domain.

Spiritual Armor

Cost: 2m
Ways: Paced, Supernatural 1 + 1
Type: Supplemental

The spirit summons its powers to protect it from harm.

For a scene, you gain Heavy armor (+2 Soak) with no drawbacks. At (X) = 3/5, also gain +1/+2 bonus Soak.

Banish [Domain]

Cost: 3m
Ways: Multiple, Reaching 3+ (4-1), Supernatural 3
Type: Action

The spirit purifies its Domain of an unwanted element by forcing it out, or removes an instance of its Domain from its presence.

Roll Perception, Opposed by Wits/Integrity, against up to (X + 1) targets within your Domain and your presence. If successful, the target(s) are moved in a random, but safe and habitable, spot in (X + 1) Range, outside of your Domain. Alternatively, you can banish up to (X) instances of your Domain from your presence, in the same way.

Hoodwink

Cost: 2m or 3m
Ways: Multiple 1+, (Paced), Supernatural 1 + 1
Type: Extra Action

The spirit temporarily distracts the target, causing his attention to focus on something other.

Roll Manipulation against up to (X) targets, Ignoring (X-1) Resolve, as a special Persuasion attempt. Minor Decision distracts the target from you, causing it to pay no attention to you. Major also distracts the target from anything it was thinking about you, such as suspicions, accusations, anger, etc. Defining means the target forgets you completely. This charm’s effects last for a turn, or, at (X) = 3 for +1m, for (X) turns.

Capture

Cost: 3m
Ways: Multiple, Reaching 4, Supernatural 3 + 1
Type: Action

The spirit opens a portal, dragging its victims inside.

Roll Dexterity against up to (X) targets’ Evasion, Ignoring (3) Evasion. If successful, the targets are instantly transported to a location of your choice within (X/2 + 1) Range and line of sight. The location must not be immediately dangerous or Hazardous to the transported target.

Dreamscape

Cost: 2m
Ways: Paced 2, Supernatural 1 (+ 3)
Type: Supplemental

The spirit governs the dream of a sleeping mortal.

You can use this charm in person when near the sleeper, or while visiting a dream with Dreamspeak charm. For a scene, you can shape the dream however you wish. Roll Manipulation, if necessary. You can use it as Setup, or as normal Social actions.

At (X) = 4, you can use this charm as a Shaping action (but not in Shaping combat) in the Wyld, using your Virtues instead of Graces, to make simple fantasies.
Loom Stride
Cost: 1m or 2m
Ways: Supernatural 3 or 5
Type: Supplemental

The spirit takes a step through the fabric of reality.

This charm supplements normal movement. You move to the place as normal, but do not cross the distance physically. This counts as Ignoring (3) Soak of obstacles. You normally can use this charm in places supported by the Loom of Fate (hence the name), but at (X) = 5, you can use it Outside Fate at double cost.

Portal [Domain]
Cost: 3m+
Ways: Paced, Reaching, Supernatural 3
Type: Action

The spirit summons a door to its Sanctum or Domain.

You open a gate (equal in Size to you) from anywhere in Touch Range from you, into your Sanctum or your Domain (if it is a physical place). You must be within (X) Range of it to do so. It remains open for (X) turns. Due to protective measures, the oaths of surrender and incompatible Essence, you cannot open gates across the worlds, to and from Yu-Shan, Sanctums of other spirits, Malfeas, and the Underworld.

Material Tribulation Divestment
Cost: 1m
Ways: Supernatural 3 (+1)
Type: Action (see text)

The spirit briefly dematerializes, avoiding material consequences and removing material afflictions.

You dematerialize for one action. All effects not designed to affect dematerialized beings pass through you harmlessly. Any Setups, Poisons and other effects not capable of affecting immaterial spirits fall off.

You must spend (and be able to use) an action to use this charm, even defensively (which you can do). At (X) = 4, you can also use it before your Initiative count.

Worldly Illusion
Cost: 3m
Ways: Multiple, Paced, Supernatural 3
Type: Action

The spirit places his targets in a shared illusory world.

You and up to (X) targets (or a group of up to (X) Size) are placed in an illusory world of your design: some may appear to freeze the world in place, while others may conjure an image of some exotic location. Although only moments pass in real world, in the illusion you have as much as a full day to speak, engage in Social combat, or even fight (although any Physical damage is purely illusory and does not transfer to real world). Use Manipulation if resisted.

With charms such as Dreamscape you can modify the illusion on the fly as if it was a dream.

Consume Element [Elemental]
Cost: 1m
Ways: Supernatural 2 (3 -1) or 4 (5 -1)
Type: Supplemental

The elemental absorbs the harmful Elemental Essence.

Against an Essence-based effect or any Elemental charm of your element, or of the element that your element is strong against, Negate (3) any effect they would ignore your Soak. At (X) = 4, also regain 1m.

Host of Spirits
Cost: 3m+
Ways: Paced 2, Multiple, Supernatural 2 + 1+
Type: Action

The spirit creates copies of itself from its Essence.

You create up to (1 + X) copies or sub-spirits. At (X) = 3, they are almost illusions, with dice pools of (0 + Quality) and no health levels. At (X) = 4, they are Rank 1 separate beings. At (X) = 6, for a total of 4m, Rank 2. At (X) = 8, for a total of 9m, Rank 3. At (X) = 10, for a total of 18m, Rank 4. Quality is (Temperance/2). They last for a scene, and use your mote pool (they have no motes of their own). They need not be exact copies, but should be related to your charm themes in any case.
Charms – Spirits – Valor

(De)Materialize
Cost: 2m + (Essence)
Ways: Paced 3+, Supernatural 3
Type: Action

The spirit weaves himself a material body from his Essence, or sublimates his material form into pure Essence (for the naturally material spirits).

You become (de)materialized for up to (X) time. When the charm ends, or you spend an action to release it, you instantly return to your natural state. The charm uses (Essence) of your motes as material, spent at the activation.

Shapechange
Cost: 2m
Ways: Paced 2, Supernatural 1 + 1+
Type: Action

The spirit alters its physical form.

You possess an alternative form that you can change into for a scene. This charm must be learned separately for each new form. Details can vary, but generally, you can rearrange up to (X-1) Gifts to represent the form, and/or designate some Gifts that are only accessible in your secondary form from your normal natural Gifts. This charm is highly customizable: work with your Storyteller to create your secondary form.

Essence Bite
Cost: 1m
Ways: Supernatural 1+
Type: Action

The spirit concentrates his Essence around himself, turning it to harmful purposes.

Roll Essence as a Setup, applied for a scene for all your Physical close combat attacks, whether by hand or by Weapon. The details depend on the spirit, but gathered Essence should work for theme-related purposes: a flame spirit could start a fire by touching something, for example. At (X) = 2, add +1 bonus to the Setup roll (or +2 at (X) = 4).

Paralyze
Cost: 2m
Ways: Paced, Supernatural 1
Type: Action

The spirit holds its target in place.

Roll Strength as an Obstacle Hazard Creation roll against a target in Touch Range. Unless the target overcomes it, it is paralyzed and unable to move (including making attacks) for (X) turns.

Creation of Perfection
Cost: 1m
Ways: Subordinate
Type: Supplemental

The spirit creates supernaturally exquisite items or performs feats of inhuman skill.

Convert up to (X) pairs of failed dice, excepting those showing 1s, into one success per pair, on any roll to create an item or to carry out a slow and careful process such as performing surgery, compounding a drug, putting on a disguise or creating a magical talisman on tasks that require both clear thought and nimble fingers.

This charm cannot be used for any task that requires speed or haste. Most spirits have a version of this charm related to their Domain or purpose, not a general, universally applicable version.

Principle of Motion
Cost: 2m
Ways: Multiple, Paced 2+, Supernatural 0 (1 -1)
Type: Action

The spirits charges his body with agitated Essence to be released at the moment’s notice.

Starting from your next turn, you gain a pool of (X) banked Extra Actions. You can spend any number of them at your Initiative to make actions as normal, or to roll a Setup for a Defense before defending. Extra Actions granted by this charm remain banked for (X) time, and all of them must be used up before this charm can be reactivated.
**Charms – Spirits – Valor** (Continued)

**Uncanny (Skill) Prowess**

**Cost:** 1m  
**Ways:** Supernatural 2  
**Type:** Supplemental

The spirit’s Essence fuels superhuman displays of skill.

Add (Valor/2) dice to a single Physical attack, a Dexterity roll, or to Evasion for one action.

Each application, such as «unarmed attacks», «evasion in close combat», «throwing knives», «acrobatics», etc., must be learned as a separate charm. Most spirits should learn a version of this charm related to their Domain or purpose.

**Words of Power**

**Cost:** 1m or 2-3m  
**Ways:** (Paced), Supernatural 1 (+ 1 or 3 or 5)  
**Type:** Action

The spirit may intone blasphemies, keen out the lamentations of the dead, or speak the victim’s true name; regardless, its words hit like a battering ram.

Roll Charisma as a Mental attack, dealing Physical damage. At (X) = 2+, for +1m, if you deal damage, the target is deeply shaken, and suffers -1 penalty to all actions and to Evasion for (X) turns (or -2 at (X) = 4, or -3 at (X) = 6, for +1m).

**Dragon’s Suspire [Elemental]**

**Cost:** 2m  
**Ways:** Multiple, Supernatural 1 + 1 + 1 + 1  
**Type:** Action

The elemental makes an element-based attack that emanates from its body, usually in the form of breath.

Roll (higher of Dexterity or Essence) as a Heavy Weapon attack (+2 Damage, Slow 2, Medium Range), your Size, Ignoring (1) Soak and (1) Evasion, against up to (X + 1) targets. Or, roll it as a Hazard Creation in a Medium-Range line instead. Not knowing this charm as a dragon gets you laughed at.

**Malediction [Domain]**

**Cost:** 2m  
**Ways:** Paced 1+ (see text), Supernatural 1+  
**Type:** Action

The spirit levies a curse related to its Domain.

You bestow a curse equivalent to Supernatural (X) to a target for up to (X) time; for example, an Essence 3 lake spirit could revoke the target’s ability to swim in it (causing him to sink) for a day, or a tiny Essence 1 hearth spirit could curse someone with the unwashable (1) soot on the face for a few minutes. You can increase Paced by +1 at the cost of being unable to use this charm for (X) time afterwards; and/or increase Paced by +1 by reducing the effect to the Supernatural (X/2) equivalent.

Countless variations of this charm exist, and must be leaned separately for each separate Domain.

**Form Match**

**Cost:** 2m  
**Ways:** Paced 2 (3-1), Supernatural 1 + 1+  
**Type:** Action

The spirit cloaks itself in another’s form.

You must touch the target. If you do, you mimic the target’s appearance for a day as an illusion effect. You can also change your apparent Size by +/-1 when doing so (or by +/-2 at (X) = 4).

**Bane**

**Cost:** 2m  
**Ways:** Paced, Supernatural  
**Type:** Supplemental

The spirit inflicts heavy damage on members of specific group.

Attack or a feat of demolition supplemented by this charm ignores (X) the target’s natural Soak, and slows the target’s next natural healing Interval by (X/2) (or reduces the Interval for a feat of demolition by (X/2)). Every version of this charm works on a specific group of targets, such as «boats», «fishermen» or «sharks».
**Glorious Brilliance**

Cost: 1m  
Ways: Supernatural 1 + 1  
Type: Action  
Prerequisites: None

The ghost enshrouds himself with his master’s authority, which blazes as a blinding white corona.

Roll Bureaucracy as Hazard Creation against those in Short Range and looking at you. Those failing to resist (Wits/Dodge to shield their eyes) are momentarily blinded, for -2 penalty for all vision-related things for their next action. You also look cool. And bright.

**Essence Binding**

Cost: 2m  
Ways: Paced, Supernatural 1 + 1  
Type: Action  
Prerequisites: Glorious Brilliance

The ghost conjures bands of brilliant white Essence representing the authority of their ruler.

Make a Grapple attack roll with Bureaucracy. If successful, instead of initiating the Grapple, you temporary bind either the target’s hands (making it unable to use them) or legs (making it unable to move conventionally). The bindings last for (X) turns, or the equivalent amount in narrative time outside Conflicts; or they can be broken with a successful feat of strength action, with a minimum of (Bureaucracy + 2) Strength.

**Snare the Fleeing Thief**

Cost: 2m  
Ways: Paced, Supernatural 1 + 1  
Type: Action  
Prerequisites: Glorious Brilliance

The ghost uses his Essence and dedication to his liege to encase the enemy’s whole body in radiant force.

Roll Bureaucracy against Evasion. If successful, the target treats all terrain as difficult terrain for (X) turns.

**Essence Lariat Form**

Cost: 3m  
Ways: Reaching, Paced, Supernatural 1 + 1  
Type: Action  
Prerequisites: Action

The ghost invokes the name of his sovereign as chains of Essence manifest about him to leap towards the target.

Make a Grapple attack against a target in up to (X/2) Range. If successful, you can drag it (X/2) Ranges towards you. Use Bureaucracy for both your Grapple attack and Grapple Control rolls against the target for the duration of this charm. This charm lasts for (X) turns, or until the target wins Control (breaking the chains).

**Net**

Cost: 3m  
Ways: Reaching, Paced, Supern. 1 + 1 + 1  
Type: Action  
Prerequisites: Essence Lariat Form

The ghost binds dozens with a wave of his hand and the name of his master.

Roll Bureaucracy as an Obstacle Hazard Creation roll. Choose a point in up to (X/2) Range; it affects the targets in (X/2) Range of that point. You can choose for any beings inside the area of effect to be unaffected by it on a case-by-case basis. Those who fail to resist (Evasion) are bound as if by Essence Binding affecting both hands and legs: they are unable to move and use their hands. The bindings last for (X) turns, or the equivalent amount in narrative time outside Conflicts; or can be broken with a successful feat of strength action, minimum (Bureaucracy + 2) Strength.

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**Chains of Ancient Monarchs**

This Path descends from enforcers and magistrates of the Dual Monarchy in Stygia, but is now ubiquitous: countless variations have spread throughout the Underworld since. To use the charms of this path, a ghost must have a name to invoke the charms in. Any particular loyalty or even an authorization of the sovereign himself is not required – just performing the charms in the name of a master is fine. However, legitimate servants are likely to take exception to that.
Aura Assessment Technique
Cost: 1m
Ways: Supernatural 1 + 1
Type: Action
Prerequisites: None

The ghost perceives the amount of Essence in a being or an object with a glance.

This charm is a special Read Character action, using Larceny. It can be targeted at beings at objects, and resisted with Guile, if any. If successful, you perceive an aura around the target, corresponding to the number of motes it holds: 0 – black, 1 – blue, 2 – green, 3-4 – yellow, 5-7 – orange, 8-12 – red, 13 or more – white.

Debtor and Creditor Stance
Cost: 2m
Ways: Paced 2, Supernatural 1 + 1
Type: Supplemental
Prerequisites: Aura Assessment Technique

The ghost carefully attunes itself to manipulate Essence directly.

For a scene, you can physically withdraw and place motes to and from Creatures of Death and artificial receptacles (like Artifacts). Taking a mote requires an action. Depositing a mote also requires an action. You can only hold one withdrawal at a time, and you have until the end of your next turn to deposit it: if you wait longer, it dissipates. You can deposit the mote in your own mote pool, but that takes an action as normal.

If the target is unwilling, roll Larceny against the target’s Wits/Integrity (or against Notice if you are trying to steal it quietly). Essence Rating counts as Size for the rolls, adding the appropriate bonus or penalty. If successful on that roll, you drain one mote from the target, and immediately add it to your own mote pool.

Filling the Precious Vial
Cost: 3m
Ways: Paced, Multiple, Supernatural 3
Type: Action
Prerequisites: Debtor and Creditor Stance

The ghost is able to craft gems, crystals and other objects laden with Essence for later storage.

Learning this charm effectively gives you designs for Essence-storing Artifacts of several Ratings, Essence-Containing Gems and Soulfire Crystals being the most common:

<table>
<thead>
<tr>
<th>Rating</th>
<th>Motes</th>
<th>Interval/Length/Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>0*</td>
<td>1*</td>
<td>Scene/1/0</td>
</tr>
<tr>
<td>●</td>
<td>2</td>
<td>Day/2/-2</td>
</tr>
<tr>
<td>●●</td>
<td>6</td>
<td>Month/3/-4</td>
</tr>
<tr>
<td>●●●</td>
<td>12</td>
<td>Year/4/-6, is Size 0 as Drawback</td>
</tr>
</tbody>
</table>

*One use only – breaks after being depleted.

You reduce both Interval and Length in the table above by (X) steps (to a minimum of (Rating)), by using this charm for each Interval. You need a suitable container (often, gems mined from the Labyrinth) as a Source, and you must invest the maximum possible number of motes when you create it. You can use Drawbacks as normal without needing additional Designs, to further enhance the Artifact’s storage capacity as appropriate. Common Drawback is Size; larger objects can hold more Essence. Natural Size is presumed to be -3 Size – that of a large precious gem or a piece of jewelry. Some also tend to explode.
Charms – Arcanoi – Path of Setesh

**Found Moment**

*Cost:* 1m or 2m  
*Ways:* Supernatural 2+  
*Type:* Supplemental  
*Prerequisites:* None

The ghost’s motions appear to speed up unnaturally for a brief moment.

Increase the Initiative of the supplemented action by 1 (or by 2 at \(X = 4\); or by 3 at \(X = 6\), for +1m).

**Fleeting Life Approach**

*Cost:* 2m  
*Ways:* Paced, Supernatural 1+  
*Type:* Supplemental  
*Prerequisites:* Found Moment

Time appears to freeze for the ghost as he acts outside its normal constraints.

You reduce the time required to for the supplemented actions by \(X\). At \(X = 1\), you can only use it for your Mental actions, perhaps getting several minutes to read a document as you ride by a table it is placed upon on a galloping horse. At \(X = 2\), you can use it for Social actions, perhaps getting a scene of exposition to relay to someone quite a lot of information in a second. At \(X = 3\), you can use it for Physical actions, but only those that affect you alone, in the same scene, and you use Turn-Based Paced, for \(X\) turns of time: for example, if caught unawares, you could retrieve your weapons, don your armor and take a defensive stance. No time paradoxes allowed.

**Flying Time Technique**

*Cost:* 2m  
*Ways:* Multiple, Reaching  
*Type:* Extra Action  
*Prerequisites:* Found Moment

The ghost causes distortions of time, space and speed peculiar to nightmares to become manifest reality.

You gain \(X\) Extra Actions and \(X\) extra Ranges of movement that you can use in-between them.

**Staggered Dark Stars Movement**

*Cost:* 3m  
*Ways:* Paced, Multiple, Supernatural 4 (5 -1)  
*Type:* Action  
*Prerequisites:* Flying Time Technique

The ghost takes advantage of the Calendar of Setesh to allow hours to pass like moments.

Choose any amount of time up to \(X\) time, the exact amount – to a second, and roll Occult. If successful, you disappear and reappear later, in exactly the same state, with no awareness of anything in-between. On a failure, you «skip» a random amount of time, as decided by the Storyteller. You may take up to \(X\) beings in Touch range with you; roll Opposed with Awareness to stay unaffected.

You can normally use this charm only in the Underworld; using it in other realms requires \(X = 5\).

**Hours Like Autumn Leaves**

*Cost:* 4m+  
*Ways:* Multiple, Paced 2+3, Reaching 2+3+, Supern. 5  
*Type:* Action  
*Prerequisites:* Staggered Dark Stars Movement

The ghost speeds the passage of time in a large area.

Choose and area of up to \(X - 2\) Size in Medium Range *(Arcane Links: you own the area (+1); most of the beings inside are loyal to you (+1); you have a symbol of ownership of it, like a key to the castle (+3)). During the next scene/hour, \(X - 2\) time passes inside the area.

For that scene, you must stay in one place and cannot take Physical actions or damage, lest it unravels. You are unaffected, even if you are inside the area, watching events in fast forward; you can equalize your pace by using Fleeting Life approach. Ghosts using this charm through Arcane Links often loom on their balconies or recline on their thrones. Ominously.

**Path of Setesh**

This rare and powerful Occult-based Path is associated with the keepers of the Calendar of Setesh, the Black Monarch himself as its foremost practitioner. Spectres often utilize their own edgily-named version that relies on time-warping properties of the Labyrinth.
Charms – Arcanoi – Shifting Ghost-Clay Path

Waxen Ghostly Flesh
Cost: 1m
Ways: Supernatural 1 + 1
Type: Supplemental
Prerequisites: None

The ghost adjusts the form of his or another’s corpus.

This charm allows an Interval of a moliation crafting project, to reshape one’s own or another’s physical Gifts. Your touch counts as basic tools. Cosmetic changes are -0 Difficulty; the number of Gift points in a Gift you work on is Complexity.

Nine Terrors Visage
Cost: 2m
Ways: Multiple 1, Supernatural 1 + 1
Type: Extra Action
Prerequisites: Waxen Ghostly Flesh

The ghost instantly assumes another face without as much as moving a muscle.

Roll Craft as an Extra Action to create an Inspire Social Hazard, affecting those who see your face, once. Those failing to resist feel the appropriate emotion (usually fear, lust or disgust – depending on the face’s design). Alternatively, you can roll Craft as a Social setup (the visual effect is the same). The Hazard or the Setup lasts for a scene.

Ghost-Devil Form
Cost: 2m
Ways: Paced, Supernatural 2 (3 -1)
Type: Action
Prerequisites: Nine Terrors Visage

The ghost transforms his body into a prepared form.

As an action, for a scene, you can change your body into a pre-moliated form that you have made previously via dedicated crafting specifically for that purpose. You can have only one form «stored» at a time, but it can have a completely different Physycal Gifts allocation that your natural form, using the normal rules for Gift Point limits.

Weighted With the Anchor of Flesh
Cost: 2m + (Essence)
Ways: Paced 2, Supernatural 3 (3 + 2 -1 -1)
Type: Action
Prerequisites: Waxen Ghostly Flesh

The ghost materializes in the lands of the living.

You materialize for a scene. You can extend this charm by spending additional 1m per scene each scene after that, but cannot respire Essence naturally while doing so. Using this charm requires expending (Essence) of your motes as material.

Broken Mold Strike
Cost: 3m
Ways: Paced, Multiple 1, Supernatural 3 (+1 -1)
Type: Extra Action
Prerequisites: Nine Terrors Visage

The ghost forces the horrors of reshaped flesh on its victim, shredding and boiling the target with a touch.

You must touch the target to activate this charm, possibly rolling Opposed, or against Evasion if the target tries to defend somehow. If successful, roll Craft as a Physical attack, Ignoring (3) Soak of ghostly flesh, Gifts and other parts of the ghost’s corpus. If you deal damage with it, he target’s next natural healing Interval is increased by (X). Crippling Consequences inflicted by this charm can be very creative, such as sealing shut the target’s eyes or mouth, ripping off their face, and so on. Such damage generally requires being moliated back by careful applications of this Path or similar means.

Shifting Ghost-Clay Path

The Dead are of malleable substance, and it often suits their needs and desires to reshape themselves. This widespread Craft-based chain is known in all corners of the Underworld. While the charms themselves are easy enough to find, the artistic vision and craftsmanship that are required for some of the more impressive works are somewhat rarer to come by. Some ghosts prefer shapes of unearthly beauty or exquisite horror. For others, the ability to grow some claws in a pinch is enough. It is quite popular because of its unending utility, as well as the access to materialization.
Charms – Arcanoi – Terror-Spreading Art

**Ghost Touch**
Cost: 1m
Ways: Supernatural 1+
Type: Supplemental
Prerequisites: None

The ghost reaches through to the realm of the living.

For one action, you can affect the material world when dematerialized with your touch. At \( X = 1 \), you can exert only as much force as a lightest touch – enough to write on a misted glass or to press your lips, cold and dead, to someone’s neck. At \( X = 2 \), you can exert enough force to move objects: closing doors or dropping a book from a shelf. At \( X = 3 \), you can exert your full force, even making an attack.

**Midnight Canvas Unfurled**
Cost: 2m
Ways: Paced, Supernatural 1+
Type: Action
Prerequisites: Ghost Touch

The ghost produces an illusion visible in both worlds.

You manifest an illusion, displaying the suitably ghostly imagery of your choice, visible to material and immaterial beings, for \( X \) time. At \( X = 1 \), you can only manifest simple lights; at \( X = 2 \), you can make complex moving images and produce simple sounds. At \( X = 3 \), you can make life-like illusions that affect all five senses, although they remain intangible.

**Black Breath of the Abyss**
Cost: 2m
Ways: Paced 2, Supernatural 1 + 1 (-1)
Type: Action
Prerequisites: Midnight Canvas Unfurled

An utter absence of light boils out of the ghost’s mouth, ears, nose and mouth.

For a scene, you create a cloud of darkness in Touch Range. It blocks all light sources, and all sight for the living, but the Dead can see through it as normal.

**The Ichor Cauldron**
Cost: 2m or 3m
Ways: Paced 2, (Reaching), Supernatural 1 + 1 (+1)
Type: Action
Prerequisites: Midnight Canvas Unfurled

The ghost issues forth ectoplasmic pseudo-matter.

You create a volume of material ectoplasm up to Size 0, or a simple object shaped from such (like a dagger to timely put into someone’s hand). It can only be a mundane object, and it evaporates at the end of the scene, or after \( X \) turns in the Creation’s sunlight. At \( X = 3 \), you can increase the volume of the ectoplasm to up to \( X \) Size, for +1m.

**Messengers of the Grave**
Cost: 3m
Ways: Paced, Multiple, Supernatural 1+
Type: Action
Prerequisites: The Ichor Cauldron

The ghost creates vermin and gives them brief life.

From the ectoplasm manifested by this charm’s prerequisite, you create a swarm of beetles, rats or similar creatures: up to a Size \( X \) group of Size -3(-4) Rank 1 mundane beings, who follow orders as best they can, until they evaporate as the ectoplasm does.

**Ebon Grasp of Oblivion**
Cost: 3m
Ways: Paced, Multiple 1, Supernatural 1 + 1 + 1
Type: Action
Prerequisites: Black Breath of the Abyss

The ghost strikes down and drags its victims into the Abyss through its very body.

Roll Presence to create a Physical Damage Hazard in Touch Range for \( X \) Turns. Incapacitated are dragged into the Abyss next Interval, unless wrestled away.

Terror-Spreading Art

This Path is known far and wide, as it allows the quintessential ghostly spookiness. Very useful in interacting with the living. Black Breath and Ebon Grasp are somewhat shunned by the non-spectres.
Charms – Arcanoi – The Stringless Puppeteer Art

Skin-Riding Prana

Cost: 1m  
Ways: Supernatural 1 + 1  
Type: Action  
Prerequisites: None

The ghost slips into a mortal’s body, hiding within.

You join your immaterial form with a living person. You can see and hear as normal, but cannot influence your host in any way, and can be Reject Influenced out. To leave the body, you must use this charm again.

Soul-Whispering Empathy Discipline

Cost: 2m  
Ways: Paced 2+, Supernatural 1 + 1 (+1 -1) (+1)  
Type: Supplemental  
Prerequisites: Skin-Riding Prana

The ghost reads the mind and senses of his host.

For a scene, or for (X) turns in Conflicts, you can sense your host’s current thoughts (counts as Ignoring (3) Guile). You must use Skin-Riding Prana or a similar charm to use this charm. At (X) = 3, you can establish a two-way telepathic connection, if you wish.

Sudden Movement Technique

Cost: 2m  
Ways: Multiple 1, Supernatural 1 + 1  
Type: Action  
Prerequisites: Skin-Riding Prana

A ghost using this takes fleeting control of her host’s body, enough for a single motion.

Touch a living body while immaterial, or be Skin-Riding one, and roll Essence against the owner’s Notice. If successful, you get one brief action worth of motion with a hand, leg, etc. At (X) = 3, you can force out a spoken phrase instead, or a series of motions like several steps or picking an object and pocketing it.

Puppeteer’s Masterful Hand

Cost: 2m  
Ways: Paced 2 (+2), Supernatural 1 + 1 (+2)  
Type: Action

The ghost takes possession of the target.

You must be Skin-Riding to use this charm. It counts as automatically initiating a special Grapple, with your Essence against the target’s Resolve Trait for the Control roll. As long as you maintain Control, you possess the target, using the target’s body as you see fit, including using its Traits for Physical actions. If the target ever wins Control, dies, or the scene ends, this charm ends and you are forced out.

Rein in the Mind

Cost: 3m  
Ways: Multiple, Paced, Supernatural 3 (3 +1-1)  
Type: Extra Action  
Prerequisites: Puppeteer’s Masterful Hand

The ghost slowly erodes his victim’s soul.

Roll Essence as a scene-long Erode Extra Action, ignoring the target’s Resolve. If you Erode an Intimacy completely, the target forgets that he ever had it.

Soul Obliteration Technique

Cost: 3m  
Ways: Paced 3 (4-1), Multiple 1, Supernatural 3 (5 -1-1)  
Type: Action  
Prerequisites: Rein in the Mind

The ghost devours or consigns to Oblivion what remains of the mortal’s soul, claiming the body.

You can only use this charm against the target that had all Intimacies removed via its prerequisite, and only against the target of lower Essence. Roll Essence against Resolve as a scene-long action: If successful, you destroy the target’s soul and take its place in the still-living body permanently. It takes the Loom of Fate a month to update the body’s status to «dead and beginning to rot» status, although you can stay in it, forcing it to move, until it completely falls apart (see Necrotech Appendix for details on deterioration).

The Stringless Puppeteer Art

Very common path, practiced by skilled ghosts everywhere; useless in the Underworld.
**Charms – Arcanoi – Corpse-Riding Art**

**Spirit-Catching Eye Technique**

**Cost:** 1m  
**Ways:** Supernatural 1 (+1 or 3)  
**Type:** Supplemental  
**Prerequisites:** None

For a moment, spirits in the ghost’s view seem to glow with a while light, even through possessed bodies.

You see the immaterial spirits for a moment; at \( X = 2 \) you also Negate (1, or 3 at \( X = 4 \)) any attempts to Ignore your Notice from spirits trying to hide.

**Six Demon Bag**

**Cost:** 2m  
**Ways:** Paced, Supernatural 1 + 1  
**Type:** Action  
**Prerequisites:** Spirit-Catching Eye Technique

The ghost tears a gap in its flesh and hides an item.

You can place inside you any item that can fit. It hides unobtrusively in your corpus for \( X \) time. If you are riding a corpse, you can hide an item in its flesh instead, or use this charm to speed up the installation of a Necrotech Augmentation into it by \( X \) steps.

**Nemissary’s Ride**

**Cost:** 2m or 3m  
**Ways:** (Reaching), Paced, Supernatural 1+ (1-1)  
**Type:** Action  
**Prerequisites:** Six Demons Bag

The ghost possesses and controls a dead body.

You slide into and animate a corpse or a prepared Nectotech construct of up to \( X/2 \) Coil, permanently (unless you leave). At \( X = 3 \), for +1m, you can animate bodies of up to \( X \) Size. The body decays as normal (see Necrotech), and requires (Coil + Size) Attunement, potentially into negative respiration. Prepared bodies use Necrotech rules; for normal human corpses, use your own Traits, treating any noticeable characteristics of the body as Gifts. Health levels are separate.

You can learn to pilot non-humanoid corpses as a Gifted ● Advantage per type (avian, serpentine, etc.)

**The Embalmer’s Art**

**Cost:** 2m  
**Ways:** Paced, Supernatural 2  
**Type:** Supplemental  
**Prerequisites:** Nemissary’s Ride

The ghost directs its Essence to halt the decay of the body it inhabits.

You add \( X \) Intervals (Days in Creation, Months in Shadowlands, Years in the Underworld) until the next deterioration roll is made. Strenuous activity rolls are unaffected until \( X = 3 \), when they are reduced to a Chance die. If you leave the body, the charm ends and its effects are interrupted.

**Instauration of the Fleshly Vessel**

**Cost:** 3m  
**Ways:** Paced, Multiple 1, Supernatural 3 (+1 -1)  
**Type:** Extra Action  
**Prerequisites:** The Embalmer’s Art

With this charm the ghost repairs the damage done to its body by violence or natural decay.

You dissolve your own corpus, and use it to reinforce the body you are currently wearing. Remember that ghosts do not heal naturally except when Slumbering. There are two methods to use: careful and fast.

Careful method is slowly rebuilding the body. Spend one health level of your own when activating this charm. The charm then provides one Interval of the «natural» healing for the body, which takes a day. Roll your Resistance as normal to heal.

Fast method takes one Extra Action. Roll Resistance immediately. You restore the body’s health levels as with natural healing, but your corpus immediately takes the same amount of damage.

**Corpse-Riding Art**

A somewhat difficult, and somewhat elitist path. Nemissaries are always in demand. Those knowing this path are considered well-trained specialists, and excel as scouts, soldiers in Creation, and pilots of the dread war machines. Obviously, destruction of the body does not affect the ghost. If you ride your own body, it counts as a Fetter for the purposes of Slumber, and often is a actually a normal Fetter as well.
Charms – Arcanoi – Tangled Web Arts

**Sensing the Delicate Strand**

**Cost:** 1m  
**Ways:** Supernatural 1 (+1 -1)  
**Type:** Action  
**Prerequisites:** None  

The ghost can scrutinize the patterns of energy surrounding other ghosts and their Fetters.

Make a Read Intention roll with Occult. It can only reveal the target's Fetters (its Rating and what it is). When used on an object, you can determine whether it is a Fetter, and the context of what it is (lover's locket; ancestral home, etc.) to its ghost.

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**World-Bridging Meditation**

**Cost:** 2m  
**Ways:** Reaching 2+ (9, see text), Supernatural 1  
**Type:** Action  
**Prerequisites:** Sensing the Delicate Strand  

The ghost traces the connections linking one to a Fetter, sensing its state and basic circumstances.

This charm is performed as a scene-long action. You meditate, unaware of your surroundings, observing one of your or another present ghost’s Fetters. By default, you know its condition, and what is happening to it. At (X) = 3, you can observe it for a scene as if you were there.

This charm necessitates the effective Reaching 9, for observing Fetters in Creation from the Underworld. It uses the Arcane Links of description (+1), of the ghost it Fetters (+5), and a scene-long deep meditation as a Drawback for extra +1 Reaching.

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**Web-Shifting Method**

**Cost:** 2m  
**Ways:** Multiple 1 + 1, Supernatural 2+ (3 (+1) -1)  
**Type:** Action  
**Prerequisites:** World-Bridging Meditation  

The ghost transfers the patterns of memory and Essence with a touch and a ritual.

You shift a ghost’s Fetter from one thing to another. The Rating remains the same. You must touch the new Fetter and either the target ghost or the old Fetter. The transference takes a scene-long action. If the ghost resists, roll Occult against Integrity.

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**Soul-Anchoring Technique**

**Cost:** 3m  
**Ways:** Paced, Multiple, Supernatural 3 (+1 -1)  
**Type:** Action  
**Prerequisites:** Web-Shifting Method  

The ghost binds a soul to a temporary Fetter, ensuring the ghost’s continued existence.

Touch the target and the upcoming Fetter, and roll Occult as a special Instill Action, instantly creating a temporary Fetter. The target can resist this as a Social action if it disagrees. The first Interval before this Fetter begins to fade is increased by (X-2); it can be reinforced by experience as normal during that time. A ghost can only have one such artificial Fetter at a time.

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**Chain-Shattering Discipline**

**Cost:** 4m  
**Ways:** Multiple, Paced, Reaching, Supernatural 4 (5 -1)  
**Type:** Action  
**Prerequisites:** Soul-Anchoring Technique  

The ghost shatters the bond between a ghost and its Fetter.

You must see the targeted Fetter, and be in (X) Range to use this charm. Roll Occult as a special Mental attack, inflicted a Derangement related to damaging the connection, lasting for (X) time. If the Derangement's Rating equals or exceeds the Fetter’s Rating, the connection is broken, and the Fetter is no more.

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Every ghost worries about its Fetters, especially the ones remaining in Creation while the ghost is in the Underworld, or is simply far away. This Path is immensely useful for all ghosts, and a skilled Monitor is always appreciated everywhere. The higher tiers of the Path allow outright creating and destroying Fetters, affording the user quite a measure of power, and are often rightfully feared: some high-level practitioners can learn your Fetters just by looking at you, and then break them once they know.
Charms – Arcanoi – Shadow Constraint Craft

Illuminate the Shadow Constraint
Cost: 1m
Ways: Supernatural 1 or 2 (3-1)
Type: Supplemental
Prerequisites: None

The ghost perceives the local Old Laws and violations thereof.

Using this charm with Bureaucracy reveals the local Old Laws on a successful roll (failing leads to misunderstandings). At (X) = 2, this charm can also supplement an Investigation roll: it counts as Ignoring (3) Guile, and reveals whether the target currently commits or has committed any violations recently.

Brief Exemption
Cost: 2m
Ways: Paced, Supernatural 2
Type: Action
Prerequisites: Illuminate the Shadow Constraint

The ghost temporary suspends the effect of a single taboo, or pardons a violation committed by another.

Roll Bureaucracy, Opposed or at a penalty if applicable; if successful, you exempt the target from a single Old Law for a scene, or «forgive» a violation: if the taboo is an action (eating pomegranates, not stepping on the crack) you erase an instance of violation completely; if it is a state of being (covering eyes, speaking in whispers) the target is allowed to violate it for the rest of the scene. At (X) = 3, you can pardon the infraction completely, if you have the authority; or at (X) = 5, even if you don’t have it.

Levy Fine
Cost: 2m
Ways: Paced, Supernatural 1+
Type: Action
Prerequisites: Illuminate the Shadow Constraint

The ghost assigns his own penalty for a violation.

For (X) time, the target is subject to a negative effect of your choice as the Supernatural (X) permits: a penalty, a burning mark on the forehead, etc. It can only be applied to those who violated the Old Laws.

Impose Structure
Cost: 3m
Ways: Paced, Reaching, Supernatural 3
Type: Action
Prerequisites: Levy Fine

The ghost creates a new Old Law.

You impose a new taboo on an area of up to (X) Size for up to (X) time. It can either preclude or require a simple behavior. In Conflicts, you can create such a taboo for (X) turns. If you have time, you can impose one permanently as a Bureaucracy crafting project, area Size as Scale, general applicability as Complexity.

A separate charm called Curse of the Damned (using Multiple instead of Reaching) places a taboo on a specific person instead of an area, usually with conditional timing and an in-build penalty with the rest of the Supernatural Way as with Levy Fine.

Anoint Kerberos
Cost: 4m
Ways: Multiple, Reaching, Paced, Supernatural 4 (5 -1)
Type: Action
Prerequisites: Impose Structure

The ghost calls for a Kerberos to guard the Old Laws.

This charm is an Interval of a project (Scene/Month/Year, Length 3/4/5, -2/-6/-8), creating a Rank (3/4/5) being. You require a ghostly being or beings of the total (Essence + group Size) of at least (Rank), or something comparable, as a Source. The Kerberos does not obey you, only the Old Laws.

Shadow Constraint Craft
The Old Laws come from ancient dictates, metaphysically entrenched traditions, necromantic bindings and any number of other sources. They can be purely legal constructs, enforced by magistrates, or the local laws of reality, calling metaphysical retributions of the lawbreakers. Dread Kerberos, monstrous keepers of the Old Laws, are created or bound (or sometimes coagulate by themselves) to enforce the Old Laws and punish infractions. A Path dealing with the Old Laws is useful for and perpetuated by law keepers and lawbreakers alike.
**Storm Seeker Technique**

**Cost:** 1m  
**Ways:** Supernatural 1 (+1 -1)  
**Type:** Supplemental  
**Prerequisites:** None

The ghost can forecast the arrival of a storm.

You can forecast the arrival of an Underworld tempest at your location up to (Whispers) time in advance.

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**Ride the Nightwind**

**Cost:** 2m  
**Ways:** Paced, Supernatural 1 (3 -1-1)  
**Type:** Supplemental  
**Prerequisites:** Storm Seeker Technique

The ghost drifts or flies with the tempest.

At (X) = 1, you are adrift in the storm, carried where it goes; at (X) = 2, you can direct your flight as long as you are in the storm’s area; at (X) = 3, you can summon small squall whenever, allowing you to fly whenever you want, but you increase the Speed by 2 when under a tempest proper. You gain 1 point of Limit per Scene of contact with a storm (or per day if you are a spectre) instead of its normal Hazard effects. Lasts for (X) time.

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**Call Down the Fury**

**Cost:** 2m or 3m  
**Ways:** (Multiple), Reach 2+ (+Whispers), Supern. 1 + 1  
**Type:** Action  
**Prerequisites:** Ride the Nightwind

The ghost reaches up to the tempest, bringing a small part of it down.

You pull a small part of the storm down, which usually resolved as exposing a target to its Hazards (often manifesting as lightning strikes), but can also be used to drop (or lift) those using Ride the Nightwind, including yourself. You must Reach both to the storm clouds (usually 4 Ranges above the ground) and to your target from you. Whispers are an Arcane Link.

At (X) = 3, can be used for or against up to (X + 1) targets for +1m.

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**Eyes of the Storm**

**Cost:** 3m  
**Ways:** Reaching, Paced 2, Supernatural 1 + 1 + 1  
**Type:** Action  
**Prerequisites:** Call Down the Fury

The ghost extends its awareness throughout the storm front, looking down from its every cloud.

For a day, you can perceive everything in (X + 1) Range under the storm, including through its own obstruction, as if looking from the clouds up high.

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**Tempest Cauldron Technique**

**Cost:** 3m  
**Ways:** Reaching 4+, Paced, Supernatural 4 (5-1)  
**Type:** Action  
**Prerequisites:** Eyes of the Storm

The ghost’s scream howls with the igniting storm’s fury as reality cracks and the Neverborn’s rage and torment are made manifest.

Roll (Essence + Whispers), adding +2 Equipment bonus if you are a spectre or equivalent, as a Hazard Creation roll. You also must channel a Passion to use this charm, adding it to the roll as normal. For your troubles, take a point of Limit and suffer the storm’s Hazards as it rips through you into the sky.

If successful, the tempest unfurls, occupying (X + 1) Range, as deadly and unpredictable as usual; you have no special control over it. In Creation, this charm produces only mundane bad weather. At (X) = 5, you can call a dematerialized full storm in Creation; however, it last only as scene under the sunlight (until dawn and a scene if used at night).

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**Storm Rider’s Path**

Used exclusively by specters or those on the path of becoming one, this Path manipulates the most volatile substance in the Underworld: the Neverborn’s manifest pain and rage.

Storms proper are Difficult Terrain, Physical Damage Hazard for everyone and Damage Sanity Mental Hazard for ghosts in addition. It usually inflicts its effects per turn, but in the scenes of travel, it can be per scene or day. Use the most dramatically appropriate timing; err on the side of insanely dangerous.
Charms – Deathlords – Signature charms (1/3)

**Lord of War [The Lion]**
*Cost: 2m*  
*Ways: Multiple 5, Supernatural 1x5*  
*Type: Extra Action*

The Deathlord is a decisive force on the field of battle, utilizing all of its aspects to his advantage.

You receive five Extra Actions this turn (in addition to your normal action): one to Command a group of soldiers (with Setup); one to Lead a group of soldiers (can be the same group); one to Shape Sorcery; one to intimidate enemies or servants; and one to attack a group of enemy soldiers.

**Face of Chaos and Void [The Lion]**
*Cost: 4m*  
*Ways: Triumphant, Multiple 5 + 1*  
*Type: Extra Action*

Those daring to even glance at the featureless dark visage beneath the Deathlord’s helm go mad.

As shadows hiding your contorted face momentarily recede, roll Presence, converting up to (X) failed dice, excepting showing 1s, to successes, as a Damage Sanity Mental attack against up to (X) targets in Touch range, Ignoring (5) Resolve. The targets that cannot see it are unaffected.

**Impressions of Innocence [The Princess]**
*Cost: 3m*  
*Ways: Triumphant, Multiple 1, Supernatural 1*  
*Type: Extra Action*

The Deathlord’s visage conveys the heart-rending impression of weakness and frailty.

Roll Socialize, converting up to (X) failed dice, excepting showing 1s, to successes, to create a Social Hazard, affecting anyone close enough to take in the details of your appearance. The Hazard Inspires the somewhat complex emotional state: those affected perceive you (against all reason, if relevant) as a frail innocent beauty that needs protecting from the harsh world that threatens you.

**Words of Oblivion’s Glory [The Bishop]**
*Cost: 5m*  
*Ways: Triumph., Paced, Multiple, Reaching, Supern. 5*  
*Type: Action*

The Deathlord’s flawless rhetoric could convince a heart to turn on its own master.

Roll Performance as an Instill, Inspire or Persuasion attempt, extolling the virtues death and Void, converting up to (X) failed dice, excepting showing 1s, to successes. If successful with a Defining result, your words are so profound that they change the very Essence of the target. This can manifest differently, some examples including outright turning living beings to their undead equivalents, Artifacts breaking themselves or warping themselves in their dark mirrors, internal organs bursting from within, arrayed against their former body, and so on. This charm can be used against any living or Dead being, object, or a part of such. It must be able to hear you, which it can, even if it cannot normally hear or process words.

**Accept Canon [The Bishop]**
*Cost: 2m*  
*Ways: Triumphant, Supernatural 1 + 3*  
*Type: Action*

The Deathlord is convinced of the veracity of the writings, considering even the most obscure, contradictory assertions to be self-evident truth.

You accept the writings as truth, suppressing or re-contextualizing memories as required. Read a text containing the relevant information, and roll Linguistics, converting up to (X) failed dice, excepting showing 1s, to successes, targeting yourself with an Instill action. Instead of creating a new Intimacy, you exchange and old one of the Rating appropriate for the result.

With this charm, you can completely rewrite (re-read and believe, technically) your personality. It allows exchanging Fetters and Passions on a permanent basis, and/or altering their context. This charm only exchange the information and facts about you, the things you know, or the things you believe. Replaced memories are lost to the Void and are forever destroyed.
Charms – Deathlords – Signature charms (2/3)

**Prophetic Institution Style [The Bodhisattva]**

*Cost: 4m*

**Ways:** Triumphant, Multiple, Paced, Supernat. 1 + 3

**Type:** Supplemental

The Deathlord plans and directs the course of societies by arranging a long-running chain of events.

You Lead a Government or Culture Dominion action, or make or Lead a Bureaucracy or Socialize project Interval, converting up to (X) failed dice, excepting showing 1s, to successes. You must actually appear only once, at the beginning of the action – everything else unfolds as you planned it, as long as it takes no more than (X) time. If it takes less, you can appear even before the action starts, as long as the total time of the pause and the action is no longer than (X) time.

**Veiled Heart Approach [The Lover]**

*Cost: 3m*

**Ways:** Triumphant, Paced, Supernatural 5 (3 + 3 -1)

**Type:** Supplemental

The Deathlord’s flawless appearance betrays nothing of her true thoughts or feelings.

For (X) turns convert up to (X) failed dice, excepting showing 1s, to successes and/or double Guile, Negating (3) any attempt to ignore it, against all Read Character actions. Those who fail perceive whatever you choose (you can even show them the truth).

**Beautiful Death Prana [The Lover]**

*Cost: 3m*

**Ways:** Triumph., Multiple 5 (5 +1 -1), Supernat. 5 + 1

**Type:** Supplemental

Those touched by the Deathlord’s passions die in the throes of ecstasy, their bodies frozen or torn asunder.

Converting up to (X) failed dice, excepting showing 1s, to successes, on any Performance roll. The results also counts as a Mental attack, dealing health damage or Damage Sanity (Derangement of addiction to you). You cannot mitigate the harm coming from this charm. It is appropriate for survivors to raise Temperance.

**Omnicidal Genius Inspiration [The Eye]**

*Cost: 3m*

**Ways:** Triumphant, Reaching, Supernat. 1 + 1

**Type:** Supplemental

The Deathlord surges with maniacal and malignant creative impulse, swiftly conceiving and implementing wondrous miracle of death and destruction.

Converting up to (X) failed dice, excepting showing 1s, to successes, and compensate for up to (X) Scale, for an Interval of any Craft, Occult or Medicine project related to weapons, monsters, or any other highly dangerous and detrimental subjects. You can only use this charm for unique projects – repeated projects without significant alterations cannot benefit from this charm (you can use it on different Intervals of the same project as normal).

**Hidden Agendas Approach [The Eye]**

*Cost: 3m*

**Ways:** Triumphant, Paced, Supernatural 3

**Type:** Supplemental

The Deathlord adeptly appears busy with something else or expertly hides his presence completely.

For (X) turns, convert up to (X) failed dice, excepting showing 1s, to successes, for Stealth rolls. If successful, you can choose to hide yourself and/or your current activities. For example, you can choose to hide not your presence, the fact that you were having conversation person, appearing idly passing by. Moreover, you can selectively choose what to hide and what to reveal to each person who failed their Notice.

**Dire Hunger Technique [The Dowager]**

*Cost: 2m*

**Ways:** Multiple 1, Supernatural 1 + 3

**Type:** Supplemental

The Deathlord insatiably devours and savors parts of the soul along with flesh.

Supplement an attack or a Simple action to eat flesh; the damage also counts as a result of a Read Character action to read a target’s memory of appropriate Rating. Heal and re(p)eal to learn more.
Charms – Deathlords – Signature charms (3/3)

**Call of Boundless Rage [The Dowager]**

Cost: 3m  
**Ways:** Triumphant, Reaching, Supernatural 1 + 3 + 1  
**Type:** Action

The Deathlord’s mere presence throws animals into frothing murderous rampages, or kills them.

Roll Survival as Hazard Creation, affecting animals in (X) Range. It can be either a Physical Damage one, Ignoring (3) Soak, or a Social one, Ignoring (3) Resolve, Inspiring them with murderous rage.

**Unceasing Suspicion Method [The Walker]**

Cost: 3m  
**Ways:** Triumphant, Paced, Supernatural 3  
**Type:** Supplemental

The Deathlord takes no chances and is meticulous in his choices, rarely acting impulsively.

For (X) turns, convert up to (X) failed dice, excepting showing 1s, to successes and/or double Resolve, Negating (3) any attempt to ignore it on any roll to resist Persuasion attempts.

**Two-Faced Courtesy Style [The Mask]**

Cost: 2m  
**Ways:** Triumphant, Paced  
**Type:** Supplemental

The Deathlord comports himself immaculately and acts with the appearance of good faith.

For (X) turns, convert up to (X) failed dice, excepting showing 1s, to successes on any Socialize roll to lie while appearing honorable and courteous, and/or double Guile to hide the fact that you are lying.
Charms – Raksha – Grace – Cup

Heart-Cutting Style
Cost: 1m
Ways: Multiple 1+
Type: Extra Action

The Raksha practices such arts and aesthetics as to rend the witnesses’ spirits helpless with emotion.

After making a Shaping action, you can make up to (X) Cup attacks as Extra Actions, directed at anyone who witnesses it.

Untouchable Performer Technique
Cost: 1m
Ways: Supernatural 1 + 1 + 1
Type: Supplemental

The Raksha makes itself sacrosanct in the unique manner of Entertainers.

Use your Cup instead of any other Grace for a Shaping defense. Shaping damage type remains the same.

Thousand Tiny Hooks Technique
Cost: 2m
Ways: Paced, Supernatural
Type: Supplemental

The Raksha worms its way into the soul with a thousand tiny temptations.

For (X) turns, add +(X/2) to all Cup-based Shaping Grapple Control rolls against a grappled target.

Furious Maelstrom Craft
Cost: 1m
Ways: Supernatural 1 + 1 (+ 1)
Type: Supplemental

The Raksha crafts a terrible wave of madness and desire that washes across everyone present.

You perform the supplemented Cup or a Staff Shaping attack by rolling it as a Hazard, affecting everyone in the same Waypoint (including you until (X) = 3)).

Extruded Stomach Feeding
Cost: 0m, 1 Limit – see text
Ways: Supernatural 0 (3 -1 -1 -1)
Type: Supplemental

The Raksha inverts its Essence, pouring its spiritual stomach out to latch on the target’s soul.

You can feed using any Grace, but take a point of Limit to do so, and can only do in the Wyld or in a Demesne; otherwise, you also take 5 Damage as the hostile reality calcifies your delicate spiritual intestines dry.

Heart-Stealing Kiss
Cost: 1m
Ways: Supernatural 1 + 1 + 1
Type: Supplemental

Many a fool has fallen for the Raksha charms, ending up dead or Dream-Eaten.

Supplement an action with one of the Cup-based Abilities against the target. If the target takes joy from that action in some way, it counts as having given you consent for a single Feeding attempt to be carried out in the same scene. The action itself is usually an Inspire action of some sort (seduction being by far the most common, but more refined pleasures, like performing music, can also count). If the targets actually consents to Feeding, you get the Size bonus of the Intimacy you have Inspired (or the equivalent) to your Feeding roll.

There are three other versions of this charm, providing the same benefits for other Feeding Graces and their related Abilities, all still Cup charms. They function in the same manner, except as noted below:

Ring version is activated when a service or an object is accepted from you by the target (just taking it is enough, as is an acknowledgement); use equivalent Resources cost instead of the Intimacy Rating.

Staff version is activated when the target makes, fulfills or breaks a promise to you; use the equivalent Decision Rating instead of the Intimacy Rating.

Sword version is activated when you deal Physical damage to the target or the target deals damage to you; use the amount of damage dealt, maximum 5, instead of the Intimacy Rating.
Charms – Raksha – Grace – Ring

Waypoint Knife
Cost: 1m
Ways: Supernatural 3
Type: Action

With a knife of Essence and dream, the Raksha cuts a block of the story out of the Wyld.

Roll Ring targeting a waypoint, Opposed if someone resists. If successful, you cut the target waypoint out of the Wyld for a tale, compressing the fabric of space: those arriving in it cannot stop there, and must move to the next one, without requiring extra movement.

Gaping Wound Lens
Cost: 2m
Ways: Paced 2, Supernatural 1 + 1
Type: Action

The Raksha rips open its Essence pattern, using the bleeding hollow this forms as a Shaping lens.

For a scene/tale, you have a Light ranged Ring Shaping Weapon. It costs gossamer to use, as normal.

Dream-Forging Art
Cost: 1m+, (Resource cost/2)g
Ways: Any, Supernatural 1+ (see text).
Type: Action

The Raksha crafts a lasting object from the substance of the Wyld.

Roll Ring. If successful, you instantly create any non-Shaping object (add Multiple for groups, add Reaching for Size). It is a permanent possession in the Wyld. It dissolves in Creation after a turn, as normal for the works of glamour, unless other charms are used to temporary invoke it there. You can make simple objects at -1 penalty and (X) = 1; Equipment at -2 (and (X) = 2; Artifact 0-equivalents at -3 and (X) = 3.

You can make landscapes by adding Reaching for Size; buildings by adding Reaching and Multiple; and make processes and environmental effects by adding Paced, Reaching and Supernatural (+1 +1) (as Hazards).

Luminous Exhalation
Cost: 1m
Ways: Supernatural 3
Type: Supplemental

The Raksha exhales a fine mist of Essence, briefly empowering his Weapon.

For the supplemented Ring or Staff Shaping attack you can use a Ring or Staff Shaping Artifact Weapon without preparing it or paying any gossamer cost.

Glamour
Cost: 2m+, (+1g+, see text)
Ways: Any, Paced, Supernatural 3 (see text)
Type: Action

The Raksha wrests gossamer into the unstable shapes of glamour around the seeds of Creation’s reality.

Roll Ring. If successful, you can create any object of up to (X) Resource cost, or any Rank 1 being, or any natural process. You can modify Size and quantity by adding Reaching and Multiple, (as with Dream-Forging Art). You must use an object of Creation of the roughly the same type as a base (spears from brooms, horses from mice, palaces from hovels). The objects last for (X) turns/minutes, then revert to their natural state. Spending (Rating)g extends that by (X) time.

Greater Arts of the Ring
Cost: 3m
Ways: Reaching, Paced, Supern. 3+
Type: Action

The Raksha’s Ring twists and forges the gossamer and the very Graces themselves.

With this charm, you can create Oneiromancy spells, Treasures, Freeholds and their components, and normal Artifact objects. You can create things of up to (X - 2) Rating for Artifacts, and of up to (X) Size. You shape them quickly, restricted only by the Arduity of the project (for objects, Minutes/Scene/Day or Tale, 2/3/4, -(Rating x 2)). You use only Graces and gossamer (a lot of it, at least (3 + Rating)g per each Source point) as Sources.
Charms – Raksha – Grace – Staff

Tainted Creature Command
Cost: 1m or 2m
Ways: (Multiple), Supernatural 3
Type: Action

Calling upon the power of the Staff, the Raksha asserts dominance over lesser creatures of Chaos.

Roll Staff against the target’s Resolve, or its master’s Staff, if any. If successful, you force the power of your narrative over it, reshaping one of its Defining Intimacies to represent its service.

This charm works only on being of the Wyld without Graces, such as the assimilated beings, Shaped beings, Wyld mutants, etc. For +1m, you can use it on up to (X) additional targets, or a group of up to (X) Size.

Awakened Dream Manufacture
Cost: 1m+
Ways: Any, Supernatural 1+ (see text).
Type: Action

The Raksha forges an awakened dream.

Roll Ring. If successful, you instantly create a Rank 1 being (add Multiple to make (X + 1) beings, add Reaching for Size). It has no volition, and only mildest self-awareness. It is a permanent possession in the Wyld. It dissolves in Creation after a Turn, as normal for the works of glamour, unless other charms are used to temporary invoke it there. You make Quality 0 beings by default (usually minikin or toys); Quality 1 at -1 penalty and (X) = 1; Quality 2 at -2 (and (X) = 2; Quality 3 at -3 and (X) = 3.

Iron Nightmare Muzzle
Cost: 1m
Ways: Supernatural 5
Type: Action

The Raksha seals one of its opponent’s feeding Graces.

Roll Staff against any of the target’s Graces. If successful, that Grace cannot be used to feed until pried open again.

Fortune-Binding Art
Cost: 2m, (+1g+, see text)
Ways: Paced, Supernatural 3 (+2)
Type: Action

The Raksha impresses the power of its Staff on reality, arranging webs of power and connection.

Roll Staff. If successful, grant the target (who can be yourself) a social Advantage (Ally, Backing, Contacts, Followers) of up to (X - 2) Rating.

In the Wyld, they are permanent, but cannot represent other self-aware Raksha; they are instead Wyld mutants, assimilated beings, conjured facsimiles and other such beings. In Creation, you draw real, already existing beings and groups into your web of connections. However, the Advantage lasts only for (X) turns/minutes (allowing some on-the-spot shenanigans). Spending (Rating)g extends that by (X) time (indefinite with conditional timing (oaths) at (X) = 5). There is no mind-control involved, and nothing stops the target from squandering the Advantages.

Greater Arts of the Staff
Cost: 2-4m
Ways: (Multiple), (Reaching), Paced, Supern. 3+
Type: Action

The Raksha’s ring twists and binds the gossamer and the very Graces themselves.

With this charm, you can create Adjurations, Monsters, and forge and modify Graces, even creating new Raksha by forging their Hearts. You can create things of up to (X - 2) Rating for Wyld Artifacts, of up to (X) Size with Reaching. You shape them quickly, restricted only by the Arduity of the project (for objects, Minutes/Scene/Day or Tale, 2/3/4, -(Rating x 2)). You use only Graces and gossamer (a lot of it, at least (3 + Rating)g per each Source point) as Sources.

You can forge a commoner Raksha (Rank 2, Heart 1) at (X) = 3, or a noble Raksha (Rank 3, Heart 2) at (X) = 5. This has the Interval of Scene, Length 1/2, penalty -1/-2 respectively.

Forging Graces for Graceless beings counts as forging an Artifact ● for each Grace (Minutes, Length 2, -2 penalty), using (target’s Essence)g as a Source.
Charms – Raksha – Grace – Sword

**Dream Sacrificing Method**

*Cost:* 1m  
*Ways:* Supernatural 3  
*Type:* Supplemental

As the living deity of battle, the Raksha can choose its own sacrifices for victory.

Supplement a Sword defense. On a failure, you can choose to sacrifice 1g per a level of damage instead of taking it. The attacker gets the gossamer you spend.

**All-Inclusive Nightmare Defense**

*Cost:* 1m  
*Ways:* Supernatural 3  
*Type:* Supplemental

The Raksha unleashes terror upon its foes, dispersing and driving back the Weapons of the Sword.

Supplement a Sword defense. If successful, the attacker’s Sword Shaping Weapon is removed from readiness as its forces are killed and routed. It must be prepared anew for the tale as normal.

**Army of (Assumption) Invocation**

*Cost:* 3m  
*Ways:* Multiple, Paced, Supernatural 3  
*Type:* Action

The Raksha cloaks his armies in the flesh of Creation, summoning them to its presence.

For (X) scenes, you manifest your possession that can be defined as a group of soldiers, as an army of real enough soldiers, able to exist in Creation for the charm’s duration. They are manifested in forms related to your Assumption. You must be present in the same scene as the soldiers, or the charm ends.

If the invoked army was destroyed by the beings of Creation, simple possessions are lost, while the Grace-wrought Artifacts break, inflicting the appropriate Limit Break on the Raksha they come from.

Similar charms exist for other possessions, Wyld Artifacts and Graces, functioning in the same manner.

**Scouring Wind Raid**

*Cost:* 1m  
*Ways:* Supernatural 2 (3 -1)  
*Type:* Supplemental

In a lightning raid, the Raksha seizes its foe’s wealth.

Make a Sword attack, choosing one of the target’s possessions. If successful, you take it from the target in addition to any other results. You cannot steal Wyld Artifacts or the target’s Graces, but other possessions are fair game, including the ones currently in use.

**Tension-Building Warrior Advance**

*Cost:* 2m  
*Ways:* Paced, Supernatural 1 + 1 (+1 -1) + 3  
*Type:* Supplemental

The footsteps of the Raksha ring loudly in the air, as it takes on the aspect of the merciless emissary of death.

For (X) turns, add +2 bonus to all Shaping defenses except Sword.

**Endless Armies of the Storm**

*Cost:* 2m  
*Ways:* Multiple, Supernatural 3  
*Type:* Extra Action

The Raksha opens its spirit with Nishkriya, the Sword, and the limitless armies of the Wyld march forth.

You can make up to (X/2) Sword attacks. You can use a different Sword Weapon for one such attack each, without preparing it or paying gossamer cost.

**Pincer of Transcendent Time and Fate**

*Cost:* 1m  
*Ways:* Multiple 1  
*Type:* Action

The Raksha’s Sword takes on a paired aspect of linked conflicts that strike as one.

Make a Sword attack and a Staff attack, in any order, against the same target.
Charms – Raksha – Assumed – Cup

**World-Angering Elemental Mastery**
*Cost:* 1m  
*Ways:* Reaching, Supernatural 1+  
*Type:* Supplemental

The Raksha has entered Creation in the guise of a creature of the elements, convincing enough to twist the foundations of Creation against its inhabitants.

Inflict a \(-\frac{(X)}{2}\) penalty to an action in up to \((X)\) Range you perceive, styled as the elements rising to hinder the target. At \((X) = 3\), you fool the reality so well that you gain the effect of Elemental Environment as with Elementals – this is not optional.

**Shiftless Untamed Beauty**
*Cost:* 1m  
*Ways:* Paced 2+, Supernatural 1 + 1  
*Type:* Action

The Raksha appears as entrancing as the flames of the Wyld, the mere sight of its form causing addiction.

Roll Performance as a Mental Hazard creation. The Hazard affects anyone who interacts with you once per scene, and lasts for \((X - 1)\) scenes. It ignores \((X - 2)\) Resolve, and inflicts the Derangement of addiction to your presence to those failing to resist.

**Sought-Out Master Healer Approach**
*Cost:* 1m  
*Ways:* Paced, Supernatural 1+  
*Type:* Action

The Raksha soothes a warped pattern, convincing enough that it thinks itself mended.

Roll Medicine as a Leading action, targeting a specific Crippling injury. It takes a regular healing Interval for the target. If you get at least 3 successes, it appears completely healed. After up to (natural healing Interval + \(X\)) time, the Crippling returns. At \((X) = 2\), you can choose for a different Crippling to «reappear» instead. At \((X) = 3\), you can choose to actually heal it completely, and at \((X) = 4\), you can «heal» a Derangement as well, and actually heal it at \((X) = 5\).

Charms – Raksha – Assumed – Ring

**Unseen Craftsman Style**
*Cost:* 0m  
*Ways:* Paced, Supernatural 0 (1 -1)  
*Type:* Supplemental

The Raksha compresses the boring parts if its story so they take less time.

As long as the non-Raksha eyes do not see you, you reduce the supplemented Interval of any non-Shaping crafting project by \((X)\) steps, and need no tools to work on it.

**Bean Counting Method**
*Cost:* 1m  
*Ways:* Paced, Supernatural 1 + 1  
*Type:* Supplemental

The Raksha profits by infusing chaotic variables into the trade, unaccounted for in the local economy.

For \((X)\) turns, you can use Bureaucracy instead of Presence, ignoring \((1)\) Resolve, when persuading people to make deals concerning trade or barter with you for goods and services. At \((X) = 3\), add +1 bonus, increased to +2 at \((X) = 5\).

**Field-Conquering Sage Practice**
*Cost:* 1m  
*Ways:* Paced, Supernatural 3  
*Type:* Action

The Raksha speaks with such certainty that the world itself seems to be convinced.

Use this charm instead of Lore or Investigation action to uncover information. If successful, you make up some fact, and reality twists to support it with evidence and perception. For example, if you point at someone and say «he is the murderer», unrelated facts and witness account seem to prove it to everyone; if you say «this is a work of an enemy spirit», there will be traces of the spirit's Essence to prove it. This deception lasts for \((X)\) time. Others can see through your bullshit by rolling Opposed with their own Investigation or Lore and beating your result.
Irreplaceable Leader Attitude
Cost: 3m
Ways: Reaching, Multiple, Supernatural 3 or 5
Type: Extra Action

The Raksha leads and mentors, teaching others to improve and succeed on their own. This is a lie.

You can Lead actions of (X) targets in up to (X) Range as Extra Actions, while it appears (including to the targets) that they achieve the results themselves. They still spend the actions that you Lead, as normal. This is not an illusion, but a reimagining of reality: the targets actually perform whatever actions. This effect ignores (3, or 5 at (X) = 5) Notice for detection purposes.

Flock-Commanding Attitude
Cost: 1m
Ways: Reaching, Supernatural 1 + 1 or 3
Type: Action

The Raksha plays on his assumed kinship with a certain type of animal, calling them to do its bidding.

Roll an appropriate Trait. If successful, you issue a command all simple animals of a certain type (thematically related to your current assumption) in up to (X) Range (this counts as Ignoring (1) Resolve). At (X) = 4, they obey you faithfully for the rest of the scene, as well.

Bestow Curse
Cost: 3m
Ways: Paced, Multiple, Supernatural 2 + 1 or 3
Type: Action

The Raksha pronounces a terrible curse, in a highly noticeable manner, upon the target.

Roll the appropriate Social Trait as an Instill action, convinced the target that that he is cursed. If successful, the roll also counts as the result of a negative Setup of your choice applied to the target. It lasts for as long as the target believes in the curse (as the Instilled Intimacy), and is further supported by a Minor narrative disadvantage (or Major at (X) = 5).

Legion-Scything Legend
Cost: 1m
Ways: Multiple, Supernatural 1 + 1 (+1)
Type: Supplemental / Extra Action

The Raksha is a veritable legend of a glorious hero, easily mowing down scores of the lesser opponents.

Ignore up to (X) of a group’s Size bonus when attaching it or defending against it. At (X) = 3, you can choose instead to make (X + 1) attacks against different targets as Extra Actions.

Surrounded by Idiots Approach
Cost: 1m
Ways: Multiple, Supernatural 1 + 1
Type: Supplemental or Extra Action

Raksha is just better than others, which is made all the more obvious by the incompetence of its allies.

When one of your allies or subordinates in the same scene fails an Opposed roll (taking damage counts as failing defense), you can activate this charm to treat the (successful) result of their opponent’s action as a Setup for yourself to vindicate them with the relevant actions. For example, if your ally got attacked, you apply Setup to both attack and defense of the same type against the attacker. The Setup lasts until the scene ends, or you fail in the same manner. If they failed at a Simple action with no opponents, you sigh and can roll the Setup yourself. You can have up to (X) Setups from this charm active simultaneously.

The Hunter’s Due
Cost: 3m
Ways: Paced, Reaching, Multiple, Supernatural 1+
Type: Supplemental

The Raksha pursues its target in the mien of a finest hunter, the fastest one and the most bloodthirsty.

For (X) turns, you get +(X/2) bonus to all contests of speed, especially chases, while up to (X) targets in up to (X) Range suffer a -(X/2) penalty to all contests of speed.
Appendix 7: Designing sorcery (and examples)

Recommended presentation format

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**Exquisite Spell Name**

**Cost:** [in sorcerous motes]

**Class:** [Circle, class, spell or Working]

**Base:** [what it does for that free Way 1, if anything]

**Ways:**

Way (X): its purpose

Way (X): its purpose, etc.

First paragraph that contains fluffy description, separated from the crunch.

Second paragraph that contains the actual mechanics, separated from the fluff – if possible (see below).

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**Cost** is the amount of sorcerous motes required to Shape it. It does not include any motes spent to begin Shaping the spell.

**Class** denotes the Circle, whether it is a sorcery or necromancy, and whether it is a spell or a Working.

**Base** describes what that free level of a Common Way provides for the spell, and/or what it generally does.

**Ways** indicate the included Ways, and the exact (X) used for each. Each Way and its application should be mentioned separately, for clarity.

**Description** explains what the spell or working actually does. As they are usually more complex than charms, remove the description/mechanics separation if you see fit.

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**Scaling spells with (Essence)**

Spells have a bonus value of (Essence) that added to one of its Ways. You can separate it into several Ways or applications, if you really need to, but try to keep it in one place, or the spell can turn clunky with calculations. In the spell’s entry, it should be expressed as a final formula of what scales with it, which should be easy to understand and apply. There are no hard limitations on where to put it, but it lends itself best to Power or Paced; other Ways are often define the core parameters of the spell. It’s worth reiterating that the (Essence) bonus value does not count towards any of the spells limits on Ways or anything else.

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**Ritual spells**

A ritual spell essentially has Paced 2 (Scene) for free at the cost of taking a scene to cast. Rituals always apply Paced in narrative time, not in turns. This means that any spells that have Turn-based durations should never be rituals.

The unhurried nature of ritual spells means that most of the time, you can forego rolling for the Shaping as well, and assume it is automatically successful. Ritual spell is still a spell, and is pretty stable, unless purposefully interrupted. If you attempt the ritual in some unfavorable conditions, you should roll as normal, perhaps even at a penalty.

The Scene that the ritual takes place in is vague enough to fit any reasonable amount of time, and is mostly for flavor. It can be anywhere between 15 minutes to «dusk till dawn» and then some. Pick something cool, it is usually off-screen anyway.

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**Way composition guidelines**

Spells are more exact than charms, and have mote set components than most charms. Familiarize yourself with the charm design guidelines first. Spells should allow less mechanical tricks than charms – rounding up trick is perfectly fine for all those (Power/2) Effects, but Drawbacks, spell-enhancing Gifts and other such shortcuts should be avoided, if at all possible. Sorcery is exact enough and powerful enough to not require such things.

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**The basics of composition**

Spells and Workings consist of a Base and Ways that describe and modify it. Applied Power is called Effect. Spells also has (Essence) added to one of its Ways as a scaling variable – with Power, it is added before Power converts to Effect. A spell must «fit» at its Circle limit at the minimum possible Essence Rating – a spell that requires higher (Essence) variable than that variable is at the spell’s Circle minimal required Essence Rating is not a valid spell.
General Advice

Remember that unlike charms, which increase their cost dramatically at (X) 6+, Ways in a spell or Working cost sm 1 to 1 level of a Way in linear fashion.

Arcane Links are very common in sorcery; feel free to use them whenever appropriate.

Don’t overcost spells, especially the ones that can be used in Conflicts. A spell that costs 5sm requires either rolling 5 successes, or spending additional resources. Always try to minimize the mote cost of spells.

Spells act on their own and cannot be directly enhanced by Native Ways as one’s own actions. Shaping actions, however, can.

When writing spells, and especially converting spells from official rules, any spells there that have expensive material components and/or create permanently lasting beings are to be converted into Workings.

Be strict with Foci. Stricter than with the Artifact Sources. The intent of the rules is that unless you have something that screams appropriate, Workings should take a long time, even for all those Paced-waving sorcerers; hence added Arduity for the Made Foci.

Curtail any abuse of spells with high-Reaching and complex Effects. Allocate both Reaching and Multiple for any such Effects (like AoE mind control).

Unless other Ways are allocated to represent it, Reaching Effects do not choose targets or exclude allies. Or the sorcerer, unless it’s some nova-like ring.

Similarly, Multiple is only useful if you can Reach those multitudes, or are in direct contact with them.

Lasting effects are what remains after the spell ends, they are not Effect. For example, if you cast an exploding bird made of fire at some wooden house, you’d better believe it will be on fire afterwards. If you direct the same bird at some ice-brick igloo in the North, it obviously won’t burn naturally.

The Focus of a Working should be its weak point, especially when it is a Made Focus, which are trivial to make. This is for thematic reasons, but also to underscore the rarity and importance of the Apt Foci. One thing cannot be multiple Foci at the same time.

Foci

Foci are used exclusively for Workings. Working’s cannot benefit from (Essence) variable as spells do, but including Foci in the Working can replace that, albeit in a more static manner.

Main Focus is a necessary part of the Working, and does not provide any additional benefits – it’s the main requirement for even attempting it.

Each Way, including Power, can have a dedicated (Circle) Foci that enhance it by increasing that Way’s value by 1 each. The maximum of 10 levels per Way still apply. As with (Essence) variable, this does not count toward the Working’s total Way limits or Circle.

The rarity and value of a Focus should correspond to the Working’s Circle. While this is directly relevant for the Apt Foci, Made Foci should be described with the same intent in mind. In general, you can get away with mundane (but rare and/or valuable) things at the First Circle; Second Circle should require something more, you know, magical. Third Circle Workings should require outrageously rare Foci. The Working should be weakened if a secondary Focus is gone, and unravel if the Main Focus is removed or destroyed.

I strongly recommend counting any Artifacts as Made Foci, and as inapplicable in most cases (magical materials have too broad themes otherwise), so they either are permanently broken or must remain embedded in the Working all the time lest it collapses.

**Apt Foci Examples:** beings, especially magical ones, wholesale or in symbolic parts (hearts, skulls, Graces, etc.); rare natural resources related to the Working (gemstones, refined elements from the Poles, unique freaks of nature); significant or legendary objects (a mundane sword that killed a Demon Price; the city ruler’s crown); personal sacrifices, freely given (parts of body/soul that cannot be required without ruining the Working); unique locations or circumstances; etc.

**Made Foci Examples:** Structures (buildings, landscaping); elaborate arrays (complex drawn circles and inscriptions; precariously balanced multitudes); effigies and key objects (small hand-crafted models; exactly placed objects); repeatable patterns (regularly performed ceremonies; required behaviors); forced sacrifices of others (death, enforced conditions), etc.
Sorcererous Initiations

Recommended presentation format

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Apt Initiation Name

Themes: [what it’s all about, and the visuals]
Attainment: [how to learn]
Control Spells: [the most appropriate ones]
Gifts: [the most appropriate ones]

Initiation Rite:

Initiation Rite:

Initiation Rite:

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Themes should indicate the core idea of the Initiation – what opened the aspiring sorcerer’s mind to the conscious manipulation of the external Essence. This invariably colors his perceptions and outlook, and often his choice of spells.

Attainment indicates where and how the Initiation might be discovered. It’s mostly for the story reasons.

Control spell indicates what spell or spells are the most suitable for the Initiation. Some have a single specific spell, but most just have some criteria.

Gifts indicate what Gifts should be appropriate for the Initiation. It should contain three specific Gifts, one to be chosen per each Circle you Initiate into.

Initiation Rite space is for the details of the Rites, with one Rite to be chosen per each Circle you Initiate into. Powerful Rite Advantage can modify the Rites.

Initiation chains

While of no real concern to most sorcerers, who can only ever attain the First Circle, Celestial Exalts and comparable beings can attain more. Any Initiation should include three Control spells, three Gifts and three Rites. At the Storyteller’s discretion, a sorcerer can just gain a new Initiation as normal, or replace their previous Initiation when attaining a higher-level thematically different one, or any combination of both, mixing them to represent the sorcerer’s personal style.

 Initiation mechanics design goals

Sorcery, at least for dedicated sorcerers as opposed to dabblers, affects their worldview. The sorcerer is ready to sacrifice personally significant things for power; bend the Essence of the world to his will; warp and change the order of reality and Fate. Initiation is to provide a framework of fiddly bits and idiosyncrasies representing the many and varied path to power sorcerers take, and how they change them. Initiations are to reflect that.

Rules-wise, they are also there to give sorcerers more neat little bonuses. Don’t limit spells and themes, unless the player wants it so for the added challenge; by default, Initiations are not very restrictive.

Sorcererous Initiation Example

Kin of Northern Winds

Themes: Air element, specifically in associations related to the winds, sky and cold.
Attainment: Through meditation, inspiration or communion with the spirits of air; usually, in the solitude of the highest mountains of the North.
Control Spells: Any spells related to wind or cold.
Gifts: Blood of Winter: unaffected by natural cold; Held by the Winds: treat all falls as being one Range shorter; Wind-child: +1 to Social rolls and sorcerous binding rolls against Air spirits.

Rite of Embrace: spending a scene in close physical contact (most of your body) with an Air spirit grants you 2sm (2sm, Scene, Indefinitely, Rare, None, 1/Scene).

Rite of Elevation: being under the open sky and elevated above the most of your surroundings while the air temperature is below freezing grants you 1sm each turn/several minutes (1sm, None, Turn, Rare, None, 1/Turn).

Rite of Soar: staying airborne (naturally or in flying vehicles) noticeably above ground for a period of time grants you a number of sm that depends on how much time you spent in such conditions: 1m for an Hour/Scene, 2m for a Day, 3m for a Month. They last until the end of the first scene you spend after landing. (1 / 2 / 3sm, None, Scene, Rare, None / Nominal / Significant, 1/Scene).
Death of the Obsidian Butterflies

Cost: 5sm
Class: Sorcery, First Circle spell
Base: Hazard
Ways:
Power 2 + (Essence): Hazard Rating
Reaching 2: Medium Range length
Reaching 1: Short Range width

This spell calls forth a cascade of sculpted obsidian butterflies with razor-sharp wings, whose wingspans vary from a finger across to a palm. Flashing over the sorcerer’s shoulders and past his sides in a glassy black torrent, they slash through the air in a pattern approximately 30 meters wide, 100 long and 10 high. Brush, grass and small trees are cut off near the ground. Larger trees and wooden structures suffer serious damage. Stone is defaced but structurally unharmed.

This spell is a cylinder-shaped one-time Hazard of ((Essence + 2)/2) Rating. Its Medium Range long and Short Range wide, appearing in front of the sorcerer. Those who wish to use Evasion must leave its zone with the attempt (which requires Reaching). Groups are denied their Size Evasion bonus and so roll half of Defense.

Demon of the First Circle

Cost: 5sm
Class: Sorcery, First Circle Ritual spell
Base: Summons a being
Ways:
Power 2 + (Essence): for a Rank 1-2 being
Paced 3 (+2 for ritual): 5 total for a year and a day

This spell calls up one of the lesser inhabitants of the demon realm to be shackled into magical bondage by a cunning sorcerer. Casting this spell is a ritual which must be begun at sundown and end at the stroke of midnight, and it involves a great number of ritual implements and protective sigils — casting it outside a dedicated ritual space is difficult.

This spell summons a First Circle demon, which can be then be bargained with or bound as normal (Int/Occult (Caster) vs. App/Integrity (target) Extended Opposed roll; first one to reach (opponent’s Essence) successes total wins).

Invulnerable Skin of Bronze

Cost: 4sm
Class: Sorcery, First Circle spell
Base: Gifts
Ways:
Power 1 + (Essence): Gift points [+1 -1 with heaviness]
Paced 3: lasts until the sun crosses the horizon

This spell hardens the character’s skin into shining bronze, as supple and as flexible as silk, but as invulnerable and cold as any metal.

The sorcerer gains +1 natural Soak (or +2 at Essence 3, or +3 at Essence 6, or +4 at Essence 10), and Equipment bonus (+1) to any application of his new state, including unarmed attacks. However, the sorcerer becomes heavier, as a narrative disadvantage: he certainly can’t float, and mud or other such surfaces are difficult terrain, among other possible troubles.

Stormwind Rider

Cost: 5sm
Class: Sorcery, First Circle spell
Base: Minor narrative benefit – hovering
Ways:
Multiple 0 + (Essence): people or equal weight carried
Paced 2: for Speed 2
Paced 1, and
Supernatural 2: lasts until you touch the ground or impact surface from a noticeable height

The sorcerer calls up a mighty wind and wraps herself in it. The result is a dust devil — a tornado-like vortex that’s smaller and less devastating to the landscape. It only flies low, usually just touching the ground, but can jump obstacles of up to 10 meters high.

The sorcerer and up to (Essence) similar-Sized passengers (on an equivalent weight) are held hovering in a dust-devil, and can travel about 100mph in it (Speed 2). The spell lasts until the sorcerer touches the ground (voluntarily or not) or the dust devil falls from a height and dissipates to cushion the impact; in addition, the sorcerer must concentrate on controlling it, dedicating his action to it each turn. The winds are hard to see through, especially from the outside, due to the dust and small things they pick up, so it is customary to land at a respectable distance.
### Summoning the Heart of Darkness

**Cost:** 9sm  
**Class:** Any, Second Circle spell  
**Base:** Supplemental effect  
**Ways:**  
- Reaching 4: area of effect  
- Supernatural 1 + (Essence): for the main effects  
- Supernatural 1: for variability  
- Paced 3: lasts for 25 hours

The sorcerer pours his Essence into a black nexus of twisting, writhing shadows between his hands, which then explodes into a giant column of darkness, centered on the sorcerer, appearing as a perfect cylinder of the truest black.

This spell lasts for 25 hours, and occupies a Size 4 area. Inside, the darkness is total (as Ignoring (5) Notice), making anyone affected blind; for those Negating it, or using other senses, the unnatural darkness confers a -3 penalty to all relevant rolls and Evasion instead. The sorcerer is not immune. Groups check for rout.

### Shadows of the Ancient Past

**Cost:** 10sm  
**Class:** Sorcery, Second Circle spell  
**Base:** Supplemental effect  
**Ways:**  
- Reaching 2: Medium Range  
- Paced 3 + (Essence): how past is the past  
- Supernatural 3: for the appearing illusion  
- Paced 2: lasts for a scene

As the sorcerer completes the spell, silver fog rises from the ground to cover the area in Medium Range. The area will then appear, for a scene, as a ghostly visage of white and silver, looking exactly as it did at a point in the past specified by the sorcerer. The images of people and creatures will even appear to move through the area. The spell can be targeted at an exact time, or, if targeting a specific object, it shows the time it had arrived at its present condition (when a broken door was broken, when a corpse became dead, etc.). Only a visual illusion is produced by this spell. There is no sound, smell or feel to any of the ghostly objects. However, it can be paused, resumed or rewinded by the sorcerer at will.

### Threefold Binding of the Heart

**Cost:** 10sm  
**Class:** Sorcery, Second Circle spell  
**Base:** Mental attack  
**Ways:**  
- Power 0 + (Essence): dice pool  
- Supernatural 5: raising the Derangement to Defining  
- Paced 3: extends Derangement Interval to a Year  
- Paced 1, and (+1 -1 for target limitation)  
- Supernatural 2: lasts until successfully resisted

This spell lays an absolute binding on the victim’s heart, rendering it utterly devoted to the sorcerer: experiencing sincere love and trust and acting in what the target believes is the sorcerer’s best interests.

This spell can only be used on a target of lower Essence. Roll Essence against Essence as a Mental attack; if successful, the Derangement compelling him to love and obey the sorcerer is inflicted on the target, at the Defining level. The resistance Interval for the Derangement is extended to a Year: on the victim’s birthday, he has a chance to roll to resist it as normal; if he succeeds, the spell breaks. If he fails, he is fully affected by the Derangement for the next year, until he gets another chance to resist. Note that the victim loves the sorcerer, and sees no need to resist at all, unless he is Defining-level compelled somehow.

### Cloud Trapeze

**Cost:** 7sm  
**Class:** Sorcery, Second Circle spell  
**Base:** Supplemental effect  
**Ways:**  
- Supernatural 0 + (Essence 3 + 1): flight, transparent from the inside  
- Reaching 2: Size carried  
- Paced 2: Speed 2  
- Paced 1: and  
- Supernatural 2: for conditional timing

This spell summons a cloud of solid white vapor. It appears to be a simple white cloud from the outside. When it envelops the sorcerer, it becomes transparent to those inside, allowing the sorcerer to steer it as desired. It can carry about a ton of cargo, and fly at Speed 2 (about 100mph). The spell lasts until the sorcerer spends any Essence (m or sm).
Spells – Sorcery – Third Circle

**Total Annihilation**

**Cost:** 20sm  
**Class:** Sorcery, Third Circle spell  
**Base:** Hazard  
**Ways:**  
Power 9: for the Hazard Rating 5  
Supernatural 5: for ignoring Soak  
Reaching 4: for the Size of the explosion  
Reaching 2: for the distance thrown (+1, -1 for delay)  
Paced 0 + (Essence): time it lasts

The sorcerer holds out his hand, and glowing emerald mists of Essence swirl about him, gathering into an opalescent green orb about the size of an apple in his palm. When hurled, it explodes into an expanding column of bright green light of destructive energy.

The sphere can be thrown up to Long Range, and explodes there at the beginning of the next turn (this counts as a Drawback, for -1). The resulting column of light is of the Extreme Range (from the point the sphere hits) Hazard: Rating 5/Turn, -3 penalty, Ignores (5) Soak. It lasts (Essence) turns. As usual, it can only be Evaded by Reaching out of its Range.

**Benediction of Archgenesis**

**Cost:** 16sm  
**Class:** Sorcery, Third Circle Working  
**Base:** Supplemental effect  
**Ways:**  
Supernatural 5: for Defining narrative benefit  
Reaching 6: affects the whole region  
Paced 5: direct effects last for a year

The sorcerer calls upon the creative forces that shaped the world in order to spark and propagate life in the most harsh and unforgiving conditions.

The Main Focus (Made) is a still-living heart of a taproot from a tree at least 1,000 years old, shaped into a staff and planted into the center of the area after a day-long chant. In a couple of months, the Region, no matter how barren, is covered in the teeming plants, its animal populations explode, and weather becomes milder. Soon, the plants bear fruits enough to feed a nation. The growth and weather is affected for a year, but the land remains fertile and full of life afterwards.

**Craft the Puissant Sanctum**

**Cost:** 20sm  
**Class:** Sorcery, Third Circle Ritual spell  
**Base:** Geomantic engineering project  
**Ways:**  
Reaching 5: Scale compensation  
Multiple 3: unites all three stages as one  
Supernatural 5: grows by itself  
Paced 2: for up to three Intervals  
Supernatural 5 + (Essence 5): to reduce Arduity by (1 + 1) to 3.

This ritual allows the caster to raise a Manse from the very Demesne itself, shaping whatever elements are available into its structure. Manses constructed in this manner are more natural and less obviously built than other Manses. They are made up of natural materials that flow in organic patterns around the structure. They lack the hard edges and corners of man-made buildings.

The sorcerer must meditate alone at the heart of a Demesne, directing the flows of Essence in it. Anyone else present risks being used as raw materials by the spell. The process takes (Demesne Rating) days. The Manse grows by itself, needing no plans or preparation; however, the result is not under the sorcerer direct control, as Essence flows naturally as it pleases – the Manse will be of the appropriate Rating, but its details, Gifts and Hearthstone are up to the Storyteller.

**Manse-growing minigame:** as it grows by itself, the results can be unpredictable. It can turn from one aspect of its Essence to another, and Essence contamination can change the aspect of the Manse and the Demesne completely, fueled by the power of Third Circle spell. You want precision? Build by hand.


After you assembled the dice pools, roll them, and the resulting Manse is of the winning Essence type.

Have fun!
### Spells – Necromancy – First Circle

**Bone Puppet Dance**

**Cost:** 5sm  
**Class:** Necromancy, First Circle spell  
**Base:** Hazard  
**Ways:**  
- Power 1: animate skeleton (free because necromancy)  
- Power 1: Hazard 1  
- Supernatural 1: ignoring (1) Soak  
- Reaching 1: for Short Range  
- Paced 0 + (Essence), and  
- Supernatural 2: lasts until (Essence) turns of the host’s successful opposition

As the necromancer completes this spell, he points and utters a syllable of command, the sound of which burns through the air to brand itself invisibly on the center of its target’s ribcage.

This spell allows assuming control over a Size 0 or lower skeleton in the Short Range. If the flesh around it is still alive, the host can control his skeleton’s movements by rolling Str/Athletics Opposed to the necromancer’s Essence, which causes taking a Physical Damage Hazard of Rating 1 (from the inside), Ignoring (1) Soak, for each attempt, regardless of its success.

The spell lasts until the host successfully controls his skeleton (Essence) times (needs not be consecutive). If the host dies while this spell is active, or if the spell is used on a dead body, the skeleton tears out of it as a Rank 1 being under the necromancer’s control.

**Black Candle Visage**

**Cost:** 3sm  
**Class:** Necromancy, First Circle spell  
**Base:** Moliation Crafting Extra Action  
**Ways:**  
- Supernatural 3: Major narrative benefit  
- Reaching 1: Short Range (free because necromancy)  
- Paced 0 + (Essence): the form is fixed after the scene

Pulling at his target’s ghost flesh from a distance as a, the necromancer can make superficial or completely reconfiguring changes as desired.

This spell allow rolling Dex/Craft as an Extra Action; if successful, the necromancer can change any Gifts he would be able to with a scene of Moliation (generally, up to (Dex/Craft) Gift points, including negative ones), or forego such sophistry and just inflict a Crippling Consequence of his choice. If the target is unwilling, the change persists for (2 + Essence) time.

**Faces of the Dead**

**Cost:** 3sm  
**Class:** Necromancy, First Circle spell  
**Base:** Weapon (+1 Damage)  
**Ways:**  
- Paced 2: lasts for a scene  
- Power 1: holds killed ghosts (minor benefit)  
- Multiple 1: up to 12 of them (free for necromancy)  
- Power 0 + (Essence): more damage against ghosts

The necromancer brings fingers apart and draws out a wire of shimmering silver that folds outward, growing dimensions and facets until it becomes a thin-shafted silver mace with a perfectly forged, 12-faced head.

This spell summons a Melee Weapon (+1 Damage) that lasts for a scene and collects up to 12 ghosts killed with it inside (automatically, if it deals the final blow).

It deals an additional +1 Damage against ghosts (or +2 at Essence 3, or +3 at Essence 5, or +4 at Essence 10).

At the end of the scene, the mace’s shaft dissolves away, and the mace’s head becomes a jar of transparent rock crystal, holding all the spirits that were captured within.

**Piercing the Shroud**

**Cost:** 3sm  
**Class:** Necromancy, First Circle Ritual spell  
**Base:** Narrative effect  
**Ways:**  
- Supernatural 3: to step between worlds  
- Paced 0 + (Essence): turns it last

For several minutes, the necromancer murmurs a discordant incantation that shakes the earth in the immediate vicinity and unnerves the animals who hear it. At the conclusion of the chant, he reaches out with a blade and cuts a vertical slash in the air, tearing a shimmering one-way rift to a random location in the Labyrinth. The rift lasts for (Essence) turns.
Spells – Necromancy – Second Circle

Spurring the Beast of War

Cost: 10sm
Class: Necromancy, Second Circle Spell
Base: Being creation – reanimation (1 Power)

Ways:
Power 8 + 1: reanimation (1 free for necromancy)
Reaching 3: for Size

The necromancer completes this spell by simply touching the target, awakening it to horrific unlife.

This spell permanently animates any necrotech construct of up to Coil 4, or any other corpse of up to Size 3, under the necromancer’s control.

Hundred Shade Breath

Cost: 6sm
Class: Necromancy, Second Circle spell
Base: group summoning

Ways:
Power 1: Rank 1 beings
Power 1: Good Quality (free for necromancy)
Multiple 0 + (Essence/2): group summoning
Power 0 + (Essence/2): group summoning
Supernatural 3: bound – obey, perfect morale
Paced 2: lasts for a scene.

The necromancer inhales and concentrates, building the spell inside her lungs. The spell is cast by exhaling the glowing blue fog that rushes out in dozens of curling tendrils, coalescing into hungry ghosts.

The spell summons a Size 2 (3 at Essence 5, Size 4 at Essence 7, Size 5 at Essence 9) group of hungry ghosts. They need no binding, obey, and are considered to have perfect morale. They have the following statistics:

<table>
<thead>
<tr>
<th>Hundred Shade Breath</th>
<th>Hungry Ghosts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank 1</td>
<td>Quality G</td>
</tr>
<tr>
<td>Size 2</td>
<td>Essence 1</td>
</tr>
</tbody>
</table>

+1 Damage (Natural Weapons) | Good Traits and Defenses are to do with speed, perception and strength. Others are bad.

Extra successes | Perfect morale. Naturally material at night. Instantly destroyed by sunlight.

Vengeful Hunger Curse

Cost: 10sm
Class: Necromancy, Second Circle Working
Base: Supplemental effect

Ways:
Reaching 4: to affect an entire city
Paced 1: and
Supernatural 2: for conditional timing
Paced 2 for speeding up the ghosts rising
Supernatural 1: to give them a compulsion

This curse could be laid on some city by a necromancer to avenge greed or injustice of its rulers.

The Main Focus of the Working (Apt) is the very thing it punishes: a perpetuated behavior or policy that leads to death. For example: a dangerous mine where people are forced to work despite the constant casualties; a law or a tradition causing frequent executions; or just the personal depravity of those in power – killing for their own amusement and such. Should the behavior, activity or law completely cease, the Working would unravel as well, its purpose complete. There are no other Foci.

The Working affects the whole city or a similar-sized area (Size 4) where the aforementioned condition takes place. In the whole area, hungry ghosts rise mere three turns after the person dies (instead of three days as normal). This leaves no window of opportunity to perform the burial rites, so any death will probably produce a hungry ghost near instantly, which would emerge as soon as the night falls.

In addition to that, the Working supplements the hungry ghost’s simple mind with a single specific compulsion – to find and kill those perpetuating the aforementioned circumstance.

The net result is that the cursed city becomes beset by rampaging hungry ghosts every night (and, of course, people killed by hungry ghosts produce new hungry ghosts in three turns each, unless the corpses are buried in that time, which is unlikely). Houses are barred and locked each night, salt lines strategic areas, and the lords of the city spend fortunes on thaumaturgic wards. The Working gives no direct indication of the circumstance it is tied to, giving no clues on how to stop it, unless, of course, a capable enough sorcerer or necromancer studies it and finds out about it – and about its Focus.
Spells – Necromancy – Third Circle

**Abyssal Aegis**

**Cost:** 13sm  
**Class:** Necromancy, Third Circle spell  
**Base:** Supplemental effect  
**Ways:**  
Supernatural 5: Immune to one sun  
Supernatural 5: Immune to the other sun  
Power 0 + Essence: Gift for added Soak  
Paced 3: for lasting until sunrise

The necromancer intones the Three Unspeakable Words, shrouding himself with the Essence of the Void.

Until the next sunrise, the necromancer gains +2 Soak (or +3 at Essence 8), and is protected from any and all applications of both the Unconquered Sun’s and Ligier’s light and personal opinions: e.g. he does not count as a Creature of Darkness (including for the Holy Endowment) and Negate (5) all effects from the solar (and Solar) Essence that would ignore his Soak.

**Mouth of the Void**

**Cost:** 18sm  
**Class:** Necromancy, Third Circle  
**Base:** Attack/Supplemental effect  
**Ways:**  
Power 10: its purpose  
Supernatural 5: for killing people  
Supernatural 1: for alternative effect  
Reaching 2: for Medium Range

The necromancer intones dark words, and thick, cold shadows flare. As he speaks, darkness pours out of his mouth, pooling like oil. It slowly ripples outward, becoming perfectly still for an instant before falling into the sky like a silent reverse waterfall, blotting out all light within its boundary as the spell is cast.

All beings and things in the Medium Range, excluding the necromancer, die. Their innermost flesh and being are ripped out and taken by the shadow as it departs for the Void. All that is left is the pitted and blackened earth, strewn with chunks of obsidian. This is treated as Ignoring (5) Soak. Those who Negate (3) this effect «merely» suffer a (13 + Essence) dice attack instead (Evasion can only be applied by Evading outside).

**Grandmother Void**

**Cost:** 15sm  
**Class:** Necromancy, Third Circle spell  
**Base:** Being creation (summons are cosmetics)  
**Ways:**  
Power 5 + 2: for Rank 2 Elite beings  
Multiple 1: for an additional one per turn  
Power 2: for an additional one per turn  
Supernatural 5: to become a door to the Void  
Paced 0 + (Essence): for duration in turns

As the caster’s silent entreaties to his masters end, he speaks two words in Old Realm: a brief summons. Once spoken, his mouth blackens to the color of the darkest starless nights. In a slow instant, the color spreads throughout the necromancer’s body, clothing and equipment until his entire figure is little more than a silhouette. Then, to all points of view, he loses any depth he once possessed and is now a doorway into Oblivion. Then, the spectres come, entering the world of life through the caster’s empty frame.

The necromancer remains an empty figure for (Essence) turns, unaffected by anything except Obsidian Countermagic (which ends the spell). Each turn two Rank 2 Elite specters, fully material, enter the world from the caster’s empty frame. They are not sorcerously bound, serving the necromancer at the Neverborn’s behest. They have the following base statistics each:

<table>
<thead>
<tr>
<th>NPC</th>
<th>Rank</th>
<th>Quality</th>
<th>E</th>
<th>Size</th>
<th>Essence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deep Labyrinth Specter</td>
<td>2</td>
<td>-</td>
<td>2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Dice pools:  
<table>
<thead>
<tr>
<th>Good</th>
<th>5</th>
<th>Bad</th>
<th>1</th>
<th>Good</th>
<th>4</th>
<th>Bad</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage +2 (Natural Weapons and Gifts)</td>
<td>Soak +1 (natural armor: mutilated corpus)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: ☐</td>
<td>Whispers ● - ●●● (randomized).</td>
</tr>
<tr>
<td>-1: ☐☐</td>
<td>Each knows 45 different Arcanoi, if you have time to write them.</td>
</tr>
<tr>
<td>-2: ☐☐☐</td>
<td>At the ST’s discretion, some may have additional Equipment.</td>
</tr>
</tbody>
</table>

Motes:  

In addition, each spectre is a unique (and usually intelligent) being, with personality and aspirations. Abyssal-themed, of course. The caster can customize 6 Gift points that each would normally receive for their Rank as he sees fit. Alternatively, as a legacy option, each may be treated as a starting ghost character with an extra 20 exp each.
Appendix 8: Designing Martial Arts (and examples)

Recommended presentation format

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**Impressive Style Name**

**Level:** [Terrestrial, Celestial or Sidereal]

**Themes:** [Themes and Base Traits]

**Weapons:** [Weapons/Armor available]

**Form:** [What the Form does]

**Flawless:** [circumstance in which Flawless applies]

---

**Level** indicates the overall potency and accessibility of the style: Terrestrial (1), Celestial (2) and Sidereal (3). Choose as appropriate.

**Themes** should be recorded as +(number), equal to the number of points invested in a Theme. Each Theme must be assigned to a Base Trait, which must be different for each Theme.

**Weapons** show weapons the style uses, chosen as appropriate; if any armor is available, don’t forget to account for it in the style points calculations.

**Form** denotes the effects of the Style’s Form when it’s active.

**Flawless** describes in what circumstance the style’s Way costs 0m.

---

**Style design basics**

The whole Style should be designed at the same time as its Techniques, including all levels of the Style Mastery Advantage, as it is an integral part of the Style.

Synergy and gimmicks is the name of the game. There should be some sort of mechanical consistency within the Style. If you just make an array of Techniques, you’ll get just some Essence-inefficient charms. Ideally, all of the Style’s elements should play off each other to produce a strong Style that is very effective at what it intends to be. Do not be afraid to make highly limited Styles: Martial Arts really shine in combinations, providing an array of highly specific charms for highly specific circumstances.

---

**Allocating Style Points**

The amount of points in a Theme directly corresponds to the (X) of the style’s Techniques, so it is very important to consider. This should be done at the beginning of the Style design process. Remember that any Theme without points allocated remain at +0, leaving only (Style level) (X) for the Techniques that utilize it. Such Techniques can exist, but are usually not very impressive (especially on the Terrestrial Style level), so try to avoid them. Choose themes as you would choose Intimacies: Defining ones (+3) are the Style’s main strength; Major ones (+2) are noticeable components; Minor ones (+1) indicate some capability.

Remember that the Base Trait is not necessary the actual Trait rolled or used for the Technique (although it can be); it utilized is for the (X) calculation.

---

**Form and Flawless**

Spare no effort in choosing the right effects. Benefits of the Form are what a Style user would have active almost constantly. Discount from Flawless catapults the Style’s Techniques from normal to incredibly cost-effective. This two features lie at the core of every Style, representing its general idea and circumstances. They should synergize well with each other and the Style’s charms, and be evocative of the Style’s ideas. If possible, they should be created before writing any of the Style’s Techniques, and revised afterwards.

---

**Making Techniques**

All the usual charm design guidelines remain applicable. Remember that there should not be many Techniques (none, ideally) that use Themes without any allocated points: many different Styles that can be learned and combined is how the Martial Arts should be structured. Do not try to cram all of the things in a single Style. There also should be a finite number of generally known Techniques in a Style (researching custom additions is fine, but that should reflect personal prowess). There are many schools and variations of the Styles. This is commonly expressed by focusing on learning some charms of the Style above others, and tweaking the Ultimate Technique.
Martial Arts – Style Examples

Golden Janissary Style

Level: Terrestrial (1)
Themes:
- Offence +1 (Str/Melee);
- Extra: fighting Creatures of Darkness with suspiciously golden flames +2 (Int/Occult).

Weapons: Spears, light or no armor.
Form:
- Reroll up to 1 die before rolling additional ones from <Style>;
- Soak +1;
- +1 Damage against Creatures of Darkness.

Flawless: Against a creature of Darkness that has moved to the Touch Range to the martial artist, or has attacked a being of Creation in this or previous turn.

Cleansing Flame Strike

Cost: 1m
Theme: Extra
Ways: Golden Janissary
Type: Action

The martial artist infuses his attack with golden fire that burns the enemies of Creation.

Make a Brawl or Melee attack against a Creature of Darkness, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. Against other targets, (X) always is (1).

Rotten Leaf Arrested

Cost: 2m
Theme: Offence
Ways: Golden Janissary, Reaching
Type: Action

No foe foreign to Creation can stand before the might of a Golden Janissary.

Make a Brawl or Melee attack against a Creature of Darkness, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If it is successful, the target is thrown back (X) Ranges. Against other targets, (X) always is (1).

Where Is Doom Inquisition

Cost: 2m
Theme: Extra
Ways: Golden Janissary, Supernatural 1 + 1
Type: Supplemental

The martial artist is trained to sense the flow of Essence through a body and knows whether it belongs in Creation.

This charm has two purposes. Both are achieved by making Occult roll against the target’s Guile, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

As a Read Character action, it can determine whether the target a Creature of Darkness, and of what kind.

As a Setup action against a known Creature of Darkness, it can provide a bonus and information related to fighting it or confronting its influence.

Light-On-Dark Shield

Cost: 2-3m
Theme: Extra
Ways: Golden Janissary, Paced, (Multiple)
Type: Action

Warrior summons their inner light and uses it to protect themselves from his strange enemies.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on all Evasion rolls against Creatures of Darkness. Against other targets, (X) always is (1).

If you choose, you can extend the protection to up to (X) allies in Touch Range for +1m.
Paralyzing Combustion Imbue
ment
Cost: 3m
Theme: Extra
Ways: Golden Janissary, Paced 1+, Supernatural 1 + 1
Type: Action

The martial artist sets the chakras in the enemy burning with spiritual fire. Bursts of fiery, golden light erupt from various points on the body of a creature struck by this attack with a sound like the ringing of golden bells.

Make an attack roll against the target’s Evasion, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, for (X) turns, the target cannot attempt Stealth, and the Creatures of Darkness suffer intense pain, treating their wound penalties as one level higher (if it was already at -3, it raises to -4).

Lone Spark Lights the Conflagration
(Ultimate)
Cost: 3m
Theme: Extra
Ways: Golden Janissary, Multiple, Supernatural 3
Type: Action

With a massive blow of his hand or spear, the warrior’s Weapon flares for a brief moment with brilliant, golden-white light before the target and creatures near it burst into purifying flame.

Roll Brawl or Melee as an attack against the target and up to (X) additional targets in Touch Range from you, rolling (X) additional Dice for each attack. The attacks Ignore (3) Soak against Creatures of Darkness (only Ignore (1) Soak against other targets).

Crane Style
Level: Celestial (2)
Themes:
- Defense +3 (Dex/Melee);
- Extra: Empathy +2 (Cha/Presence).
Weapons: Hooked swords and war fans. No armor.
Form:
- Reroll up to 2 dice before rolling additional ones from <Style>;
- Evasion +1;
- Exert effectively no weight on any solid object when standing on it;
- Cannot lose balance or fall.
Flawless: the martial artist is either Defending Other or Clashes an attack made against him (Defensively or otherwise), and he has not dealt Physical damage in this or previous turn (except when Clashing attacks made against him).

Fluttering Cry of Warning
Cost: 2m
Theme: Defense
Ways: Crane, Supernatural 1 + 1
Type: Action

The clumsy hunter might strike from ambush, but the crane is never fooled.

If you have an action available, you may Defend Other or yourself from an ambush or an unexpected attack by Clashing it, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

Humbling Enlightenment Commentary
Cost: 2m
Theme: Extra
Ways: Crane, Supernatural 3
Type: Supplemental

The grace of the crane inspires all those who see it.

Make a Brawl or Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. The target’s negative emotional Intimacies penalize his Evasion or his Clash attack as if it was Resolve.
Empowering Justice Redirection
Cost: 2m
Theme: Defense
Ways: Crane, Multiple 1
Type: Supplemental

Crane stylists do not initiate hostilities—they end them, elegantly.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for an Evasion attempt or when Clashing an attack made against you. The attacker’s roll also counts as Setup for your next attack or Clash against him.

Kindly Sifu’s Quill
Cost: 2m
Theme: Extra
Ways: Crane, Supernatural 1 + 1
Type: Action

Gentle masters write their lessons in bruises, not cuts.

Make a Brawl or Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. This attack’s result is treated as a result of a Social action that has to be aligned with the ideals of Crane Style. The attack leaves noticeable, but harmless bruises, in the form of words or symbols if you so wish, and deals no Physical damage.

Crossed Wings Denial
Cost: 2m
Theme: Defense
Ways: Crane, Supernatural 1 + 1 + 3
Type: Supplemental

What monster kills so beautiful a bird?

Use Evasion instead of Soak, Negate (1, or 3 at (X) = 5) any effect that would ignore your Evasion, and roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, when Defending yourself or another. You can roll Melee as a Defensive Clash, treating it as Evasion-providing Trait.

Feather-Stirred Arrow Deflection
Cost: 2m
Theme: Defense
Ways: Crane, Reaching 1+
Type: Supplemental

With a mighty beat of its wings, the crane shames feathers bound to shafts.

Clash a ranged attack from up to (X) Range by redirecting the projectile back. Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice when doing so.

Beak Spears Frog
Cost: 3m
Theme: Defense
Ways: Crane, Multiple 3+, Paced 3+, Supern. 0 (1-1)
Type: Supplemental

It is the nature of a crane to grab a frog that passes beneath its beak. It is the nature of Crane Style to strike those who strike first.

For (X) turns, you cannot make normal attacks, but you receive (X) Extra Actions per turn to Clash attacks made against you or someone you Defend Other, and can execute such Clashes at any Initiative, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

Wisdom of the Celestial Crane (Ultimate)
Cost: 4m
Theme: Defense
Ways: Crane, Crane, Paced, Supernatural 1 + 3
Type: Action

The crane is a sacred animal. How much more so are the masters who understand its ways?

Roll Presence, adding (X) dice, as a Social Hazard Creation. It lasts for (X) turns, affecting all who perceives you. It must be overcome (each turn), and has an additional -2 to resisting it (stacks with the Hazard’s Penalty), to make a hostile action against you or your allies in Touch Range of you. If you are attacked, you Add (X) dice to your Evasion, Defending Other and Clashes against the attackers.
**Snake Style**

**Level:** Celestial (2)

**Themes:**
- Offense +2 (Str/Brawl);
- Defense +1 (Dex/Dodge);
- Speed +2 (Wits/Awareness).

**Weapons:** Hooked swords and seven-section staff. No armor.

**Form:**
- Reroll up to 2 dice before rolling additional ones from <Style>;
- Soak +1;
- Initiative +1 (after rolling, to the result);

**Flawless:** the martial artist is against a target of lower Initiative (all opponents must be lower in the case of Multiple targets).

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**Striking Cobra Technique**

**Cost:** 1m

**Theme:** Speed

**Ways:** Snake

**Type:** Supplemental

The martial artist charges her form with Essence to move with the speed and deftness of the snake she seeks to emulate.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on a Join Battle roll.

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**Serpentine Evasion**

**Cost:** 1m

**Theme:** Defense

**Ways:** Snake

**Type:** Supplemental

The martial artist infuses her anima with Essence, and it guides her body to flow with serpentine grace.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for an Evasion attempt.

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**Essence Fangs and Scales Technique**

**Cost:** 3m

**Theme:** Defense

**Ways:** Snake, Paced, Supernatural 1 + 1

**Type:** Supplemental

Thought training in the use of Essence, the martial artist learns to harden her fingers into talons, like the fangs of a striking snake. Likewise, she can toughen her skin until it is as strong and supple as snake’s skin.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for Brawl attacks and Soak; add +1 bonus Soak.

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**Armor-Penetrating Fang Strike**

**Cost:** 2m

**Theme:** Offence

**Ways:** Snake, Supernatural 1 or 3

**Type:** Action

The martial artist forms his fingers in the shape of a fang, delivering a piercing strike.

Make a Brawl or Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, Ignoring (1, or 3 at (X) = 3) armor and shields.

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**Snake Strikes the Heel**

**Cost:** 3m

**Theme:** Speed

**Ways:** Snake, Multiple 1, Supernatural 1 + 1

**Type:** Extra Action

The martial artist immediately reacts and uncoils, attacking with first, before a thought has time to form.

When you are targeted by a Physical attack, immediately make an Extra Action attack against the initial attacker, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. This not a Clash, and your attack is resolved first.
**Crippling Pressure-Point Strike**  
*Cost:* 3m  
*Theme:* Offense  
*Ways:* Snake, Multiple 1, Paced  
*Type:* Action

Striking quick, rapid jabs to nerve clusters, the martial artist leave the target numbed and deadened as if from a snake venom.

Make a Brawl or Melee, attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. The result also counts a Negative Setup. The target suffers it as a penalty to either: active Physical actions, Evasion, or Initiative (your choice); or the attack achieves some appropriate narrative effect. The Setup lasts until cancelled by a relevant roll, or for a scene. The effects do not stack, but multiple options can be in effect simultaneously from different applications.

**Uncoiling Serpent Prana**  
*Cost:* 2m  
*Theme:* Speed  
*Ways:* Snake, Reaching  
*Type:* Action

The martial artist infuses his anima with Essence and it lashes forward like a striking snake.

Make a Brawl or Melee attack up to (X/2) Range, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, you can choose to move up to (X/2) Ranges towards the target.

**Striking Serpent Speed**  
*Cost:* 2m  
*Theme:* Speed  
*Ways:* Snake, Multiple, Supernatural 3  
*Type:* Action

Practitioners of Snake Style learn to internalize raw speed and reflexes of a coiled snake.

Make up to (X) Brawl or Melee attacks, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

**Essence Venom Strike (Ultimate)**  
*Cost:* 5m  
*Theme:* Attack  
*Ways:* Snake, Paced 3, Paced 4, Multiple 1 + 3, Supernatural 1 + 1  
*Type:* Action

The master’s of Snake Style strikes are as quick as lightning and deadly as a dozen serpents.

Make a Brawl or Melee, attack, adding (X) dice. Immediately after, roll Wits/Awareness, adding (X) dice, as a craft action to craft a Poison Hazard for the target. This is a normal lasting poison, but with its Interval reduced to Action. The target must overcome it as normal.

**Single Point Shining into the Void Style**  
*Level:* Celestial (2)  
*Themes:*  
- Offense +3 (Str/Melee);  
- Speed +2 (Wits/Awareness).  
*Weapons:* Slashing sword, cannot be used bare-handed. No armor.  
*Form:*  
- Reroll up to 2 dice before rolling additional ones from <Style>;  
- Resolve +1;  
- Can make an aiming Setup after rolling Join Battle, as an Extra Action.  
*Flawless:* the martial artist has either rolled Join Battle this turn or has an aiming Setup against the target, AND his Initiative is no lower than the opponent’s. Note: aiming Setup (use Per/Awareness) disappears after making an attack or aiming at another target.

**Shining Starfall Execution**  
*Cost:* 1m  
*Theme:* Offence  
*Ways:* Single Point  
*Type:* Action

The martial artist explodes with a lightning-fast killing blow.

Make a Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.
**Gathering Light Concentration**  
**Cost:** 2m  
**Theme:** Speed  
**Ways:** Single Point, Multiple 1 + 1  
**Type:** Extra Action

The martial artist discerns weaknesses in his opponent’s style from the pattern of his attack.  

After you were attacked and have defended, roll Wits/Awareness as an aiming Setup against the attacker and again as a Setup adding to your Evasion against that attacker, as an Extra Action each, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice for both.

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**Fatal Flash Strike**  
**Cost:** 2m  
**Theme:** Offence  
**Ways:** Single Point, Supernatural 1, 3 or 5  
**Type:** Supplemental

The martial artist strikes with impossible speed.  

Make a Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, Ignoring (1, or 3 at (X) = 3, or 5 at (X) = 5) Evasion.

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**Liquid Steel Flow**  
**Cost:** 2m  
**Theme:** Offense  
**Ways:** Single Point, Paced  
**Type:** Action

The martial artist’s blade becomes a flowing river of steel.  

Make a Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If the target is not dead, your aiming Setup for it (if you had any) is not spent as it persists for (X) turns, regardless of how many attacks or other aiming Setups you make against him or other targets.

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**Void-Slicing Wind**  
**Cost:** 3m  
**Theme:** Speed  
**Ways:** Single Point, Multiple, Supernatural 3  
**Type:** Supplemental

The martial artist closes in and attacks faster than the enemy can blink.  

Move to a target and attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for both rolls. Your movement roll is an Extra action. You move so fast you can run on water or any other unstable surface safely, gain benefits of a surprise attack, and may reroll Join Battle. You also can make up to (X-1) additional attacks on the way, but must travel in a straight line.

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**Six-Demon Scabbard Binding**  
**Cost:** 3m  
**Theme:** Attack  
**Ways:** Single Point, Reaching, Supernatural 1 + 1 + 1+  
**Type:** Action

Focusing on a hostile Essence pattern, the martial artist cleaves through both it and its master.  

Clash an Essence effect in (X) Range with Melee, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

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**Blinding Nova Flare (Ultimate)**  
**Cost:** 5m  
**Theme:** Attack  
**Ways:** Single Point, Multiple 1, Reaching, Supernatural 3 or 5, Supernatural 3 or 5  
**Type:** Action

The master of the style makes a single attack that slices between all hope for defense.  

Make an aiming Setup roll, adding (X) dice. Then make a Melee attack, adding (X) dice and the Setup bonus, against the same target, Ignoring (3, or 5 at (X) = 5) Evasion and Soak both (separately), and compensating the target’s Size bonus by (X) (only for single targets, groups are unaffected).
Air Dragon Style

Level: Celestial (2)
Themes:
- Speed +2 (Dex/Thrown);
- Skill +1 (Str/Athletics);
- Extra: Elemental Air +2 (Per/Awareness).
Weapons: Chakram, seven-section staff. No armor.
Form:
- Reroll up to 2 dice before rolling additional ones from <Style>;
- Evasion +1;
- +1 to this Style’s attacks at Range longer than Touch.

Flawless: At least two of the following are correct:
1. The martial artist is outside;
2. The martial artist and the target are farther than Touch Range from each other;
3. The martial artist is an Air Dragon-Blooded at the current Anima level of 2+.

Air Dragon’s Sight

Cost: 2m
Theme: Extra
Ways: Air Dragon, Supernatural 1
Type: Supplemental

To the one fully in tune with the movements of Air, sight is unnecessary.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on a Perception/Awareness roll. You detect anything that the air touches as if you seeing it with your eyes.

Wind Dragon Speed

Cost: 1m
Theme: Speed
Ways: Air Dragon
Type: Supplemental

The martial artist bolsters his movement with the grace of the Air Dragon.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on a Join Battle roll, or for a personal extra movement roll.

Breath-Seizing Technique

Cost: 2m
Theme: Skill
Ways: Air Dragon, Supernatural 1
Type: Action

The martial artist delivers a series of precise blows that drain the air from the target’s lungs.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for a Brawl or Thrown attack. Instead of dealing damage, use the result for an Obstacle Hazard Creation, preventing the opponent from taking Physical actions.

Shrouding the Body and Mind

Cost: 2m
Theme: Extra
Ways: Air Dragon, Supernatural 1 + 1 or 3
Type: Action

The martial artist gathers the Essence of air around his body, shrouding him from view.

Roll Per/Awareness as Stealth, Ignoring (1, or 3 at (X) = 4) Notice, and rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

Tornado Offence Technique

Cost: 2m
Theme: Speed
Ways: Air Dragon, Multiple 1+
Type: Action

The martial artist becomes a whirlwind of death for a short moment.

Make up to (X) Brawl or Thrown attacks, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for each attack.
Avenging Wind Strike
Cost: 2m
Theme: Skill
Ways: Air Dragon, Reaching
Type: Supplemental

By infusing an attack with a bit of a breath of the Air Dragon, the martial artist sends his target flying.

Make Brawl or Thrown attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If the attack is successful, the target is blown back (X) Ranges.

 Wrathful Winds Maneuver
Cost: 3m
Theme: Skill
Ways: Air Dragon, Reaching, Multiple
Type: Action

With a mighty Essence-focusing exhalation, a blast of wind issues forth from the martial artist’s mouth.

Roll Str/Athletics against up to (X+1) affected target(s) (Wits/Resistance), rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, the targets are knocked prone. Objects lighter than human are thrown away by the blast.

Cloud Treading Method
Cost: 3m
Theme: Extra
Ways: Air Dragon, Paced, Supernatural 1 or 3
Type: Supplemental

The martial artist imbues himself with Essence of air, moving as the wind itself.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on all movement rolls. In addition, you can walk on any object or surface safely, including clouds or rising smoke. At (X) 3+, you can walk on thin air, functionally flying.

Thunderclap Kata
Cost: 3m
Theme: Extra
Ways: Air Dragon, Multiple, Supernatural 1 (+ 3)
Type: Action

Martial Artist clasps his hands to produce a clap of thunder to stun and deafen all around him.

Make a special Brawl or Thrown attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, against up to (1 + (X)) targets in Touch Range. It affects dematerialized spirits as normal. At (X) of 4+, it Ignores (3) the affected spirits’ Soak.

Lightning Strike Style
Cost: 4m
Theme: Extra
Ways: Air Dragon, Reaching, Paced, Supernatural
Type: Supplemental

The martial artist gathers Essence of lightning around him, attacking with bolts of electricity.

For (X) turns, you can make Brawl or Thrown attacks up to (X) Range, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, Ignoring (3) Soak and counting as having a Weapon (+1 Damage) if you have none.

Hurricane Combat Method (Ultimate)
Cost: 4m
Theme: Speed
Ways: Air Dragon, Air Dragon, Multiple, Paced
Type: Supplemental

The martial artist becomes a whirlwind of speed and mayhem.

For (X) turns, roll (X) additional dice for all Initiative and Evasion rolls and you can make up to (X) attacks per turn as Extra Actions.
Earth Dragon Style

Level: Celestial (2)

Themes:
- Offense +2, (Strength/Athletics)
- Defense +1 (Sta/Resistance),

Weapons: Tetsubo, hammer. No armor (see Form).

Form:
- Reroll up to 2 dice before rolling additional ones from <Style>;
- +1 Soak;
- Counts a wearing heavy armor (+2 Soak) without the reduced Initiative Drawback (2).

Flawless: At least two of the following are correct:
1. The martial artist is standing on the ground (stone or earth);
2. The martial artist has not moved in this or previous turn;
3. The martial artist is an Earth Dragon-Blooded at the current Anima level of 2+.

Unmoving Mountain Stance

Cost: 2-3m
Theme: Defense
Ways: Earth Dragon, Paced, (Supernatural 3)
Type: Supplemental

The martial artist maintains stillness and semblance of stone.
For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on any roll to be still or resist movement. Possible applications include maintaining meditation or Stealth, and also any resisting physical movement effects, including any attacks with such components, and attacks by beings of larger Size. For +1m at (X) = 3, beings of larger Size get no benefits against you.

Force of the Mountain

Cost: 2m
Theme: Offence
Ways: Earth Dragon, Supernatural 1 + 1 or 3
Type: Supplemental

The Martial artist channels some of the Earth’s Essence to his body, lending additional weight to his blow.
Make a Brawl or Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It can strike dematerialized spirits, and you are considered Size 1 for the Damage purposes (or Size 2 at (X) = 4).

Shattering Fist Strike

Cost: 2m
Theme: Extra
Ways: Earth Dragon, Supernatural 1 or 3
Type: Supplemental

The martial artist applies the power of earth to cause a great deal of destruction.
Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on any roll to destroy objects or to attack beings made of non-living matter (stone, metal, etc.) and Ignore (1, or 3 at (X) = 3) Soak of such objects and beings.

Stone Dragon’s Skin

Cost: 1m
Theme: Defense
Ways: Earth Dragon
Type: Supplemental

The martial artist’s skin hardens, becoming stony hide.
Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, to resist a direct physical attack or similar source of harm.

Weapon-Breaking Defense Technique

Cost: 3m
Theme: Extra
Ways: Earth Dragon, Multiple 1, Supernatural 1 or 3
Type: Extra Action

The martial artist catches the opponent’s Weapon and damages it with the force of his parry.
After defending, roll Brawl against the attacker, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, any mundane Weapon breaks, requiring repairs before it can be used again. At (X) = 3, mortal weapons are destroyed completely and Artifacts are damaged.
**Stillness of Stone**

Cost: 3m  
Theme: Extra  
Ways: Earth Dragon, Multiple, Supernatural 1 + 1 + 1  
Type: Action  

The martial artist instills overpowering Earth Essence into his opponent's body.

Make a Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. In addition to any damage, it reduces the target's Initiative by the amount of damage inflicted. If it is reduced to negative number, the target loses his next action and set it to 0 instead. Beings killed by this attack turn the victim to stone completely. This charm cannot be used with weapons.

**Hungry Earth Strike**

Cost: 3-4m  
Theme: Extra  
Ways: Earth Dragon, Reaching, (Multiple), Paced  
Type: Action  

Martial Artist touches the ground, and a ripple travels through it to open as an earthen maw.

Make a Brawl Grapple attack at up to (X) Range, (against up to (X) targets at (X) = 4 for +1m), rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice for the attack and for Grapple Control rolls for (X) turns.

**Avalanche Method**

Cost: 3m  
Theme: Extra  
Ways: Earth Dragon, Paced 1+, Supernatural 1 + 2  
Type: Action  

The martial artist rains down a flurry of blows, literally driving the opponent into the ground.

Roll Brawl as Grapple Obstacle Hazard attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, the target is it is driven into the ground to the neck or deeper, and must overcome the Hazard to free itself; until then, it is considered Grappled.

**Ghost-Grounding Blow**

Cost: 3m  
Theme: Extra  
Ways: Earth Dragon, Paced, Supernatural 1 + 1 (3 -1-1)  
Type: Action  

By a carefully placed strike, the martial artist infuses the Essence of Earth into a spirit's from, forcing it to materialize.

Make a Brawl or Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, against a dematerialized being (you can hit it normally). It deals no damage, but if successful, forces the target to Materialize for the full cost of (Essence + 2)m, and remain so (X) turns (or scenes out of combat). If the spirit does not have enough motes, the martial artist pays the difference.

**Earthshaker Attack**

Cost: 3m  
Theme: Offence  
Ways: Earth Dragon, Reaching, Supernatural 1 + 1 + 1  
Type: Action  

The martial artist stomps the ground and earth below tosses and heaves in response.

Roll Athletics to create a Damage Hazard in (X) Range around the Martial artist, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. Anyone who takes damage from it is knocked prone, losing their next movement action.

**Perfection of Earth Body (Ultimate)**

Cost: 4m  
Theme: Extra  
Ways: Earth Dragon, Earth Dragon, Paced, Supernatural 1 +1+ 1  
Type: Supplemental  

The martial artist becomes a being of solid living stone.

For (X) turns, add (X) dice for Brawl and Melee attacks and for Soak. Gain Heavy Natural Weapons, with an extra +1 Damage from enhanced strength, and Ignore (1) all wound penalties.
**Fire Dragon Style**

*Level:* Celestial (2)

**Themes:**
- Offense +2, (Strength/Melee)
- Skill +1 (Dex/Dodge),

**Weapons:** Paired short swords. No armor.

**Form:**
- Reroll up to 2 dice before rolling additional ones from <Style>;
- +1 Evasion;
- Another +1 Evasion (2).

**Flawless:** At least two of the following are correct:
1. The martial artist have dealt damage in this or previous turn;
2. The martial artist the used a Fire Dragon Style Technique on previous turn, but either against a different target or a different Technique;
3. The martial artist is a Fire Dragon-Blooded at the current Anima level of 2+.

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**Searing Fist Attack**

*Cost:* 3m

**Theme:** Offence

**Ways:** Fire Dragon, Paced, Supernatural 1 + 1 or 3

**Type:** Action

An attack supplemented by this charm leaves a terrible burning sensation, distracting the opponent.

Make a Melee or Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, the target is at -1 penalty to all actions for (X) turns (or -2 at (X) = 4).

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**Perfect Blazing Blow**

*Cost:* 1m

**Theme:** Offence

**Ways:** Fire Dragon

**Type:** Action

The martial artist executes a strike that emulated the danger of leaping flames.

Make a Melee or Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

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**Fiery Hand Attack**

*Cost:* 3m

**Theme:** Extra

**Ways:** Fire Dragon, Paced, Supernatural 1+1

**Type:** Action

The martial artist’s gathers fiery Essence, igniting his opponent with a touch.

Roll App/Presence, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, as a Damage Hazard against the target’s Evasion. The Hazard lasts for (X) turns, burning the target each turn.

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**Flash-Fire Technique**

*Cost:* 2m

**Theme:** Offence

**Ways:** Fire Dragon, Supernatural 1 + 1

**Type:** Supplemental

The martial artist is able to strike with the speed of spark igniting the dry timber.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice for a Join Battle roll, or increase the current Initiative by (X/2) for one Melee or Brawl attack. You may reroll Join Battle when you use this charm.

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**Flame-Flicker Stance**

*Cost:* 2m

**Theme:** Skill

**Ways:** Fire Dragon, Paced

**Type:** Supplemental

The martial artist’s body seems to shift and dance like a burning flame.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for all Evasion attempts.
**Breath of the Fire Dragon**

*Cost:* 2m  
*Theme:* Extra  
*Ways:* Fire Dragon, Supernatural 1 + 1 or 3  
*Type:* Action

With a momentary centering kata, the martial artist exhales a bout of flames.

Make a Melee or Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It affects dematerialized spirits normally, and Ignores (1, or 3 at (X) = 4)) Evasion.

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**Essence-Igniting Nerve Strike**

*Cost:* 2m  
*Theme:* Skill  
*Ways:* Fire Dragon, Supernatural 1 or 3  
*Type:* Action

With a series of quick touches, the martial artist causes Essence in the target’s body to flare, causing severe internal damage.

Make a Melee or Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, Ignoring (1, or 3 at (X) = 4)) armor.

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**Overwhelming Fire Majesty Stance**

*Cost:* 3m  
*Theme:* Extra  
*Ways:* Fire Dragon, Paced, Supernatural 1 + 1 + 1  
*Type:* Supplemental

The martial artist strikes an aggressive pose, striking fear into the lesser foes.

Roll App/Presence, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, as a Social Hazard creation. It lasts for (X) turns. Those attacking you or your allies nearby must overcome the Hazard Rating, or suffer the Hazard’s penalty on their attack. The penalty does not apply to the resistance roll.

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**Smoldering Wound Attack**

*Cost:* 3m  
*Theme:* Skill  
*Ways:* Fire Dragon, Paced, Supernatural 1 + 2  
*Type:* Action

Martial Artist inflicts his attack with the precise harmful pattern, guaranteeing the steady worsening of the wound.

Make a Brawl or Melee attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. Increase the total amount of damage that the target suffers by 2, and divide its actual allocation over (X) turns, as evenly as possible.

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**Consuming Might of the Fire Dragon** *(Ultimate)*

*Cost:* 5m  
*Theme:* Extra  
*Ways:* Fire Dragon, Fire Dragon, Paced, Supernatural 1 + 1 + 1, Supernatural 3  
*Type:* Supplemental

The martial artist surrounds himself with a living conflagration, not unlike the Anima Flux of a Fire Aspect Dragon-Blooded.

Roll App/Presence, adding (X) dice, as a Damage Hazard creation roll. For (X) turns, anyone in Touch Range are subject to this Hazard. It Ignores (1) Evasion and Ignores (1) Soak.

In addition, all charms that include the Fire Dragon Way treat it as the Ultimate Fire Dragon Way for the duration of this charm: they add full (X) dice, instead of adding dice for successes.

**Special:** If the user is a Fire Aspect Dragon-Blooded manifesting his Anima, this charm seamlessly harmonizes with his Anima Flux: add the Hazard Ratings and Penalties together, up to a maximum of 5/Turn, -3. The other effects of the charms function as normal.
Water Dragon Style

Level: Celestial (2)

Themes:
- Offense +1 (Strength/Brawl)
- Defense +2 (Dex/Dodge)
- Extra +2: Elemental Water (Wits/Occult).

Weapons: Tiger claws. No armor.

Form:
- Reroll up to 2 dice before rolling additional ones from <Style>;
- +1 Soak;
- +1 to Grapple attacks;
- +1 Evasion on Defensive Clashes.

Flawless: At least two of the following are correct:
1. The martial artist have used Evasion as a Defensive Clash this or previous turn;
2. The target defends with Soak (or a Defensive Clash with the Soak-providing Trait);
3. The martial artist is a Water Dragon-Blooded at the current Anima level of 2+.

Flowing Water Defense

Cost: 2m
Theme: Defense
Ways: Water Dragon, Paced
Type: Supplemental

The peculiar liquid dancing moves of the Water Dragon style allow those trained with them flow out of the way of the opponent’s blows like water.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on all Evasion rolls.

Rippling Water Strike

Cost: 2m
Theme: Offence
Ways: Water Dragon, Multiple
Type: Action

Like ripples from a pebble dropped in the lake, the force of this attack spreads outward from the point of strike to affect all nearby.

Roll Brawl as an attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It affects up to (X) characters in the Touch Range of the target as well, or reduces the Size Defense bonus of the targeted group by the same amount.

Drowning-In-Blood Technique

Cost: 2m
Theme: Extra
Ways: Water Dragon, Supernatural 1 + 1 or 3
Type: Action

The martial artist uses hidden tides and flows of the opponent’s blood to cause internal bleeding to his lungs, drowning him with his own blood.

Roll Brawl as a Hazard Creation attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, and Ignoring (1, 3 at (X) = 4) the target’s Armor. It’s a special lasting obstacle Hazard. Until the target overcomes it, he suffocates – use rules for such (Hazard (Turns)/Turn).

Shrugging Water Dragon Escape

Cost: 2m
Theme: Extra
Ways: Water Dragon, Supernatural 1 or 3
Type: Supplemental

The martial artist twists to cast off any restraint.

This charm aids in any attempt to escape any physical restraint. Inanimate objects are automatically defeated, even Artifacts at (X) = 3. For other uses, such as escaping from Grapple, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.
**Theft-of-Essence Method**

**Cost:** 2m  
**Theme:** Extra  
**Ways:** Water Dragon, Supernatural 3  
**Type:** Action

As the wave drawing an unfortunate victim to the ocean, when the martial artist recedes after an attack, he carries some of the target’s Essence away.

Make a Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, you also steal 1m from the target.

**Ghost-Restraining Whirlpool Stance**

**Cost:** 3m  
**Theme:** Extra  
**Ways:** Water Dragon, Reaching 2+, Supernatural 1 + 1  
**Type:** Action

By executing a special kata, the martial artist creates a vortex of Water Essence capable of drawing in even very powerful spirits.

This charm only affects spirits, in (X-1) Range. Roll Occult, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, as Hazard Creation. All spirits in range must resist with it with Essence. Those who fail are drawn one Range towards you, and cannot move away from you on their next turn.

**Crashing Wave Style**

**Cost:** 2m  
**Theme:** Offence  
**Ways:** Water Dragon, Paced (+1 -1)  
**Type:** Supplemental

The martial artist strikes with the savage fury of endless falling waves.

Make a Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. For (X + 1) turns, as long as you continue to attack the same target every turn, those attacks are also supplemented in the same way.

**Bottomless Depth Defense**

**Cost:** 2m  
**Theme:** Defense  
**Ways:** Water Dragon, Supernatural 3  
**Type:** Supplemental

The martial artist momentarily infuses his flesh with the Essence of Water, negating attack.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, on any Soak roll, Negating (3) any effect that would ignore your Soak.

**Essence-Dousing Wave Attack**

**Cost:** 4m  
**Theme:** Extra  
**Ways:** Water Dragon, Paced, Multiple, Supern. 1 + 3  
**Type:** Action

The dark watery Essence can be channeled through blows to flood the opponent’s magic.

Make a Brawl attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, up to (X) Paced charms or similar effects that affect the target are temporary suppressed for (X) turns. Their duration continues to elapse during that time. This functions only against effects of lower Essence.

**Tsunami Force Shout (Ultimate)**

**Cost:** 5m  
**Theme:** Extra  
**Ways:** Water Dragon, Paced, Multiple, Supernatural 3, Supernatural 3  
**Type:** Action

The martial artist forces out a tremendous wave of dissolving Essence.

Make an attack, rolling (X) bonus dice, against up to (X) characters in 45-degree arc. It Ignores (3) Evasion and Ignores (3) Soak. If successful, the targets’ next natural healing Interval is increased by (X) Steps.
Wood Dragon Style

Level: Celestial (2)

Themes:

- Defense +1 (Sta/Resistance)
- Skill +2 (Man/Performance)
- Extra +2: Elemental Wood (Per/Awareness).

Weapons: Bow or staff. No armor.

Form:

- Reroll up to 2 dice before rolling additional ones from <Style>;
- +1 Soak;
- Each time you deal damage with a Wood Dragon Technique, regain 1 health (3 – 1 = 2)

Flawless: At least two of the following are correct:

4. The martial artist is at full health;
5. The opponent is currently affected by one of the Wood Dragon Techniques;
6. The martial artist is a Wood Aspect Dragon-Blooded at the current Anima level of 2+.

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Eyes of the Wood Dragon

Cost: 2m
Theme: Extra
Ways: Wood Dragon, Supernatural 1 + 1 or 3
Type: Action

The martial artist attunes himself to the target’s soul, finding the places to strike to cause most damage.

Make a Wood Dragon attack, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It Ignores (1) armor and ignores (1, or 3 at (X) = 3) Soak. This charm only works against living beings.

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Mind-Over-Body Meditation

Cost: 2m
Theme: Extra
Ways: Wood Dragon, Paced
Type: Action

The martial artist corrects the flow of life force in his body with a momentary concentration.

Reduce the Interval for your next natural healing roll by (X) steps. If it leads to an immediate roll, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

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Wood Dragon Vitality

Cost: 2m
Theme: Defense
Ways: Wood Dragon, Paced
Type: Action

The martial artist bolsters his life force with Essence.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for all attempts to Soak physical damage and resist poisons and diseases.

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Soul-Marking Style

Cost: 3m
Theme: Extra
Ways: Wood Dragon, Paced, Supernatural 1 + 1
Type: Action

The martial artist delivers his own Essence to the target’s pattern, leaving a vulnerability to exploit.

You need to touch the opponent to activate this charm. Make an aim Setup roll, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, against Evasion (or against whatever allows resisting Essence contamination). The results of the Setup roll persist for (X) turns.

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Unbreakable Fascination Kata

Cost: 3m
Theme: Skill
Ways: Wood Dragon, Reaching, Supernatural 1 or 1 +3
Type: Action

The martial artist performs a sinuous series of moves and undulations of the body, hypnotizing and distracting the opponents.

While executing this charm, you can only move normally, speak and defend. If you take any action except the ones allowed above, the effect ends. Make a Mental attack against the opponent in (X) Range, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, the target can only stay still and stare for his next turn. At (X) of 4+, the effect lasts until you stop performing the kata, although you roll only once.
**Enthralling Blow Attack**

Cost: 3m  
Theme: Skill  
Ways: Wood Dragon, Paced, Supernatural 1 + 3  
Type: Action

The martial artist rearranges the target’s Essence flows, causing the target to feel the instinctual sense of wonder and admiration.

Roll Man/Performance as Mental Hazard Creation, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. Until it is resisted or the charm ends, the target can do nothing but stare slack-jawed (and think dirty thoughts about you). This charm only works of the living beings.

**Spirit-Wracking Method**

Cost: 3m  
Theme: Extra  
Ways: Wood Dragon, Paced, Supernatural 1 + 1  
Type: Action

This attack temporarily disrupts a spirit’s form with hostile Essence.

Make an attack against a spirit, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It can hit dematerialized spirits. If successful, it inflicts a -1 or -2 penalty to all Physical actions for (X) turns.

**Spirit-Rending Technique**

Cost: 3m  
Theme: Extra  
Ways: Wood Dragon, Paced, Supernatural 1+3  
Type: Action

This strike destroys the spirit’s living Essence, dealing grievous damage against weak spirits.

Make an attack against a spirit, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It can hit dematerialized spirits. The spirit must use Essence as Soak Trait. If successful, its next natural healing Interval is increased by (X) steps.

**Death-Patterns Sensing Attitude**

Cost: 3m  
Theme: Defense  
Ways: Wood Dragon, Paced, Supernatural 1 + 1 or 3  
Type: Supplemental

The martial artist expands his senses, perceiving the patterns of death directed at him.

For (X) turns, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice for Evasion attempts, Negating (I) any effect that would ignore your Evasion, also Negating (1, or 3 at (X) = 4) any effects that would ignore your Notice.

**Wood Dragon Succor**

Cost: 2m  
Theme: Defense  
Ways: Wood Dragon, Supernatural 3  
Type: Action

The martial artist can heal by taking the wounds of others for himself.

Touch a wounded target, and roll Sta/Resistance, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. If successful, you transfer 1 point of damage it suffers to yourself, or 2 on a critical success.

**Soul Mastery (Ultimate)**

Cost: 5m  
Theme: Extra  
Ways: Wood Dragon, Paced, Paced, Multiple, Supernatural 1 + 3  
Type: Action/Extra Action

The martial artist has mastery over life and death.

Roll Per/Awareness as Setup, adding (X) dice. For (X + 1) turns, when touching a living or undead being, you may choose to discharge it by rolling Per/Awareness as an Extra Action attack against Soak (as you are already touching the target, Evasion is inapplicable), adding (X) dice and the Setup, and ignoring (3) Soak. If successful, it slows next healing Interval by (X) steps and destroys anything killed completely. If you don’t use the attack in (X + 1) turns, you suffer it yourself.
WARNING! SIDEREAL MARTIAL ARTS!

Do not repeat this at home!

At least until you are very sure what you are doing. Sidereal Martial Arts represent, and even stretch a little, the limits of what could be reasonably achieved within the rules. Some narrative advantages are treated very broadly, and are this way only because of the way this style exists in the setting. Under no circumstances the effects of these charms can be considered normal or baseline. This charms and/or similar effects should not be easily achievable with Native charms without a heavy Storyteller’s revision and permission. As with the Third Circle sorcery, Sidereal Martial Arts include a healthy dose of handwaving some technicalities and the liberal application of the Rule of Cool.

INCLUDE AT YOUR OWN PERIL!

Safety of your players’ precious snowflakes or your Storyteller’s self-insert GMPC is not guaranteed. QE Anon is not liable for any cases of campaign-breaking disasters stemming from utilizing this style.

Style crunch design notes (IMPORTANT): the following style was expanded and changed a bit for my own campaign because of reasons. The version of the style as it was in the source material is considered by the true masters to be flawed and incomplete. There are notes in the text regarding the differences. All new charms have (QE) in their name. Ignore them, and all references to them (including in the prerequisites), ignore the additional effects of the modified charms and reshuffle the prerequisites if you wish to use the style as it was described in 1 Edition.

Style fluff design notes (UNIMPORTANT): the Sidereal Martial Arts were always «let’s claim someone’s powerful charmset and themes for our own» thing. Prismatic Arrangement of Creation was thus born from emulating a particular being who is extremely knowledgeable and skilled in combining and understanding of various Essence patterns. And so, a more complete version of the style presented here is considered to be the correct one, and invokes Six Magical Material Materials, followed by Five Universal Directions, Four Virtuous Ways, Three Forms of Existence, Two Processes of Reality and, finally, One Perfect Expression.

Prismatic Arrangement of Creation Style

Level: Sidereal (3)
Themes: Skill +3 (Per/Lore); Extra: Essence patterning +3 (Int/Occult)

Weapons: No form Weapons. No armor.

Form: Reroll up to 3 dice before rolling additional ones from <Style>; +1 Notice; Special (3): this Style have several charms with «Form» in the name: the character receives the aforementioned general benefits of being in a Form when he has one of these charms active and knows a Style Form Advantage level; these charms cannot be active at the same time unless otherwise specified. Each Form also confers its own special benefit that is considered to be an additional Form bonus. There is no normal Form for this style. [If the character practices the incomplete version of the style, he only rerolls up to (currently active non-Form Charms of the style) dice, maximum 3, and cannot use Essence 6 perfected versions of the charms].

Flawless: There is one general condition, and each set of charms have a specific condition:

General: if you reactivate a Paced self-targeting charm before or as its duration elapses.

Six Magical Materials charms – you have the Six Magical Materials Form active. This stacks with the cost reduction from the Six Magical Materials Form itself.

Five Universal Directions charms – you have all of the prerequisite Magical Materials charms currently active.

Four Virtuous Ways charms – you have the corresponding Virtue at 3+.

Three Forms of Existence – Resplendent Prismatic Arrangement of Creation Form is currently active. This stacks with the cost reduction from the Resplendent Prismatic Arrangement of Creation Form itself.

Two Processes of Reality charms – Resplendent Prismatic Arrangement of Creation Form is currently active.

Resplendent Prismatic Arrangement of Creation Form – always. Yep. Sidereal bullshit, move on. Do not include this in your own styles, its OP as hell, and only allowed because it a Sidereal support-themed Style.
Deadly Starmetal Offensive

Cost: 3m or 4m
Theme: Extra
Ways: Style, Paced, Supernatural 1 + 3 or 5
Type: Action (Setup)

The martial artist’s fingernails are lengthened into Weapons: sharp and hard, but more importantly, able to catch the motes of Essence and the threads of Fate.

Roll Int/Occult as a Setup for yourself, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It is useable for Brawl attacks and this Style’s Essence manipulation charms. In addition, your nails count as a Light Artifact Weapon with (X) Gift Points and the following base Gifts allocation for Essence 4:

+1 Damage base, +1 Damage [1]; +1 Evasion [2]; counts as a form Weapon for all Martial Art Styles [1]. You can learn Evocations for it as for a starmetal Artifact ●●.

At Essence 6+, this charm can be used in a perfected form (for +1m). Damage bonus becomes +2 [3], and the Artifact Rating becomes ●●● for the purpose of Evocations.

This charm (and the Setup from it) lasts for (X) turns.

Flickering Moonsilver Approach

Cost: 3m or 4m
Theme: Extra
Ways: Style, Paced, Supernatural 1 + 3 or 5
Type: Supplemental

The martial artist movements and attacks reflect the slippery, mutable ways in which moonsilver twists the flows of Essence around it.

Roll Occult as a Setup for yourself, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for it and for anything it applies to all movement rolls and rolls to escape Grappling and to Guile, which is now a valid Static Defense against any attempt to aim at you, analyze your fighting style, predict movements and positions, and so on.

You are considered to be wherever you want in the range of your normal movement at any time: this means any direction-based protections like shields or cover are completely useless against you; in addition, your Martial Arts attacks, except Clashes, are always considered to be higher-Initiative surprise attacks, giving the target a -1 Evasion penalty.

At Essence 6+, this charm can be used in a perfected form (for +1m), to make all attacks count as ambush attacks. The target must succeed on a Wits/Awareness roll supplemented by at least Supernatural 1 to negate this effect, although it will still count as a surprise attacks as above unless Supernatural 3+ is used.

This charm (and the Setup from it) lasts for (X) turns.

Orichalcum Sheathing Stance

Cost: 3m or 4m
Theme: Extra
Ways: Style, Paced, Supernatural 1 + 3 or 5
Type: Action (Setup)

The martial artist wraps his body in a sheath of Essence, mirroring the mutually-enhancing patterns of orichalcum and Solar Essence.

Roll Occult as a Setup for yourself, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It is useable for all applications of Soak and Physical resistance. In addition, you gain +2 bonus to resist everything a suit of orichalcum armor would protect you from. At Essence 6+, this charm can be used in a perfected form (for +1m), improving this bonus to +3. This does not count as actually wearing armor.

This charm (and the Setup from it) lasts for (X) turns.

Forbidding Soulsteel Kata (QE)

Cost: 3m or 4m
Theme: Extra
Ways: Style, Paced, Supernatural 1 + 3 or 5
Type: Action (Setup)

The martial artist enshrouds himself in the folds of cold and heavy Essence that saps strength and drains momentum from every incoming attack.

Roll Occult as a Setup for yourself, rolling an additional die for any die that did not roll a failure, up
to a maximum of (X) additional dice. It is useable for all applications of Evasion. It functions as weakening and stopping the attack instead of physically dodging. You also gain +2 bonus to resist anything that works by physically touching you, including Physical attacks. At Essence 6+, this charm can be used in a perfected form (for +1m), improving this bonus to +3.

This charm (and the Setup from it) lasts for (X) turns.

**Adamant Purity Prana (QE)**

**Cost:** 3m or 4m  
**Theme:** Extra  
**Ways:** Style, Paced, Supernatural 1 + 3 or 1 + 5  
**Type:** Supplemental

The martial artist reinforces Essence patterns of his mind and body with the calm precision of hard certainty.

This charm supplements resisting the effects that directly assault, change or infiltrate your Essence patterns. Most Mental Attacks count, as well as Diseases and Poisons (especially magical ones), magical parasites, Wyld influence (including Raksha feeding), some spells and Endowments, and so on. For the duration of the charm, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for the appropriate applications Resolve and/or Soak, or another appropriate roll, Negating (3) any effects that would ignore the corresponding Defense.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing either doubling the numerical value when applying a single effect above (to 2) or applying all five effects to the same attack.

This charm lasts for (X) turns.

**Five Jade Fury**

**Cost:** 3m or 4m  
**Theme:** Extra  
**Ways:** Style, Paced, Supernatural 1 + 3 or 5  
**Type:** Supplemental

The martial artist binds the substance of Creation to his Essence, shifting it into the patterns of raw and heavy elemental authority.

Roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for Grapple Control rolls. In addition, you may choose to apply one of the following effects to each attack you make:

- Air (blue): throw the opponent one Range.
- Earth (white): The attack compensates for 1 point of larger Size.
- Fire (red): the attack occurs 1 Initiative faster.
- Water (black): the attack ignores 1 point of accuracy penalties (including Evasion, if there are no others).
- Wood (Green): the target is at -1 penalty to Soak.

At Essence 6+, this charm can be used in a perfected form (for +1m). It allows either doubling the numerical value when applying a single effect above (to 2) or applying all five effects to the same attack.

This charm lasts for (X) turns.

**Four Magical Materials Form**

**Six Magical Materials Form (QE)**

**Cost:** 3m or 4m  
**Theme:** Extra  
**Ways:** Style, Multiple 4+, Paced  
**Type:** Supplemental

**Prerequisites:** One other Martial Arts Style fully known (both the Advantage and all the charms); all four of the previous charms of this style (or all six for the complete version); this Style’s Form Advantage.
The martial artist is attunes to the Essence of the world, drawing on the flows of interwoven Fates, raw power, progressive change and elemental stability (or, in addition, on the unbreakable clarity and the calming certainty of stillness). In this fashion, the martial artist is transformed in a living Artifact.

You have the benefits of being an Attuned Artifact. All your Physical actions count as Essence-enhanced, and you Negate (1) effects that ignore Soak; you may also be immune to many mundane physical Hazards (at the Storyteller’s discretion). You also receive the general Form benefits of this Style.

At any point while this charm is active (including the same action you activate it), you can activate up to (X) of any of its prerequisite charms of the Prismatic Arrangement of Creation Style as Extra Actions, reducing the cost of each such charm by 1m (stacks with Flawless). Instead of their normal duration, they last for as long as this charm does. If this charm’s cost is paid again to extend its duration, the effects of the active prerequisite Prismatic Arrangement of Creation Style Techniques are extended as well, at no additional cost. [This effectively substitutes their separate Paced with this charm’s Paced, along with the mote cost].

This charm lasts for (X) turns.

New Advantage

If you know all six of the prerequisite Magical Material charms and Six Magical Materials Form, you can, for the normal xp cost, at any moment, buy a special Gifted Advantage – Harmonic Attunement: you treat all six magical materials as appropriately aligned to your Essence, never paying the increased Attunement costs and always receiving alignment bonuses, if any.

Charm Redirection Technique

Cost: 2m or 3m
Theme: Skill
Ways: Style, Supernatural 1 + 3 or 1 + 5
Type: Action or Extra Action; see text
Prerequisites: Flickering Moonsilver Approach

The martial artist learns to catch, control and redirect Essence flows by exploiting the shifting patterns of uncertainty, adaptability, and change.

This charm allows shifting the target of a charm along with the action that it enhances. You must target the charm at the moment of its activation: either one in Touch Range as a normal Clash (requiring an action) or the one targeting you as a Defensive Clash. Before the targeted charm and its action are resolved, roll Per/Lore, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, against the opponent, in a separate Opposed roll. He can use either the Trait he uses for targeted charm, or some other method of resisting or contesting this Essence-manipulation effect if appropriate, for the Opposing roll.

If you are successful, you can designate another target against which the charm and its action is then resolved as normal (along with any other charms that enhanced it, if any). The target must be legal for the action, and it all must make sense. If the charm is some direct Essence effect, like Blazing Solar Bolt, or a charm that enhances an action like an attack, it is redirected completely to another target. If it is a Hazard or a bonus/penalty charm, it affects another legal target instead. If it is a movement charm, you may choose the new destination. In any case, the charm can also be harmlessly redirected off to the side, resulting in simply dispersing its effect and wasting its action (or, perhaps, resulting in some clever stunt).

The cost of the redirected charm must still paid by the initiator as normal. Already active charms, supplemental defense-enhancing and other self-only charms that do not affect other characters in any way are unaffected. Sorcery, Martial Arts Forms and actions without charms are also unaffected.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing to affect the supplemental self-enhancement and defense charms as well. They can only be redirected to nothing, dispersing them completely, and still can only be affected at the moment of activation.
**Sequential Charm Disruption**

Cost: 2 - 5m  
Theme: Skill  
Ways: Style, (Multiple), (Paced), Supernatural $1 + 3$ or $1 + 3 + 1 + 1$  
Type: Action or Extra Action; see text  
Prerequisites: Forbidding Soulsteel Kata

The martial artist strikes to erode, invert and block the flows of Essence in the target's meridians.

This charm allows canceling ongoing charms. You must target an active charm either in Touch Range as a normal Clash (requiring an action) or the one targeting you as a defensive Clash, using Int/Lore.

By spending +1m, you can target up to additional (X) charms, but all charms that you target must belong to the same character.

Roll Lore, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, Opposed, for each targeted charm (before resolving the opponent’s attack if you are defending). The target can use either the Trait he uses for targeted charm for the opposing roll, or some other method of resisting or contesting this Essence-manipulation effect if appropriate.

If you are successful, the targeted charm immediately ends. If you are defending, resolve the opponent’s attack or action without the disrupted charms, if possible.

Sorcery, Martial Arts Forms and actions made without charms are unaffected.

At Essence 6+, this charm can be used in a perfected form (for +2m), filling the target’s Essence meridians with cold and hostile Essence. For 5 turns, when the target tries to reactivate any of the disrupted charms, he must reflexively roll the Clash again. If you win, the target must either apply the difference as damage to himself to activate the charm, or forfeit the charm activation attempt (the motes are still spent).

**Spell-Shattering Palm**

Cost: 3m or 4m  
Theme: Skill  
Ways: Style, Multiple, Supernatural $1 + 3$ or $1 + 1 + 3$ or $1 + 5$  
Type: Extra Action  
Prerequisites: Five Jade Fury; and Deadly Starmetal Offensive to affect the Second Circle; and Adamant Clarity Prana to affect the Third Circle; and Forbidding Soulsteel Kata to affect the appropriate Circle of Necromancy.

The martial artist strikes at the delicate threads of a construct of sorcery with the combined metaphysical weight of Creation’s reality and his own Essence behind his hand.

This charm can be activated reflexively upon contact with sorcery. Roll Lore as an Extra Action, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, treating the targeted spell as a quick character with of (Circle) Rank and no Defenses. If you do enough damage to «kill» it in one strike (3, 6 or 9 for the appropriate Circles), the spell shatters violently as if affected by the Countermagic spell of equal Circle. If you do not do enough damage, nothing happens.

You can also use this charm on a spell that is being Shaped; in this case, treat the result of the attack roll as a Dispel attempt; if it brings the nume of gathered sm to 0 or less, threat the sorcerer as if he had rolled a critical failure on his Shaping roll, with the number of 1s equal to (1 + the threshold successes).

You require Essence 5 to able to affect Third Circle.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing you, if successful, direct the harmful effects from the shattering of the spell as you wish, or to end the spell quietly as if affected by the higher level Countermagic.
**Astrology Interruption Method**

*-OR-

**Fate Imposition Method (QE)**

**Cost:** 2m or 3m  
**Theme:** Skill  
**Ways:** Style, (Paced), Supernatural 1 + 3 or 1 + 5  
**Type:** Action  
**Prerequisite:** Deadly Starmetal Offensive

The martial artist lightly strikes the target in the five points where the threads of the Loom of Fate attach, snarling, disjointing and causing the corresponding Fates to fray and tear. This forces pattern spiders to urgently excise the damage along with the collateral nearby destinies.

Roll Int/Lore against the target’s Evasion (Soak and your Damage are irrelevant), rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. This deals no damage, but instead cancels all astrological effects with fewer successes than the result as if you Opposed them. This includes Sidereal Astrology woven by the Sidereals or gods, Resplendent Destinies of the Sidereals, and lasting Fate-based charms (at the Storyteller’s discretion). Both you and the target are now on the pattern spider’s shit list, congratulations. Minor Fate disruptions will also plague the target for some time, maybe for a month or until Calibration.

[Above are the only effects that the incomplete version of the charms has – it was kind of useless in the source].

**Fate Imposition Method** is a much more careful charm. It involves interweaving tiny slivers of Essence to solidify in the target’s threads of Fate and similarly precise cutting, pulling, reweaving and attaching of the threads themselves.

This charm functions as above, but you can choose to achieve other effects. If you were successful, it allows one of the following:

- Cancel all astrological effects with fewer successes, as above. This is achieved in much more careful manner, either by marking the threads for the pattern spiders to remove, or by precisely unraveling them. This causes no problems with spiders, is not immediately obvious, and on a critical success, does not even produce any Fate-wrecking side effects.

- For the increased cost of +1m, temporary detach or attach the threads of Fate. This either puts the target Outside Fate or Inside Fate as appropriate, for (X) turns. The target can use the suitable means of resisting the effect, if any, instead of Evasion. This does not work against the Sidereals or the Maidens.

- Produce an unexpected alteration to the target’s destiny. This influences the story. Find a constellation and association most related to the current events the target is participating in; shift in to another random association from the same constellation, or pick one on a critical success. The related events should follow.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing the following improved effects:

- Change the astrological effects. In this case, you divide successes between the effects. Each one that receives more successes than it has, you can change its context: turn a blessing into a curse, change a Resplendent Destiny to be someone else, or do something similar. The changes are not immediately apparent if unobserved, even to the target.

- Permanently cut off or attach someone or something to Fate. It can still defend as normal, or negate the charm afterwards (somehow) if his current relation to the Fate is not a natural one. The Five Maidens and their Chosen cannot be permanently cut off Fate; instead, for an additional +1m, their connection can be temporarily disrupted, making them treat everything as being Outside Fate for (X) turns.

- Shift the target’s destiny to any association you choose in the same constellation; or, on a critical success, to any association you choose of any constellation in the same House.
Spiritual Separation Practice (QE)

Cost: 3m or 4m
Theme: Skill
Ways: Style, Paced, Supernatural 1 + 3 or 1 + 5
Type: Action
Prerequisites: Adamant Clarity Prana, Orichalcum Sheathing Stance

With a sharp, searing cut, the martial artist severs the metaphysical connections that turn separates into the whole.

This charm allows severing the Essence-based links between beings and objects, and burns the corresponding Essence channels, preventing the reestablishment of the same link for at least (X) turns. Roll Lore, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, as an attack against the part you intend to separate or its owner, as appropriate. The target can defend as normal: the attack still needs to connect, or he can use more esoteric means of resistance, in any.

If successful, the attack does no damage, but apply one of the following levels of effect, as appropriate:

At Essence 4, this charm allows destroying any bonds that exist because of the active and directed Essence circulation. This allows breaking Attunement, separating the owners from the Artifacts; wreaking havoc on any module-based magitech; exorcising possessing spirits, and so on.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing separation of things that are kept together permanently by their nature or the laws or Creation. This allows severing hearthstones from their Manses; detaching gods from their Domains; freeing summoned beings from their summoners; etc.

If you achieve a critical success on the perfected version, and it makes sense, you can make the separation permanent, even if it would be automatically reestablished normally.

This charm has no power over connections that are above the Creation’s law: Exaltations, free Primordials and their components, the Neverborn with their Whispers and their power over the Deathlords and the Abyssals (unexpected fringe benefits of death before surrender) are unaffected by this charm.

Soul Fire Shaper Form

-OR-

Five Universal Directions Form (QE)

Cost: 3m
Theme: Extra
Ways: Style, Paced, Supernatural 5
Type: Supplemental
Prerequisites: One other Martial Arts Style fully known (both the Advantage and all the charms); all Five Universal Directions charms; Style Form Advantage.

The martial artist balances himself so perfectly to the local flow of Essence that the world around – whatever it is – cannot help but lend its support.

When receiving benefits of a two- or three-point stunt that appropriately describes interacting with the world under effects of this charm, you may freely exchange the parts of the benefit. For example, you can choose to restore 2m for a two-point stunt by forfeiting the dice bonus, or add +4 dice by forfeiting mote restoration. For a three-point stunt, you can choose up to three instances of benefits in any combination. You also receive the general Form benefits of this style.

At any point while this charm is active (including the action you activate it), reduce the cost any of its prerequisite charms of the Prismatic Arrangement of Creation Style by 1m.

This charm lasts for (X) turns.

New Advantage

If you know all Five prerequisite Universal Directions charms, the Five Universal Direction Form, and the special Harmonic Attunement Advantage (see above) you can ant any moment, for the normal xp cost, buy a special Gifted Advantage – Harmonic Respiration: respire Essence at the normal rate everywhere, in any region of Creation or beyond.
God Ways

-OR-

Divine Conviction Ways (QE)

Cost: 3m or 4m
Theme: Skill
Ways: Style, Paced, Supernatural 1 + 3 or 5
Type: Action
Prerequisites: Fate Imposition Method, Spiritual Separation Practice

The martial artist steps into an object or a person, subordinating its natural spirit to his own purpose.

Roll Int/Lore, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, as a Mental attack against the target – the least god of the object you want to possess (no defense for mundane objects), or the current occupant of the body. If successful, treat the resulting Derangement as the indication of your hold over the target. The target can attempt to resist it each turn: if he succeeds, the martial artist is forced out and all of the charm’s effects immediately end.

If successful, the martial artist’s body dematerializes and folds into the vessel as he assumes direct control. He can move and make Martial Arts actions through his temporary body as normal; the charm imbues even the inanimate objects with a degree of mobility and flexibility enough for that according to their rough physical design: carts can ram, swords can leap into battle and trees can attack with their branches. Any attack against the body does not affect the Martial Artist.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing to control the target more completely. Martial Artist can use the target’s Physical Traits and related charms and Evocations, paying from the target’s mote pool.

The martial artist can only possess objects made of magical materials if he knows the corresponding Magical Material charm.

This charm lasts for (X) turns.

(Type) Exalt Ways

-OR-

Exalted Compassion Ways (QE)

Cost: 3m or 4m
Theme: Extra
Ways: Style, Paced, Supernatural 1 + 3 or 5
Type: Action
Prerequisites: Charm Redirection Technique

The martial artist overcharges his chakras, shifting his natural Essence flows and adjusting their interaction with the world.

This charm allows emulating a specific Exalt Caste’s anima effect. Roll Lore as a Physical attack against yourself. You cannot pull this punch, but need not use other charms or anything else to enhance it. If successful (dealing at least one damage), you gain the benefits of the active anima effect of the chosen Caste and Exalt type for the duration of the charm (in addition to your own, if any). In addition, choose one of the Caste Traits of the appropriate Exaltation: for the duration of the charm, when rolling that Trait (or the approximation if you use different sets of Traits), roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

When learning this charm, you learn your Native Caste variation (which is useless, as the effects do not stack). Afterwards, each Exalt-Caste variation is learned as a separate charm, costing 0xp, but taking time as normal. You need the appropriate Magical Material charm known to learn the corresponding Exalt Type variations.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing to waive the requirement for damaging yourself and also to emulate the Gifts and Endowments of the spirits (with the Storyteller’s approval) instead of the Exalted Animas. These variations still require to be learned as normal, including the Magical Material type charm requirement.

This charm lasts for (X) turns.
**Demesne Emulation Practice**

-OR-

**Valorous Demesne Emulation (QE)**

**Cost:** 3m or 4m  
**Theme:** Extra  
**Ways:** Style, Paced, Supernatural 1 + 1 + 1 or 3  
**Type:** Action  
**Prerequisites:** Spell-Shattering Palm

The martial artist gathers the flows of Essence around himself, forming a convergence point through which a torrent of power pours.

Roll Occult as Hazard Creation, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, choosing the specific element or other Essence pattern when doing so. For the duration of the charm, whenever you hit or touch someone, he is immediately subjected to the created Hazard. It ignores (1) Soak and gives an additional -1 penalty to any attempts to resist it. You can make another roll as an action any time this charm is active, changing the Hazard for the remaining duration.

This charm is not without its risks: if you suffer a critical failure while the charm is active, or your attack or touch is somehow redirected to you, you are immediately subjected to the Hazard yourself. This charm’s effects are also extremely obvious as a powerful manifestation of Essence, comparable to at least a second Anima level.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing to prevent self-infliction, raise the penalty to resist to -2 and make the effects much less noticeable, if desired.

---

**Demesne and Manse Form**

-OR-

**Manse of Temperance Composition (QE)**

**Cost:** 3m or 4m  
**Theme:** Extra  
**Ways:** Style, Paced, Supernatural 1 + 3 or 5  
**Type:** Action  
**Prerequisites:** Sequential Charm Disruption

The martial artist adopts the stately grandeur of a temple to compress, constrain and channel raw Essence flows in and around him.

For the duration of this charm, the character is treated as if in possession of a Hearthstone ●●, receiving the appropriate Gift benefits, but not any additional mote restoration. It coalesces around his Caste mark, or at some other prominent place, and fades when this charm’s duration ends. The hearthstone should be designed beforehand, and change with the character, reflecting his outlook and personality.

If used as a Form charm with the incomplete version of the Style, it grants the general Form benefits, and lasts for a scene (Form bonus).

If used as the Manse of Temperate Composition charm, this charm does not grant Form benefits, and lasts (X) turns; however, when not in a situation that required structured time, the turn count is paused, allowing the Hearthstone created by this charm to potentially exist up to a year. Hearthstones created by this version of the charm do provide mote restoration as normal.

At Essence 6+, this charm can be used in a perfected form (for +1m), allowing to either create a Hearthstone ●●● for yourself, or for the two-dot version to be detached from you, enabling to use it to power Artifacts or for others to receive the benefits. It still deteriorates under stressful conditions as above if someone else carries it.
Games of Divinity Form

-OR-

Four Virtuous Ways Form (QE)

Cost: 4m

Theme: Extra

Ways: Style, Multiple, Paced, Supernatural 5

Type: Supplemental

Prerequisites: One other Martial Arts Style fully known (both the Advantage and all the charms); all Four Virtuous Ways charms; Style Form Advantage.

The martial artist adopts the elegant posture and moves with the baroque complexity, focusing every mote of his being as one through the powers of aspiration, effort, intention and analysis. This form has a perfect beauty of intent behind it, affecting anyone who is confronted with it on a deep level.

While this charm is active, you benefit from the following effects. This is a Mental Influence effect and can be Rejected as such.

- The opponents must fail a Compassion roll to be able to try to bring you direct harm.
- The opponents must fail a Conviction roll to be able to try to prevent you from moving or restrain you in any way.
- The opponents must fail a Temperance roll to be able to try to make Social actions targeting you.
- The opponents must fail a Valor roll to be able to try to disengage or run away from you.

The incomplete version of this charm, known as Games of Divinity Form, lacks the balanced patterns of all four Virtues, and is heavily shifted towards Compassion, resonating through it with the Shinma Dharma and poisoning everyone it touches with the related principles of corrosion and desire. Only the Compassion effect above is used in this Form, and when any character sees the Games of Divinity Form, you must reflexively roll a Mental attack with Occult against him, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. It creates a Derangement of addiction, compelling the victim to experience this Form again. It is a pale limitation of the thing this form is named after, however: witnessing the Games, whether directly or via dreamstones, shatters the addiction.

Both versions of this charm also grant the general Form benefits of this style. In addition, at any point while this charm is active (including the action you activate it), you can reflexively activate up to (X) of any of its prerequisite charms of the Prismatic Arrangement of Creation Style, reducing the cost of each such charm by 1m (stacks with Flawless). They last for as long as this charm does instead of their normal duration. If this charm’s cost is paid again to extend its duration, the effects of active prerequisite Prismatic Arrangement of Creation Style are extended as well, at no additional cost. [This effectively substitutes their separate Paced with this charm’s Paced, along with the mote cost].

Ascending Reality Process (QE)

Cost: 3-5m

Theme: Extra

Ways: Style, (Reaching), (Multiple), Paced, Supernatural 1 + 5

Type: Supplemental

Prerequisites: Six Magical Materials Form, Five Universal Directions Form

The martial artist applies every existing principle related to certainty, stability and actuality in the emulation of the infinite complexity of the act of Creation, weaving them into the target’s Essence patterns.

At its most basic, this charm applies permanence to actions in Conflicts by changing the natural state of the target. The result of the action supplemented by this charm becomes permanent. Wounds will not heal; Intimacies will not erode, and so on. Roll Occult, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, note the result. Any attempt to negate, reverse or heal the result of your action must include Supernatural (5) (specifically with a reality or Essence-pattern manipulation effect) that beats your noted successes in an Opposed roll; this undoes the Essence pattern alteration and the result can now be affected normally.

You can include Reaching (5) or Multiple (5) in this charm for +1m each, but only for the purposes of
compensating the Size of the large things and groups. This does not allow applying the effects at range nor to multiple significant characters.

In addition, this charm can be used in any number of circumstances to inflict stability and order on chaotic Essence patterns, applying Defining permanent narrative effects when it does so. It is not outside of the realm of possibility to make a being of Creation out of a Raksha; to calcify a Waypoint; to quell a Demesne; to remove someone’s capacity to dream; to close a Shadowland; or achieve any number of other effects. However, the Storyteller remains the judge of what is possible, and is free to forbid any effect he deems inappropriate, even the ones from the examples above.

**Descending Reality Process (QE)**

**Cost:** 3-5m
**Theme:** Skill
**Ways:** Style, (Reaching), (Multiple), Paced, Supernatural 1 + 5
**Type:** Action

**Prerequisites:** Five Universal Directions Form, Four Virtuous Ways Form

The martial artist unravels the target’s Essence pattern, introducing chaos, unreality and uncertainty, and greatly weakening its integrity.

At its most basic, this charm is a Setup action made against the target’s Essence: Roll Lore, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice. Apply the result as a penalty to all Traits, Static values of the target. In addition, the results of any Physical actions made by the target under the effect of this charm can be Rejected as if they were Mental Influence. Doing so does not count towards being Jaded.

Against the targets of low reality or weak Essence patterns (notably Raksha and other creatures of the Wyld, beings of Essence 1, and also some others at the Storyteller’s discretion), this is an Ignoring (5) Soak attack; it unmakes the target on the Essence level, completely dispersing it body into swirling motes of Essence if it kills it. Raksha can do without; most others cannot.

You can include Reaching (5) or Multiple (5) in this charm for +1m each, but only for the purposes of compensating the Size of the large things and groups. This does not allow applying the effects at range nor to multiple significant characters.

In addition, this charm can be used in any number of circumstances to inflict instability, entropy and chaos on ordered Essence patterns, applying Defining permanent narrative effects when it does so. It is not outside of the realm of possibility to Clash and destroy a Shaping action; to reduce a part of Creation to a Waypoint; to disrupt a Manse; to damage a soul similarly to a Raksha’s feeding; to open a Shadowland; or achieve any number of other effects. However, the Storyteller remains the judge of what is possible, and is free to forbid any effect he deems inappropriate, even the ones from the examples above.

**Resplendent Prismatic Arrangement of Creation Form (Ultimate) (QE)**

**Cost:** 6m (5m with Flawless)
**Theme:** Skill
**Ways:** Style, Multiple, Paced, Reaching, Supern. 5 + 5
**Type:** Action

**Prerequisites:** All other charms of this style, Ultimate Technique Advantage

The martial artist vanishes into the flows of Essence as he assumes this Form. For a long moment, he is everywhere and nowhere, embodied in a dance of all things. Then, he manifests again, in every moment aware of everything around him, reacting to intentions before they are formed and actions before they are taken, complete and perfect in every aspect.

This charm is activated as an action, but can be resumed just by paying the appropriate cost. When it is activated, you disappear until the beginning of the next turn, and cannot be affected by anything (during this time, the player decides what other parts of the style he wishes to simultaneously activate, makes Setup rolls for charms he chooses, etc). At the beginning of the next turn, roll Join Battle; you reappear at the appropriate Initiative count and can act normally. For the duration of this charm roll (X) additional dice for all Join Battle rolls. You also perfectly perceive everything in (X)
Range (counts as Negating (5) any effect that would ignore your Notice).

At any point while this charm is active (including the action you activate it), you can activate up to (X) of any of its prerequisite Form-type charms of the Prismatic Arrangement of Creation Style or other Martial Arts Styles Forms, reducing the cost of activating each such charm or Form by 1m (stacks with Flawless). They last for as long as this charm does instead of their normal duration. If this charm’s cost is paid again to extend its duration, the effects of active Forms are extended as well, at no additional cost. [This effectively substitutes their separate Paced with this charm’s Paced, along with the mute cost]. You can activate any number of Forms you know, combining (but not stacking) their benefits. You also receive the general Form benefits for this Style.

This charm lasts for (X) turns.

**Nigga, how do all this fucking discounts work?**

There are three total methods of reducing the cost of charms from this style.

First, you have the Flawless, that makes the Style Way cost 0m, reducing the cost of any charm with it by 1m (which are all charms of this style). Every subset of charms gets their own condition, and there is also a general one. The specific and the general conditions technically can apply at the same time, but they do exactly the same thing: reduce the cost of the Style Way to 0m, and so do not stack.

Then there is the flat cost reduction of 1m from Five Universal Directions Form, which is a ruled as a Supernatural 5 effect. It stacks with the Flawless, because it reduces the cost of the whole charm, not one of the Ways.

And, finally, there is the slightly rule-stretching application of Multiple and Paced from the Form charms. It works by substituting the Paced in several lower-tier charms with Paced in their Form charm. So, if you use Resplendent Prismatic Arrangement of Creation Form, and three other Forms, and Six and Four lasting charms with Paced at the same time, you will only pay 1m for all the Paced in it, instead of 14m total for each separate application.

For the record, you can activate all 14 lasting charms of this Style as one action with the final Form, for a total of 17m for basic versions, and for a total of 25m for the perfected versions of those charms. 17m is exactly doable for an Essence 6 Exalt with starting Virtue dots. Cult and higher Essence can help to get to 25m. Also, 25m cost was a total accident, but it fits the sacred number perfectly. Neat.

The Sidereals, of course, get to further cheat with their Sidereal sutras discount. Even so, any Student’s Sutra apply for each subset of charms and their respective Form separately.
On this page are basic templates for a major NPC, both in Ability and Attribute Trait sets. They should be used for NPCs who are not Quick Characters and are important enough to have full stats.

### Traits | Static Defenses
--- | ---
Archery | Evasion
Athletics | Soak
Awareness | Resolve
Brawl | Guile
Bureaucracy | Notice
Craft |  
Dodge |  
Integrity | Compassion
Investigation | Conviction
Larceny | Temperance
Linguistics | Valor
Lore |  
Medicine | Health
Melee | -0: □
Occult | -1: □
Performance | -3: □
Presence | Motes
Resistance | ○
Ride |  
Sail |  
Socialize | Sorcerous Motes
Stealth |  
Survival |  
Thrown |  
War |  

**Equipment, Gifts, Charms and spells**

**Intimacies**

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| Linguistics | Valor |
| Lore |  
Medicine | Health |
| Melee | -0: □ |
| Occult | -1: □ |
| Performance | -3: □ |
| Presence | Motes |
| Resistance | ○ |
| Ride |  
Sail |  
Socialize | Sorcerous Motes |
| Stealth |  
Survival |  
Thrown |  
War |  

**Equipment, Gifts, Charms and spells**

**Intimacies**
Next follow the templates for Quick Characters. First one is for an individual, with the differentiated health and mote tracks:

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
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**Traits**

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**Virtues**

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<td>Conv.</td>
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**Equipment, Gifts and charms**

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Motes

○○○

The template below is for a group of Quick Characters. Note that you can add as many separate numbered health and extra successes tracks as needed for the number of similar groups you have (as shown below). This works very well for large-scale scenes with armies, allowing for the ease of tracking the condition of each group.

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**Extra dice/successes**

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In both QC templates above, write down unmodified Traits and Defenses in the boxes, and any bonuses in the Equipment, Gifts and Charms. The total numerical value can be combined from these two places, adding Size if necessary. By default, single QC’s Size box is its own Size, while for a group it is group numbers. Note Size in Gifts separately for any groups of large beings.

**Trait levels overview**

Traits for NPCs are generally quite low. I am well aware of the 5/5/1 mindset many Exalted players espouse (for those unfamiliar, it states that you should have maximum Ratings in Traits to have character be eminently competent). I advise you to drop it. Unlike official rules, QE has fully realized avenues of conflict besides combat and basic social rules. Unless your ST deliberately pulls his punches, extreme specialization is actively harmful.

Why all of this is here? To answer the inevitable laments of «the NPCs are too weak». Yes, NPC Trait Ratings are in accordance with QE’s Trait Rating paradigm. Which means – Trait levels are low. They only go from 1 to 10. Yes, that means that your Exalts will absolutely devastate mortals, low-tier spirits and similar opposition – as intended. Yes, it means that a starting Solar can be as dangerous as a veteran Dragon-Blooded, and an experienced Solar can wipe the floor with a dozen of them – as intended.

And yes, that means that a Brawl 6, Dodge 6, Resistance 6 Solar in an absolute beast in Physical combat. Don’t think I say that you are not allowed to do it. Do it, and you will easily, even trivially, win in most Physical Conflicts. Do you want to? Go ahead – but if you do, do not expect the Storyteller to provide «challenge» for you. You have put the dots in, you have deliberately chosen to trivialize most opposition of this type, you have decided that your character will be this way – do not complain that the game is boring. The same goes for any overspecialization. You want to win, you win. Exalted is usually about what you choose to do, and not about whether you succeed at it.

So how does all this relate to NPCs? Well, NPCs presented below have their Traits allocated on the narrative basis. The example NPCs are not there to «provide balanced opposition» «make encounters» or some such nonsense. They are to represent, more or less faithfully, the inhabitants of the setting. Arranging them in entertaining combinations, and making new ones, is up to the Storyteller. Some are weak, some are somewhat strong, and some are very strong. All of their Traits are equally fair in their unfairness.
NPC - Mortal

Your average mortal can be found anywhere in Creation. Innocent bystanders, unfortunate casualties, terrified victims – all those little people who suffer the consequences of your character's actions. Note that while they have very low Traits, it does not mean they have trouble existing, daily – only that they cannot really perform well in a crisis (when a roll is required).

<table>
<thead>
<tr>
<th>Traits</th>
<th>Defenses</th>
<th>Virtues</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good 2</td>
<td>Good 1</td>
<td>Comp. 2</td>
</tr>
<tr>
<td>Bad 0</td>
<td>Bad 0</td>
<td>Temp. 2</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

Some mundane items.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: □</td>
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<tr>
<td>-1: □</td>
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<tr>
<td>-3: □</td>
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</table>

<table>
<thead>
<tr>
<th>Motes</th>
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</table>

Frenzied mob is a favorite of many a socialite – until it turns against him. Plentiful throughout Creation, frenzied mobs assist religious authorities with persecutions, harass peaceful establishments, commit random acts of violence, and die in droves to the Daiklaves of Exalts, painting the streets red with their blood. Frenzied mob can be used to represent any agitated crowd. Adjust Size as required.

<table>
<thead>
<tr>
<th>Frenzied mob (a couple hundred people)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
</tr>
<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good 2</td>
</tr>
<tr>
<td>Bad 0</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

Weapons (+1 Damage), often torches.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>I: □□□ + □□</td>
<td>Usually have a Major emotion-based Intimacy currently active.</td>
</tr>
<tr>
<td>Extra dice</td>
<td>○○</td>
</tr>
</tbody>
</table>

Mortal champion is an accomplished warrior from the North. Chances are, he leads a raiding or hunting party, fights a local city's champion in the ritual combat to claim the loot tax, or serves as a bodyguard of someone important. He is well equipped, and carries several well-enchanted items.

<table>
<thead>
<tr>
<th>Mortal Champion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Essence</td>
</tr>
<tr>
<td>Limit</td>
</tr>
</tbody>
</table>

**Traits**

| Archery | 2 | Evasion | 1 |
| Athletics | 3 | Soak | 1+1+1 |
| Awareness | 3 | Resolve | 1 |
| Brawl | 3 | Guile | 0 |
| Bureaucracy | - | Notice | 1 |
| Craft | - | |
| Dodge | 3 | Compassion | 2 |
| Integrity | 2 | |
| Investigation | - | Conviction | 2 |
| Larceny | - | Temperance | 2 |
| Linguistics | 1 | Valor | 3 |
| Lore | - | |
| Medicine | 1 | |
| Melee | 4 | -0: □ |
| Occult | - | -1: □ |
| Performance | 1 | -3: □ |
| Presence | 2 | - |
| Resistance | 3 | |
| Ride | 2 | |
| Sail | 2 | |
| Socialize | 1 | |
| Stealth | 1 | |
| Survival | 3 | |
| Thrown | 2 | |
| War | 2 | |

**Equipment, Gifts, Charms and spells**

Enchanted war axe: +1 Damage, +1 bonus once per scene
Small round shield: +1 Soak, -1 Initiative.
Enchanted light armor: +1 Soak, reduce the penalties for cold-based Hazards by 1
Enchanted lucky trophy: can reroll a Melee critical failure once per story

**Intimacies**

**Defining:** Survival and Glory!

**Major:** My Tribe; Pillage, then burn.

**Minor:** I hate cats, especially those larger than me; Redheads (preference); Whitewall cherry (craving).
**Reasonably Corrupt Functionary** is everywhere the papers are in the need of pushing; collecting taxes, administering offices, counting beans and assessing goods. He is a well-adjusted individual. His Intimacy related to the fear of discovery and punishment is always lower than his Intimacy towards being agreeable to financially-substantiated suggestions.

```
Reasonably Corrupt Functionary

Rank | 1 | Quality | G | Essence | 1 | Size | 0
---|---|---|---|---|---|---|---
Traits | Defenses | Virtues
Good | 3 | Good | 2 | Comp. | 2 | Conv. | 2
Bad | 1 | Bad | 0 | Temp. | 2 | Valor | 2

Equipment, Gifts and charms
Trappings of his office.
```

**A gentleman and a scholar** is a man of culture. He is knowledgeable in his preferred field, impeccably polite and has quite the reputation in the area. He can be a priest, an architect, a diplomat, or a judge, or fulfill any number of other duties. In any given location, he probably advises the ruling class, performs essential duties, and probably has several apprentices and assistants around.

```
A gentleman and a scholar

Rank | 1 | Quality | E | Essence | 1 | Size | 0
---|---|---|---|---|---|---|---
Traits | Defenses | Virtues
Good | 4 | Good | 3 | Comp. | 2 | Conv. | 3
Bad | 1 | Bad | 1 | Temp. | 3 | Valor | 2

Equipment, Gifts and charms
```

**Soldiers** are everywhere in the war-torn Creation. While details of the uniform (if any) vary, their tendency to find safety in numbers remains constant. Generic stat blocks are boring, so here are a few units from across the world.

```
Linowan War Band (about 50 people)

Rank | 1 | Quality | G | Essence | 1 | Size | 1
---|---|---|---|---|---|---|---
Traits | Defenses | Virtues
Good | 3 | Good | 2 | Comp. | 2 | Conv. | 2
Bad | 1 | Bad | 0 | Temp. | 2 | Valor | 2

Equipment, Gifts and charms
 Spears and clubs: +1 Damage.
 Bows and thrown Weapons: +1 Damage, Short Range.
 Fighting leathers: +1 Soak.

Health | Other
Loose ranks (Setup): +1.
(+1 extra die, for masks and minor talismans)
Extra dice

War Mammoth Party (around 10 beasts)

Rank | 1 | Quality | E | Essence | 1 | Size | 1
---|---|---|---|---|---|---|---
Traits | Defenses | Virtues
Good | 4 | Good | 3 | Comp. | 2 | Conv. | 2
Bad | 1 | Bad | 1 | Temp. | 3 | Valor | 2

Equipment, Gifts and charms
Heavy Natural Weapons: +2 Damage, Slow 1
Thick hide: +1 Soak

Health | Other
Size 2 each.
Total attack 4+2+1+2=9
(+1 extra die)
Total defense 3+1+1+2=7

Flame Piece Light Cavalry (around 30 riders)

Rank | 1 | Quality | G | Essence | 1 | Size | 1
---|---|---|---|---|---|---|---
Traits | Defenses | Virtues
Good | 3 | Good | 2 | Comp. | 2 | Conv. | 2
Bad | 1 | Bad | 1 | Temp. | 2 | Valor | 3

Equipment, Gifts and charms
Melee Weapons: +1 Damage
Flame pieces: +1 Damage, Short Range, attacks can be rolled as Hazard Creation.

Health | Other
Horses confer Size 1, used for Defense and Speed.
Extra dice
```
Martial Arts students are often found fighting other dojos and Styles for dominance, harassing civilians or dying tragically while defending their principles. They are well-trained and well-motivated to continue their training (whether by the master’s stick or the promise of power and social mobility); they are simple mortals who have yet to enlighten their Essence, but already know how to throw a punch.

<table>
<thead>
<tr>
<th>Martial Arts Students (a couple of dozen people)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
</tr>
<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good</td>
</tr>
<tr>
<td>Bad</td>
</tr>
</tbody>
</table>

Equipment, Gifts and charms
No Weapons; or their Style Weapons: +1 Damage.

Style Form: gain benefits of the Style’s form as a Gift.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
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</thead>
<tbody>
<tr>
<td>□□□□□</td>
<td>□□□□□</td>
</tr>
<tr>
<td>Extra dice</td>
<td>○○</td>
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</table>

Enlightened Martial Disciple is the rising star of his school. He has enlightened his Essence due to his mastery of Martial Arts, and can use Techniques. Disciples lead their fellow students in training, challenge rival disciples, and act as representatives of their dojo. Increase the number of Techniques known for the more powerful specimens.

<table>
<thead>
<tr>
<th>Enlightened Martial Disciple (Tiger Style)</th>
</tr>
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<tbody>
<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
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<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
</tr>
</tbody>
</table>

Equipment, Gifts and charms
Tiger Claws: +1 Damage, Weapon.
Raging Tiger Pounce (2m): Style (2) attack, knockdown.
Spine-Shattering Bite (2m): Style (2) attack, Ignore (1) Soak.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
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<tbody>
<tr>
<td>-0: □</td>
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<td>-1: □□</td>
<td>-</td>
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<td>-3: □□□</td>
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</table>

Motes ○○○○○

Venerable Enlihtened Master is a very important person, standing at a pinnacle of what a mortal can achieve. He leads dojos, teaches his disciples, and can even hold against some of the Exalted for a bit.

<table>
<thead>
<tr>
<th>Venerable Enlightened Master (Crane Style)</th>
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<tbody>
<tr>
<td>Essence</td>
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<table>
<thead>
<tr>
<th>Traits</th>
<th>Static Defenses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>1</td>
</tr>
<tr>
<td>Athletics</td>
<td>4</td>
</tr>
<tr>
<td>Awareness</td>
<td>4</td>
</tr>
<tr>
<td>Brawl</td>
<td>4</td>
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<tr>
<td>Bureaucracy</td>
<td>3</td>
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<tr>
<td>Craft</td>
<td>1</td>
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<tr>
<td>Dodge</td>
<td>4</td>
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<tr>
<td>Integrity</td>
<td>4</td>
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<tr>
<td>Investigation</td>
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<tr>
<td>Larceny</td>
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<tr>
<td>Linguistics</td>
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<td>Lore</td>
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<tr>
<td>Medicine</td>
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<tr>
<td>Melee</td>
<td>5</td>
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<tr>
<td>Occult</td>
<td>1</td>
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<tr>
<td>Performance</td>
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<td>Presence</td>
<td>5</td>
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<tr>
<td>Resistance</td>
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<tr>
<td>Ride</td>
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<tr>
<td>Sail</td>
<td>1</td>
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<tr>
<td>Socialize</td>
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<tr>
<td>Stealth</td>
<td>3</td>
</tr>
<tr>
<td>Survival</td>
<td>2</td>
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<tr>
<td>Thrown</td>
<td>1</td>
</tr>
<tr>
<td>War</td>
<td>2</td>
</tr>
</tbody>
</table>

Crane Form (1m/action)

Equipment, Gifts, Charms and spells
Flawless: Defending Other or Clashing an attack and have not dealt Physical damage this or previous turn except in Clashes as above.
Fluttering Cry of Warning (2m): Ignore Ambush, Clashing Defensibly with Melee with Style (3).
Humbl. Enl. Comment. (2m): Style (3) Brawl or Melee attacks; target’s neg. Intimacies penalize its Evasion.
Emp. Just. Redirection (2m): Style (3) for Evasion or Clashing an attack; also is Setup against the attacker.
K. Sifu’s Quill (2m): Style (3) attack, result is Social.
C. Wings D. (2m): Style (3) Evasion as Soak, negate (3).
FSAD (2m): Clash with Style (3) up to Long Range.
Beak Spears Frog (3m): For 3 turns, +3 Style (3) Extra Actions to Defend Other or Clash.

Intimacies
Defining: The Way of the Crane Philosophy.
Major: Own Dojo; Specific Disciple.
Minor: Tea ceremonies; a friend (a disguised Sidereal).
Gunzosha Commandos are the best of the best of mortal soldiers. Clad in sophisticated power armor, expertly trained and eager (as they should be, considering they cut their lifespan in half by using it), they were intended as warriors who can approach Dragon-Blooded in prowess. **Note**: all numbers are rounded up and the full Chance die is rolled for actions and Defenses affected by the armor.

### Gunzosha Commando

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>E</th>
<th>Essence</th>
<th>Size</th>
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<tbody>
<tr>
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**Traits**

<table>
<thead>
<tr>
<th>Good</th>
<th>Bad</th>
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<tbody>
<tr>
<td>4</td>
<td>1</td>
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</table>

**Defenses**

<table>
<thead>
<tr>
<th>Comp.</th>
<th>Conv.</th>
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<tr>
<td>2</td>
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**Virtues**

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**Gunzosha armor**: +4 Physical Def. total, -1 Initiative; +1 to attacks, +1 Damage, perception and feat of strength rolls; +2 to Stealth.

*Sword:* +1 Damage, Weapon

*Fire Lance*: +1 Damage, Ranged Weapon; Stores 4m, activates for 1m per scene; +1 Damage, Ignore (1) shields, can make Medium Range attacks, ignoring (1) Evasion and Cover, unlimited ammo for a scene.

*Fan Strike* (1m): attack 2 additional targets or reduce the Size bonus to Evasion when attacking a group by the same amount.

*Overcharge* (1m): +2 to the attack roll.

**Health**

-0: □

-1: □□

-3: □□□

**Motes**

-4 Motes are from the Fire Lance capacitor.

---

**Gunzosha Commando Unit**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>E</th>
<th>Essence</th>
<th>Size</th>
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<tbody>
<tr>
<td>1</td>
<td></td>
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<td>0</td>
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**Traits**

<table>
<thead>
<tr>
<th>Good</th>
<th>Bad</th>
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<tr>
<td>4</td>
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**Defenses**

<table>
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<tr>
<th>Comp.</th>
<th>Conv.</th>
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**Virtues**

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**Equipment, Gifts and charms**

Equipment and Weapons as above.

A total of +4 to attack/Damage and Defense when Fire Lances are active.

**Health**

One of the underscored health levels regenerates per turn. Spend 1 mote to activate Fire Lances.

**Motes**

1: □□□□

Extra dice

1: □□□

Modified humans are those whose body was changed somehow, whether due to the Wyld mutations, Lunar breeding programs, sorcerous experiments, exposure to Demesnes, or any number of other sources. This is expressed via some Gifts and often, some Drawbacks.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
<th>Size</th>
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<tbody>
<tr>
<td>1</td>
<td></td>
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**Traits**

<table>
<thead>
<tr>
<th>Good</th>
<th>Bad</th>
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<tbody>
<tr>
<td>3</td>
<td>1</td>
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</table>

**Defenses**

<table>
<thead>
<tr>
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<td>2</td>
<td>4</td>
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**Virtues**

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</table>

**Equipment, Gifts and charms**

Weapons and armor as required and 3 Gift points base (more can be obtained with Drawbacks). Some of the more common Gifts are:

1 gp] **Claws/Teeth/etc.**: +1 Damage in close combat. Stacks with normal Weapons

2 gp] **Tough Hide**: +1 Soak

1+2 gp] **Fast Reflexes**: +1 to Join Battle and Evasion

1 gp or 1+2 gp] **Size 1 or Size 2

3 gp] **Wings/Gas bag/etc.**: can fly

1+1 gp] **Keen Sense**: +1 and can detect things out of the normal human perception range for a specific sense

3 gp] **Venom**: Poison Hazard 2/Day (increase points to enhance)

1+1+1 gp] **Extra hands**: +1 action per turn

1+2 gp] **Tentacles**: +2 to all Grapple rolls

1 gp] **Chameleonic skin**: +1 to Stealth

1 or 1+2 gp] **Beautiful**: +1/2 to all Seduction and related rolls

1 gp] **Nightvision**: Can see in the dark as long as there is at least some light present.

1 gp] **Buoyant**: do not sink in the water.

3 gp] **Elemental Nature**: unaffected by the native element, but suffer from its opposite: for example, a Fire person will take Damage Hazard in contact with water.

Some of the most common Drawbacks include:

1-3 gp] **Diet/Location/Behavior Dependence**: if deprived, weakens and dies as if starving/dehydrated/suffocating.

1 gp] **Conspicuous**: your Gifts and nature are obvious.

1-3 gp] **Deranged**: Rating 1/3/5 Derangement.

1-3 gp] **Brittle**: -1/-2/-3 Soak.

1-3 gp] **Odorous/Disgusting/etc.**: -1/-2/-3 to all positive Social actions targeting others, and to Stealth.

**Health**

1: □□□□

**Extra dice**

□□
NPC – Beings of the Wyld

**Hobgoblins** are the epitome of a disposable warrior minion: crafted by the Raksha from nightmares and enjoying nothing more that spreading terror and serving their glorious overlords. They come in a myriad shapes and forms, as their masters create them to complement their own aesthetics.

<table>
<thead>
<tr>
<th>Hobgoblins (about 25 individuals)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
</tr>
<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good</td>
</tr>
<tr>
<td>Bad</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

Various Weapons: +1 Damage.

**Tough Hide:** +1 Soak.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
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<td>□□□□□</td>
<td></td>
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</tbody>
</table>

**Extra dice**

○○○

**Minikin** are tiny servants made by the Raksha to perform various chores. They generally appear in large numbers, and are of very simple mind, not really self-aware enough to qualify as people. As usual, their appearance vary a lot, from tiny winged humanoids to animated objects to intelligent animals like mice or birds, to any number of other options. They are usually non-combatants, unless directed in large numbers.

<table>
<thead>
<tr>
<th>Minikin (about 50 individuals swarm)</th>
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<tbody>
<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good</td>
</tr>
<tr>
<td>Bad</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

Usually, have or are Equipment for +1, for whatever tasks at hand.

Many have wings or other forms of flight.

If armed, they have Weapons, and are best providing Hazard or Setup, not as a combat unit, because of -3 Size penalty to Damage.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
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<tbody>
<tr>
<td>□□□□□</td>
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</tbody>
</table>

**Extra dice**

○○

**Brutes** such as Buck-Ogres are big, tough and dumb beasts, commonly used as shock troops in the armies of the Wyld. Drawn or created from Wyld-Infused beasts or people, they all have in common their large size and strength, and are difficult to put down. Most are too twisted and not smart enough to talk.

<table>
<thead>
<tr>
<th>Brute</th>
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<tbody>
<tr>
<td>Rank</td>
</tr>
<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good</td>
</tr>
<tr>
<td>Bad</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

Great Axe: +2 Damage, Slow 1, Heavy Weapon.

Makeshift armor: +1 Soak.

**Horns:** +1 Damage in close combat.

**Tough Hide:** +1 Soak.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: □□</td>
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<td>-1: □□</td>
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<td>-3: □□</td>
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</table>

**Extra Dice**

- 

**Wind-Whales** of the North are huge furry whales, kept afloat by the internal bladders of superheated air and directed in flight by their large sail-like fins. Each Direction has its own variant beast. Gentle by nature, they are often used by Rakshsa as living skyships.

<table>
<thead>
<tr>
<th>Wind-Whale</th>
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<tbody>
<tr>
<td>Rank</td>
</tr>
<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</tbody>
</table>

**Equipment, Gifts and charms**

Bite: +1 Damage natural Weapon

**Flight:** Can fly.

**Weather resistance:** +1 Soak and immune to bad weather of the native Direction.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
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<td>-0: □□</td>
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<td>-3: □□□</td>
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**Motes**

-
Commoner Raksha are simple enough tales, but still are every good at what they do. Every supporting and episodic character archetype is represented somewhere among their ranks.

<table>
<thead>
<tr>
<th>Raksha Trickster</th>
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<tbody>
<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
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<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</tbody>
</table>

Equipment, Gifts and charms

Crafty: Guile +2.
Style (1m): double stunt bonus; in the Wyld, pay for Ways with penalty, up to -3.

Takes one (0m): Ignore (1) Guile for Read Character.
Unseen Craftsman Style (0m): Decrease Crafting Interval by (1) as long as you are not seen.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
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<td>-0: □□</td>
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<td>Motes</td>
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<tr>
<td>Shaping Damage:</td>
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<td>Cup: ▢▢▢▢▢▢</td>
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<td>Staff: ▢▢▢▢</td>
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<td>Ring: ▢▢▢▢</td>
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<thead>
<tr>
<th>Raksha Hunter in the Dark</th>
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<tbody>
<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
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<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</tbody>
</table>

Equipment, Gifts and charms

Claws: +1 Damage Natural Weapons.
Carapace: +1 Soak, Natural Light Armor.
Terror Organism: Stealth +1, Evasion +1.

Style (1m): double stunt bonus; in the Wyld, pay for Ways with penalty, up to -3.
Rending Claws (1m): For a turn, Ignore (1) Soak.
Scything Talons (1m): gain an Extra Action attack this turn.

<table>
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<tr>
<th>Health</th>
<th>Other</th>
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<tbody>
<tr>
<td>-0: □□</td>
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<tr>
<td>Shaping Damage:</td>
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<td>Cup: ▢▢▢▢▢▢</td>
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<tr>
<td>Staff: ▢▢▢▢</td>
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</table>

Noble Raksha Sociopathic Murderer hides in plain sight, murdering for sport, toying with his victims and investigators for the purposes of Feeding.

<table>
<thead>
<tr>
<th>Raksha Hunter in the Dark</th>
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<tbody>
<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
</tr>
<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</tbody>
</table>

Equipment, Gifts, Charms and spells

Style (1m): double stunt bonus; in the Wyld, pay for Ways with penalty, up to -3
Weapons of Murder (0m): get any normal Weapon.
Murder Mystery (0m): Negate (3) Ignoring your Guile.
Silent Death (1m): For 3 turns, close combat produces no sound or incidental damage to surroundings.
Slaughter Them All (0m or 1m): Ignore (1) Evasion and Soak; for +1m, either gain 3 Extra action attacks, or reduce a group’s Size bonus by 3.
No Escape (1m): move anywhere in Long Range, ignoring (3) obstacles such as locked doors.

Intimacies

Defining: Hunt and Murder; Present a respectable façade.
Major: Leaving clues intentionally; Artful murder.
Minor: Pretending to investigate itself; Currently planned victim (possessiveness).
NPC – Spirits – Gods

Dream Flies are tiny gods who are tasked with observing dreams and recording the most interesting ones. They appear as a small winged humanoids, with the exact appearance depending on what types of dreams they are associated with (Nightmare Flies, for example, are fond of bat wings and twisted features).

**Ambitious palace god** is a spirit of large, old palace of the government. Faithful subordinate to his City Father (who tacitly approves), he is prone to interference to illegally protect, maintain and expand his building complex by direct intervention.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
<th>Size</th>
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<tbody>
<tr>
<td>2</td>
<td>G</td>
<td>3</td>
<td>-</td>
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</tbody>
</table>

**Equipment, Gifts and charms**

- Sense Domain (2m): His palace of Size 4, only while inside (1gp spent).
- Landscape Travel (2m): Through the walls at Speed 1.
- Domain Manipulation Scenario (2m): Medium Range.
- Materialize (5m): Scene, or until left the palace (3gp)

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: □</td>
<td></td>
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<td>-1: □</td>
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<td>-3: □</td>
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</tbody>
</table>

**Motes**

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**Faithful Lion Dog** is a fierce and loyal guardian spirit, appearing as a mix of lion and a mastiff made of living jade, two meters tall in the shoulder.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
<th>Size</th>
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<tbody>
<tr>
<td>2</td>
<td>E</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

- Claws: +1 Damage, Natural Weapon.
- Bite: +2 Damage, Slow 1, Natural Heavy Weapon.
- Jade Hide: +3 Soak total (Natural Artifact armor, 1+5gp)
- Materialize (5m): For a Month (3gp spent).
- Sense Domain (2m): Guarded things, Long Range
- Principle of Motion (2m): Up to 2 actions banked.
- Essence Bite (1m, action): 3+1 Setup for attacks, Scene.
- Paralyze (2m): 5 dice Obstacle Hazard, Touch, 2 turns.
- Words of Power (1m): Roar; 5 dice Mental attack for Physical damage. For +1m, inflict -1 penalty for 2 turns.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
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<tbody>
<tr>
<td>-0: □</td>
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<td>-3: □</td>
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</table>

**Motes**

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**Bloody Hands** are spirits of murder, observing or, in these fallen times, enabling and enjoying such crimes.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
<th>Size</th>
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<td>3</td>
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**Equipment, Gifts and charms**

- Claws: +1 Damage, Natural Weapon.
- Tough Hide: +1 Soak.
- Stylish Coat: Light armor, Artifact 0: +1 Soak.
- Uncanny Stealth Melee/Thrown prowess (1m): +2 dice
- Stoke the Flame (1m): 3 dice to Inspire murderous thoughts, one step higher Rating than normal.
- Sense Domain (2m): In (Essence + 1) Range (1gp).
- Materialize (5m): Scene; Hurry Home (2m): Speed 1.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
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<tbody>
<tr>
<td>-0: □</td>
<td>Melee, Thrown and Stealth are Good. One hand constantly bleeds, even in other forms.</td>
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<tr>
<td>-1: □</td>
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<td>-3: □</td>
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**Motes**

○○○○○○○○
**Emissary of Heaven** is a god of something irrelevant to his main occupation of a messenger and meddler, sent by his superiors to Creation. He intrigues, impresses young Cult of the Illuminated members, lies, manipulates, behaves in an infuriatingly faux-polite manner and obstructs helpful spirits.

**Celestial Lions** are great guardian spirits, appearing as huge lions of mirror-polished orichalcum. They protect Yu-Shan and the most important and holy places in Creation, and serve as the senior field agents of the Department of Celestial Concerns in matters of the Heaven’s law enforcement. They are utterly incorruptible by nature – although what ideals they espouse can vary from one to another.

<table>
<thead>
<tr>
<th>Emissary of Heaven</th>
<th>Rank</th>
<th>3</th>
<th>Quality</th>
<th>G</th>
<th>Essence</th>
<th>4</th>
<th>Size</th>
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<tr>
<td>Traits</td>
<td>Defense</td>
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<td>Virtue</td>
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<tr>
<td>Good</td>
<td>Good</td>
<td>5</td>
<td>Comp.</td>
<td>2</td>
<td>Conv.</td>
<td>4</td>
<td></td>
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</tr>
<tr>
<td>Bad</td>
<td>Bad</td>
<td>3</td>
<td>Temp.</td>
<td>3</td>
<td>Valor</td>
<td>2</td>
<td></td>
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</tbody>
</table>

**Equipment, Gifts and charms**

**Jade and silk fan** (Artifact 0): +1 Guile, +1 Soak, Light Shield, no penalty.

Needles: +1 Damage, close combat and Short Range throwing Weapon.

**Gifted**: +2 bureaucracy and Social manipulation

**Hurry Home** (2m, action): At Speed 2.

**Materialize** (7m): For a Scene.

**Measure the Wind** (1m): 5 dice, Ignore (1) Guile.

**Memory Mirror** (1m): 5 dice, basic memories, or all on a critical success.

**Instill Obedience** (2m): 7 dice Inspire, Ignore (3) Resolve, Emotion lasts for a day before it begins to fade.

**Spiritual Armor** (2m): +3 Soak total armor, for a scene.

**Terrestrial Circle Sorcery** (5 dice to Shape):

**Emerald Countermagic** (5sm, Control spell): Medium Range, explodes First Circle Spells.

**Infallible Messenger** (3sm): Delivers a message in under a day anywhere in the current world.

**Chains of Mercury** (4sm): Crafts a holding Obstacle Hazard in Short Range on a target, 1+5 dice.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
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<tbody>
<tr>
<td>-0: □□□□</td>
<td>2sm typically held from the Rite.</td>
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<tr>
<td>-1: □□□□</td>
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<tr>
<td>-3: □□□□</td>
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**Motes**

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<tr>
<th>Health</th>
<th>Other</th>
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<tbody>
<tr>
<td>-0: □□□□</td>
<td>Incorruptible: automatically succeed on all Conviction rolls;</td>
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<tr>
<td>-1: □□□□</td>
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<tr>
<td>-3: □□□□</td>
<td>Negate (5) any Social Influence that would ignore Resolve.</td>
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</tbody>
</table>

Note: the Emissary of Heaven will often engage in Social Conflicts, and will almost always avoid participating in Physical ones. If he does, it is preferably from behind the backs of his allies, when he can annoy the opponents with Chains of Mercury. For Social Conflicts, assume Defining Intimacy of «It must look good for me in the report», and some relevant negative ones, especially to (you), the PCs.
Kireeki is the goddess of oceanic predators, except sharks and those with tentacles. She is considered one of the most approachable gods of the Ocean Court. She hates Siakal and her children, aspiring to replace her as the Western God of War, and has a class of sky gods of the Ocean Court. She is considered one of the most approachable gods of the Ocean Court. She hates Siakal and her children, aspiring to replace her as the Western God of War, and has a class of

Her true form is that of a great orca, with paired tentacles that trail from beneath her flukes. When dealing with mortals, she assumes a semi-humanoid form of a beautiful young woman, smooth-skinned like a dolphin, with a fringe of tentacles where her ears should be and a fin-like crest on her bald head. Below the waist, she has a mass of tentacles instead of legs. IN both forms, her skin has orca-like markings, black and gray, with white patches around each eye.

**Kireeki, Huntress of the Waves**

**Essence 7**  
**God**

**Of oceanic predators**  
**Limit □□□□□**

**Traits**  
**Static Defenses**

- **Strength 5**  
- **Evasion 4**

- **Dexterity 7**  
- **Soak 3**

- **Stamina 6**  
- **Resolve 2**

- **Charisma 5**  
- **Notice 3**

- **Manipulation 5**  
- **Valor 5**

**Appearance 4**  
**Virtues**

- **Compassion 3**  
- **Temperance 3**

**Perception 5**  
**Conviction 3**

**Intelligence 6**  
**Tolerance 2**

**Wits 7**  
**Evasion 7**

**Health**

- **Mana**
  - □□□□□ □□
  - □□□□□ □□
  - □□□□□ □□

**Gifts and forms**

**All forms**: +2 Evasion in the water. Aquatic.

**Orca form**: Size 2, Natural Weapon (bite).

**Humanoid form**: Hands; ◿ ◿ ◿

**can go on land.**

**Motes**

**Equipment**

- **Bane of the Shark**, Blue Jade Dire Lance ••: +3 Dmg.

**Sharkbane** (1m): +2 to attack and Ignore (1) Soak, or (3) Soak against shark-related targets.

**Charm**

- **Affinity Water Control** (2m): Control a mass of water of up to Size 2 in up to Medium Range. +1m for (4) turns time, +1m for +4 extra targets.

**Benefaction or Maleficction** (2-8m): Up to total Supernatural (7) of effect, for up to (7) time, or up to (8) time at the cost of not being able to use the charm again for a (7) time.

**Hoodwink** (2m): Extra Action, 5 dice, Ignore (1) Resolve; if successful, the target pays no attention to you for a turn (for +1m, for 4 turns).

**Host of Spirits** (4m, Action): Create up to 5 (7 for +3m) Rank 2 Elite Quality sub-spirit orcas. For a Scene, to harry her prey. See their Traits below.

**Hurry Home** (2m): At Speed 3.

**Landscape Travel** (2m): In oceans, with Speed 2.

**Materialize** (9m, Action): For up to a Month.

**Measure the Wind** (1m): 5 dice, Ignore (1) Guile, +2 for those hunting or being hunted in the oceans.

**Portal** (3m): Open a gate to your Sanctum, for (X) turns. It must be in Extreme Range (default to 7 miles).

**Principle of Motion** (2m): Up to 4 actions banked.

**Sense Doman** (2-8m): Oceanic predators in Creation, while in the ocean; in (4) Range if out of the ocean.

**Shapechange** (2m): Into the Humanoid form and back.

**Signet of Authority** (2m, action): Up to a Month, or conditionally, or in the object.

**Spiritual Armor** (2m): +3 Soak total armor, for a Scene.

**Stoke the Flame** (1m): 5 dice to Inspire desire to hunt or flee to be hunted, one step higher than normal.

**Hunt the Waves** (1-4m): Subordinate (5-7) for any Join battle, movement, Dodge and close combat attacks, or doubling Evasion or Initiative, for a single action, only useable while in the ocean.

**Uncanny Swimming Prowess** (1m): +3 dice.

**Uncanny Biting/Ramming Prowess** (1m): +3 dice.

**Uncanny Dodging Prowess** (1m): +3 dice.

**Intimacies**

**Defining**: Aspiration to replace Siakal as the Western god of War; Love of the hunt (in oceans)

**Major**: Deep, cold hatred of sharks.

**Minor**: Northwestern seas preference; Ice wine and rose honey.
NPC – Spirits – Elementals

Enterprising Flame Duck is young and eager to make a name for herself. She roams the South, applying herself to trades of war and entertainment as the mood strikes her, trying to find something interesting enough to excel in.

<table>
<thead>
<tr>
<th>Enterprising Flame Duck</th>
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<tbody>
<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
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<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</table>

**Equipment, Gifts and charms**
- Slashing sword: +1 Damage, Weapon.
- Fiery Plumage: +1 Soak, +1 to Inspire strong emotions.
- Fiery Blood: +1 to Join Battle, +1 to movement rolls.

**Affinity Fire Control** (2m): Control a mass of fire of up to Size 0 in up to Medium Range.

**Essence Bite** (1m, action): 3 + 1 dice Setup to close combat attacks for a scene.

**Spiritual Armor** (2m): +2 Soak total armor, for a scene.

**Shapechange** (2m): into the Humanoid form and back.

**Health**
- 0: □
- 1: □
- 3: □

**Motes**

Stick people are small and playful wood elementals born from twigs of ancient trees. They see themselves as defenders as all that is good and true in their forest.

<table>
<thead>
<tr>
<th>Stick Person</th>
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<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
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<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</tbody>
</table>

**Equipment, Gifts and charms**
- Wooden Weapons and/or shield as needed: no bonus.
- Leaf glider: can safely fall, moving while doing so.

**Elemental Rejuvenation** (1m): at the parent tree, 2 dice.

**Essence Bite** (1m, action): 2 dice Setup to close combat attacks for a scene.

**Health**
- 0: □
- 1: □
- 3: □

**Motes**

Thunderbirds are fierce warriors, born in the heart of storms. They appear as large birds of prey, but sturdier in build and with a prismatic plumage that affords a majestic appearance. Their voices are like the whispers of flutes, recalling both the whistle of the wind and the cries of raptors. In human form, they appear as bald men, crowned with wreaths of white cedar and carrying the thunderbird warclubs: a long sturdy clubs of orichalcum shod ironwood, blackened by fire. Many lead cults in Creation or serve the Bureau of Seasons.

<table>
<thead>
<tr>
<th>Thunderbird Warrior</th>
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<tr>
<td>Rank</td>
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<tr>
<td>Traits</td>
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<tr>
<td>Good</td>
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<tr>
<td>Bad</td>
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</tbody>
</table>

**Equipment, Gifts and charms**
- War Club: +1 to attacks, +1 Damage, -1 to target’s Evasion (in human form only).
- Claws: +1 Damage Weapon (in bird form only).
- Thunderclap: +2 Damage, Ignore (3) Evasion, Medium Range. Heavy Natural ranged Weapon (no Initiative penalty) and a form of communication.

**Piercing Gaze**: can see through objects (count as Ignore (1) Soak).

**Affinity Lightning Control** (2m): Control a mass of lightning of up to Size 0 in up to Medium Range.

**Domain Manipulation Scenario** (2m): Create, control or quell rainstorms. Roll 5 dice as Hazard Creation if relative power is required to ascertain.

**Stoke the Flame** (1m): 4 dice to Inspire fear, one step higher than normal.

**Benefaction** (2m): blessings related to storms. Up to 3 Gift points for a Scene, or for a Day once per Scene.

**Elemental Rejuvenation** (1m): In storms, 5 dice.

**Shapechange** (2m): Into Humanoid form and back.

**Uncanny Melee Prowess** (1m): +3 dice, with its club.

**Uncanny Thunder Prowess** (1m): +3 dice, with its Thunderclap attack, or for a movement roll.

**Dematerialize** (5m): For a Scene.

**Health**
- 0: □
- 1: □
- 3: □

**Other**
- Winged flight and no hands (in the bird form).
**Wood Spiders** are malicious trickster spirits who delight in misleading mortals to get lost in the literal or metaphorical woods. Where they suffer and die.

| Wood Spider |
|---|---|---|---|---|
| **Rank** | **Quality** | **G** | **Essence** | **Size** |
| 2 | G | 3 | | |

<table>
<thead>
<tr>
<th>Traits</th>
<th>Defenses</th>
<th>Virtues</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good</td>
<td>4</td>
<td>Comp. 1</td>
</tr>
<tr>
<td>Bad</td>
<td>1</td>
<td>Temp. 3</td>
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</table>

**Equipment, Gifts and charms**

The Spidering: Is a spider. Can braid strands of wood into webs (treat as having materials for web projects). **Poisonous Bite**: one-time Poison, Ignores (1) Soak, 2/Instant (turns flesh into wood).

Dematerialize (5m): For a Scene. **Essence Bite** (1m, action): 3+1 dice Setup to close combat attacks for a scene. **Harrow the Mind** (2m, action): Show an illusion for a scene; 4 dice against Int/Awareness to sell it. **Stoke the Flame** (1m): 4 dice to Inspire confusion, one step higher than normal. **Words of Power** (1m): Poisonous advice; 4 dice Mental attack for Physical damage.

**Health**

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
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<tbody>
<tr>
<td>-0: □□</td>
<td>Wits, Dexterity and Manipulation are good.</td>
</tr>
<tr>
<td>-1: □□</td>
<td></td>
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<tr>
<td>-3: □□</td>
<td>*Size varies from -2 to 1.</td>
</tr>
</tbody>
</table>

**Motes**

Brine Curs are salt water elementals, appearing as pale-gray large dogs with fins and seven tongues.

| Brine Cur |
|---|---|---|---|
| **Rank** | **Quality** | **G** | **Essence** | **Size** |
| 2 | | 2 | | 1 |

<table>
<thead>
<tr>
<th>Traits</th>
<th>Defenses</th>
<th>Virtues</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good</td>
<td>3</td>
<td>Comp. 2</td>
</tr>
<tr>
<td>Bad</td>
<td>1</td>
<td>Temp. 2</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

**Natural Weapons** (choose 1 per attack): **Tongues**: +1 to Grapple or attack as a group; **Claw/Bite**: Ignore (1) Soak; **Tail**: Ignore (1) Evasion (invisible). **Tough fur**: +1 Soak. **Coarse Skin** (1m): +2 Soak total armor for an action. **Measure the Wind** (1m): 2 dice, Ignore (1) Guile; +2 when licking the target.

**Health**

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: □□</td>
<td>Beast-like intelligence only for most; dries out and dies in a day outside of salt water.</td>
</tr>
<tr>
<td>-1: □□</td>
<td></td>
</tr>
<tr>
<td>-3: □□</td>
<td></td>
</tr>
</tbody>
</table>

**Motes**

Heketa appear as beautiful women with alabaster king and heads of frogs. They exist only to be called as a force of vengeance, and do not generally possess enough self-awareness to be counted as individuals.

| Heketa |
|---|---|---|---|
| **Rank** | **Quality** | **G** | **Essence** | **Size** |
| 2 | | | 3 | |

<table>
<thead>
<tr>
<th>Traits</th>
<th>Defenses</th>
<th>Virtues</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good</td>
<td>3</td>
<td>Comp. 2</td>
</tr>
<tr>
<td>Bad</td>
<td>1</td>
<td>Temp. 3</td>
</tr>
</tbody>
</table>

**Equipment, Gifts and charms**

Amphibious, and immune to non-magical poisons.

Gifts enable several normally inaccessible charms and enhance several existing ones.

**Affinity Water Control** (2m): Control a mass of water of up to Size 0 in up to Medium Range.

**Dragon’s Susprire** (2m): Jets of water: 3 + 2 dice, ignores (1) Soak and Evasion; up to 3 targets or as a Medium-Range line Hazard.

**Elemental Rejuvenation** (1m): In water, 2 dice. **Body of Elemental Water** (1m): Negate (1) any attempt to ignore your Soak; Ignore (1) Weapon Damage; +1 Soak.

**Skin of Poison** (2m): 3 dice to Craft touch-based Poison Hazard, coating the skin. (Rolled Hazard)/Day, usually.

**Landscape Travel** (2m): Speed 1, in water and marshes.

**Malediction** (2m): Up to total Supernatural (2) of effect, for up to (2) time, or up to (3) time at the cost of not being able to use the charm again for a (2) time. Usually used to permanently terminate pregnancies (3 dice, 1m).

**Befoul the Land** (2m per Interval): 3 dice. Course a territory as an automaton project: Interval (area Size), Base Complexity adds Rating/Penalty as normal, also increasing the Hazard, Rating if more time is spent working afterwards. The effects may vary from simply turning the waters black and poisonous, to plagues of insects and other curses.

**Weather Control** (2m): in (X + 1) Range. Normally, only season-appropriate weather, but if combined with Befoul the Land, can produce terrifying atmospheric and illumination effects.

**Health**

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: □□</td>
<td>Commonly almost automata-like in their behavior, and have little personality.</td>
</tr>
<tr>
<td>-1: □□</td>
<td></td>
</tr>
<tr>
<td>-3: □□</td>
<td></td>
</tr>
</tbody>
</table>
Nasri is the second-in-command of the Bureau of Seasons, and in inclined to lead major operations personally. She is the most powerful of the Storm Serpents of Creation.

Nasri, Daimyo of Rainstorms, Daimyo of the Season of Air, General of the Aerial Legion

Essence 8 Elemental
Air

Limit □□□□□

Traits
Sense Domain
Principle of Motion

Calling the Scene, (8 - Target Area’s Size) - 5 Scale and Complexity.

Calculated Order of Immediate Action (2-3m): 8 dice. Craft a patch of preferred weather of up to Size 3/4/5. For +1m, even there where it cannot occur.

Domain Manipulation Scenario (2m): Control general weather and air behavior and movements.

Affinity Air Control (2-5m): Air and rainstorm effects of 4/5 Size. For +1/3/5m, for 5/6/7 turns; for +1/3/5m, +5/6/7 Extra actions/Targets.

Air Dragon’s Embrace (2-5m): for up to a Century.

Offensive Charms

Paralyze (2m): 9 dice + (Size 4), up to 5 turns. Lightning charm. For +1m, up to Range 5; for extra +1m, can be used as an Extra action after a lightning-based attack or action on the target.

Stoke the Flame (1m): 4 + (Size 4) dice to Inspire paralyzing terror, one step higher than normal.

Dragon’s Suspire (2m): Torrent of wind, rain and lightning: 8 + 2 + (Size 4) attack, as a Heavy ranged Weapon, (Slow 2, Medium Range), Ignoring both Soak (1) and Evasion (3), against up to 6 targets. If you wish, roll it as a Hazard Creation in a Medium-Range line instead (same ignores).

Thunderclap (1m): 9 + (Size 4) dice Extra Action attack, Ignores (3) Soak of objects, knocks other targets prone instead; occurs first in a turn (counts as Ignoring (3) Initiative). Only available against a target that was struck by Claws, Tail or Dragon’s Suspire on the previous turn. Only one Thunderclap is possible per turn.

Throw Lightning (2m): 6+Size 4 dice, +2 Damage, Extreme Range, Weapon, no penalty, Ignores (1) Evasion and (3) Soak.

Uncanny (Close Combat) Prowess (1m): +2 dice.

Defensive Charms

Elemental Rejuvenation (1m): In rainstorms; five steps shorter Interval, if relevant.

Body of Elemental Air (1m): +1 Evasion. Use Evasion as Soak, Negating (3) any effect that would ignore that Soak. Size is beneficial.

Consume Element (Air) (1m): Against an Essence-based effect or any Elemental charm of Air or Water, Negate (3) any effect they would Ignore your Soak. At (X) = 4, also regain 1m.

Elemental Armor (2m): +3 Soak total armor, for a scene. Raise to +4 Soak for +1m.

Intimacies

Defining: Loyalty (Bureau of Seasons); Love (Ghataru).

Major: Her soldiers; leading and commanding directly.

Minor: as needed.

Note: in the canon material, most of her personal inclinations are deliberately left blank, notably, her Bronze/Gold Faction dispositions and opinion of Solars, to better suit your campaign.
NPC – Spirits – Demons

Erymanthoi appear as large blood-red apes with long, black claws. Unsophisticated beings, they are content with fighting things, breaking things, raw meat and blood, and, of course, music. They hate being dematerialized with Defining passion.

<table>
<thead>
<tr>
<th>Everyday Erymanthos</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank: 2</td>
</tr>
</tbody>
</table>

- **Traits**
  - Good: 5
  - Bad: 1

- **Defenses**
  - Good: 3
  - Bad: 1

- **Virtues**
  - Comp.: 1
  - Temp.: 1
  - Conv.: 1
  - Valor: 4

**Equipment, Gifts and charms**

- **Claws**: +1 Damage, Weapon.
- **Measure the Wind** (1m): 1 die, Ignore (1) Guile; +2 when smelling/tasting the target’s blood.
- **Materialize** (4m): For a Day. (Domain charm for Blood Apes, 2gp to allow at \( X = 2 \)).
- **Principle of Motion** (2m): Up to 2 actions banked.
- **Words of Power** (1m): Roar; 5 dice Mental attack for Physical damage. For +1m, inflict -1 penalty for 2 turns.

**Health**

- 0: □
- 1: □
- 3: □

**Motes**

- Always smell of blood, even across being dematerialized. Strength and Stamina related things are Good, the rest – Bad.

- **Firimin** are humanoid demons, their backs bristling with spines. They can produce strong spikes or Weapons from their ichors near instantaneously.

<table>
<thead>
<tr>
<th>Firimin, Needlemaker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank: 2</td>
</tr>
</tbody>
</table>

- **Traits**
  - Good: 3
  - Bad: 1

- **Defenses**
  - Good: 2
  - Bad: 1

- **Virtues**
  - Comp.: 2
  - Temp.: 1
  - Conv.: 4
  - Valor: 4

**Equipment, Gifts and charms**

- **Ichor**: Has unlimited supply of crafting materials; can produce a Size -2 object, like sword, per turn.
- **Materialize** (4m): For a Day. (2gp to allow at \( X = 2 \)).
- **Landscape Travel** (2m): Firimin nests.
- **Uncanny Impaling Prowess** (1m): +2 dice.

**Health**

- 0: □
- 1: □
- 3: □

**Motes**

- Bestial level intelligence. Likes building nests and impaling things. Cannot be harmed by firimin-produced spikes.

**Agatae** are intelligent and heart-achingly beautiful crystal wasps, crowned with gold and glory. Riding bests, they can lift the equivalent of two humans, and have cruising speed of about 40-50 km/h.

<table>
<thead>
<tr>
<th>Agata, Beautuous Wasp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank: 2</td>
</tr>
</tbody>
</table>

- **Traits**
  - Good: 4
  - Bad: 2

- **Defenses**
  - Good: 3
  - Bad: 2

- **Virtues**
  - Comp.: 2
  - Temp.: 3
  - Valor: 4

**Equipment, Gifts and charms**

- **Wings**: Flight, Speed 1.
- **Stinger**: +1 Damage, Natural Weapon.
- **Crystal Beauty**: +2 to related Social rolls and Defenses.
- **Hurry Home** (2m): At Speed 1.
- **Portal** (3m, action): While in flight, in line of sight an up to Long Range (about 250 meters), Size 1, for 3 turns.
- **Materialize** (4m): For a Day.
- **Principle of Motion** (2m): up to 2 actions banked.

**Health**

- 0: □-□
- 1: □-□
- 3: □-□

**Motes**

- Always +1 Temperance against external sources, -2 Temperance for its own fancies.

**Angyalkae** appear human, save for dozens of long, wick-like seven-jointed fingers, and prehensile hair.

<table>
<thead>
<tr>
<th>Angyalka, Harpist</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank: 2</td>
</tr>
</tbody>
</table>

- **Traits**
  - Good: 4
  - Bad: 1

- **Defenses**
  - Good: 3
  - Bad: 1

- **Virtues**
  - Comp.: 3
  - Temp.: 4
  - Valor: 2

**Equipment, Gifts and charms**

- **Harp of Time** (1m): 6 dice to Inspire Social emotions. Inspire Social Hazard: unless resisted, to those with negative Intimacies towards themselves, or with directly conflicting Intimacies in general, it is painful: they gain a (highest involved Intimacy Rating) penalty to all actions and a relevant Emotion. Others find it beautiful.
- **Materialize** (4m): For a Day.
- **Stoke the Flame** (1m): 6 dice to Inspire emotions with their music, one step higher than normal.
- **Words of Power** (1m): Music; 6 dice Mental attack. Only works on those who suffer from their music.

**Health**

- 0: □
- 1: □
- 3: □

**Motes**

- Prehensile Hair: can manipulate objects while playing. Mental Traits and music are Good. If their music ever stops, they die.
**Patalika** is a curious being, a demon far removed from the human form and concerns.

Imagine a polished marble cube about the height to a human, floating gently above the ground. It is followed by another one, slightly larger, and another one, a bit smaller, and hundreds and thousands more after that, forming a great cloud.

This is Patalika, the Caravan of Cubes, travelling unhurriedly through the world. Where it stops, it coils upon itself and rests. This produces a giant ziggurat-like spiral obelisk, each time in a different shape and configuration. Patalika then meditates on its surroundings, perceiving it with the eyeless sight and earless hearing, keener than any mortal’s. When it had seen enough, it disassembles and moves again.

Sometimes, Patalika approaches a building it finds pleasing. It then wraps around the building and stays awhile, denying anyone entrance with jealously born love. Patalika’s embrace is sometimes too passionate, and the building cracks and collapses. Patalika then wails in sorrow, its soft First Circle tears. When finally calmed, it moves on in shame.

Patalika is the Warden Soul of Amalion, guarding her Manses and treasuries when she commands. It loves them as any beautiful building, but Patalika is flighty, and always forsakes its latest passion eventually. If commanded to stay in one place for too long, Patalika becomes unhappy and restless.

Sorcerers call upon the Caravan of Cubes for several purposes. It’s very strong, and can reduce any mortal fortress to rubble with ease: it loathes to so to the aesthetically pleasing fortresses, though.

Patalika can also create a ziggurat-like citadel, made of itself, anywhere it stops, as well as a wall or any other configuration possible for a swarm of stone cubes. As it can still fight (but not move) in this form, taking such a fortification is a challenge for any army. Most often, though, the sorcerers bind it to wrap around their ritual sites to protect them, or around an enemy to imprison and crush them.

**Come Unbidden:** Patalika can appear in Creation when a great structure completely crumbles and is left unattended, arising from the ruins after a month.

---

**Patalika, the Caravan of Cubes**

- **Essence:** 7  Demon of the Second Circle
- **Warden soul of Amalion**

<table>
<thead>
<tr>
<th>Traits</th>
<th>Static Defenses</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Strength</strong></td>
<td>Evasion 1</td>
</tr>
<tr>
<td><strong>Dexterity</strong></td>
<td>Soak 4 + 3 (+ Size 4)</td>
</tr>
<tr>
<td><strong>Stamina</strong></td>
<td>Resolve 2</td>
</tr>
<tr>
<td><strong>Charisma</strong></td>
<td>Guile 2</td>
</tr>
<tr>
<td><strong>Manipulation</strong></td>
<td>Notice 3</td>
</tr>
<tr>
<td><strong>Appearance</strong></td>
<td>Compassion 2</td>
</tr>
<tr>
<td><strong>Intelligence</strong></td>
<td>Conviction 4</td>
</tr>
<tr>
<td><strong>Wits</strong></td>
<td>Temperance 2</td>
</tr>
</tbody>
</table>

**Virtues**

- **Compassion**
- **Conviction**
- **Temperance**
- **Valor**

**Gifts and forms**

- **Size 4.**
- **Stone:** +3 Soak Natural Heavy armor, no penalty.
- **More stone:** +2 Damage natural Heavy Weapon, no penalty.
- **Roiling Cubes:** counts as Difficult Terrain to everyone inside whom it does not approve of.

**Health**

- **Size 4.**
- **Stone:** +3 Soak Natural Heavy armor, no penalty.
- **More stone:** +2 Damage natural Heavy Weapon, no penalty.

**Motes**

- **Mandate of Subordination II (1m).**

**Equipment, Charms and spells**

- **Cubes:** Strike 8+2+4 Size dice, Throw 2+2+4 dice.

**Materialize (9m):** For a Month.

**Principle of Motion (2m):** Up to 4 actions banked.

**Measure the Wind (1m):** 3 dice, Ignore (1) Guile, +2 against those inside hugged building.

**Grinding Edges Assault (1m):** Subordinate (5) for a Physical attack or a feat of demolition.

**Rolling Polyhedrons Wave (1-7m):** Multiple (5-8) to a single Physical attack or a feat of strength. Alternatively, negate own Size 4 penalty for attacking smaller targets.

**Manse-Preserving Carapace (2m):** double natural Soak (+4 Soak) for 5 turns.

**Fortress-Ziggurat Configuration (3m):** Apply Defend Other to up to 5 targets on it per turn for 5 turns. Automatically applies a -2 cover penalty to all attacks from the outside targeting anything inside.

**Intimacies**

- **Defining:** Amalion; Travelling to see the world; Beautiful buildings (flights of passion).
- **Major:** Splashing in clear water (greatly amuses), Cubical objects (tributes to its form).
- **Minor:** Fear of heights; Attention to its ziggurat forms (it’s an art form, you know); Clean and smooth surfaces (comfortable to lie upon).
Ligier, the Green Sun. You know who he is.

Ligier, the Green Sun
Essence 10 Demon of the Third Circle
Fetich soul of Malfeas Limit □□□□□

<table>
<thead>
<tr>
<th>Traits</th>
<th>Static Defenses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>Evasion 5 + 3</td>
</tr>
<tr>
<td>Dexterity</td>
<td>Soak 5 + 3 (+ 5 Size)</td>
</tr>
<tr>
<td>Stamina</td>
<td>Resolve 7</td>
</tr>
<tr>
<td>Charisma</td>
<td>Notice 6</td>
</tr>
<tr>
<td>Manipulation</td>
<td>Notice 6</td>
</tr>
<tr>
<td>Appearance</td>
<td>Notice 6</td>
</tr>
<tr>
<td>Perception</td>
<td>Notice 6</td>
</tr>
<tr>
<td>Intelligence</td>
<td>Notice 6</td>
</tr>
<tr>
<td>Wits</td>
<td>Notice 6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Both parts:</th>
<th>Health</th>
</tr>
</thead>
<tbody>
<tr>
<td>-0: □□□□□□□□□□□</td>
<td>Sorcerous Motes</td>
</tr>
<tr>
<td>-1: □□□□□□□□□□□</td>
<td>Assume 9m per scene</td>
</tr>
<tr>
<td>-3: □□□□□□□□□□□</td>
<td>from Rites.</td>
</tr>
</tbody>
</table>

Gifts and forms
Metal Sun: +3 Soak. Can fly. Appearance +2.

Sun part:
Natural Size 5, Range 8 light, through which he can see; can regulate its Range and intensity. All light Ignores (5) Soak.
Humanoid part:
Four hands: can take 1 any Extra Action per turn.
Master: +2 against binding; +2 for crafting.

Sword of the Yozri: +4 Damage; +3 Evasion; can attack all targets in range (as a group).
Attack (3m): roll (Strength + 4) at -3 as crafting a group, which lasts for a turn (two on a critical), representing an attack. Only one can exist at a time. Recall (0m, no action): teleport the Sword to a hand.

Commonly used general charms (add whatever)
Materialize (12m): for up to a Year.
Affinity Light Control (2m): 13 dice + Size 3 (Size 8 for the sun). For +1m, make up to (X) actions and/or affect up to (X) targets; for extra +1m, lasts for 5 turns.
We Are One (2m): Humanoid form gains benefits of the sun’s Gifts for one action (or for 5 turns for +1m).
Creation of Perfection (1-16m): Subordinate (5-10) for any Crafting project.
Forge-Hand of the Green Sun (1-32m): compensate for up to (5-10) Scale and/or Complexity of a Crafting project.
Sense Domain (2-16m): his light and crafted products.

Commonly used Combat charms (add whatever)
Principle of Motion (2-17m): bank (5-10) actions for up to a Year. Normally, all ten actions are prepared.
Spiritual Armor (2m): Gain Heavy armor with no drawbacks and +2 Soak, for a scene (total +4 Soak).
Essence Bite (1m, action): Roll 15 dice as a Setup for close combat Physical attacks and light, for a scene.

Green Sun’s Corona (3m): Roll Appearance as an Extra Action Hazard Creation, Touch Range, Ignores (5) Soak (and Evasion unless evaded outside), 5 turns.
The Sun Looks Back (2-16m): Defensively Clash any attack with Subordinate 5-10 Appearance, Negating (3) any effects that would ignore it. The sun’s Size applies.
Uncanny Swordplay Prowess (1m): +3 dice.

Endowments
Impossible Emerald Brilliance: When Joining Conflict, roll Appearance as Hazard Creation, affecting everyone you wish in the scene. Choose one:
- Physical: Damage Hazard, Ignore (5) Soak, those who take damage are Crippled with blindness (-3 penalty).
- Social: Inspire Awe Hazard, the Intimacy penalizes all actions against you for a scene.
- Mental: Read Character Hazard. Those who fail have all of their current thoughts read.

Green Sun Wasting: At will expose anyone who touches your light to the following Disease (once per target per scene): 5/Day, Ignores (5) whatever (Sta/Resistance or Medicine), does not diminish without Supernatural 5 healing. A lesser, or purely cosmetic, versions can be applied at your discretion.

Mandate of Subordination (1m): as normal for 3CDs.

Intimacies
Defining: I must bring my glories to the world, so all might celebrate the magnificence of the Green Sun (out of love for the world tragically bereft of it); My royal dignity, pride and grace must be kept.
Major: Joy and pride in my works; Malfeas’ antics are deeply embarrassing; others, and Minor, as needed.

Sword of Yozri Attack (as a group, Ligier’s Traits used)

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>M</th>
<th>Essence</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Traits</th>
<th>Defenses</th>
<th>Virtues</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good</td>
<td>Good</td>
<td>Comp.</td>
</tr>
<tr>
<td>Bad</td>
<td>Bad</td>
<td>Temp.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Equipment, Gifts and charms</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Sword of the Yozri: +4 Damage; +3 Evasion.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>□□□□□□□□□□□□</td>
<td>Perfect morale – it’s just an attack represented as a group.</td>
</tr>
<tr>
<td>Extra successes</td>
<td></td>
</tr>
<tr>
<td>□□□□□</td>
<td></td>
</tr>
</tbody>
</table>
NPC – The Dead

Zombies are animated corpses. Contrary to the Realm propaganda, they are as fast as a human and quite strong. Common zombies, however, are too dumb to use tactics or equipment that is not a part of their body.

Common Zombie Horde (Hundreds)

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>G</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

Traits | Defenses | Virtues
--- | --- | ---
Good | 3 | Comp. -
Bad | 1 | Temp. -

Equipment, Gifts and charms

Death Grip: +1 Damage Weapon.
Stench: Everyone who can smell them is at -1 penalty to all actions. Immediately detectable by smell.

Extra dice
○○

Spine chains are centipedes made of dozens of torsos sewn into a long chain of chests, with heads after the first moved into chest cavities.

Spine Chain

<table>
<thead>
<tr>
<th>Rank</th>
<th>Quality</th>
<th>Essence</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>-</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

Traits | Defenses | Virtues
--- | --- | ---
Good | 3 | Comp. -
Bad | 1 | Temp. -

Equipment, Gifts and charms

Harness Blades: +1 Damage, Weapon. -OR-
Helping Hands: can climb across Difficult and vertical terrain; allies moving on it ignore the terrains effects.
Linking up: can expel damaged components and link together with other Spine chains. Wound penalty applies to Size, instead of normal effects. Can combine with other chain spines, restoring health and removing penalty. Can link in longer stretches, but treat each segment separately for the purposes of damage.

Extra dice
 ○○

Hungry Ghosts are gaunt and bestial lower souls, free to hunt the living.

| Hungry Ghost |
| --- | --- | --- | --- | --- |
| Rank | Quality | Essence | Size |
| 1    | G       | 1       | -    |

Traits | Defenses | Virtues
--- | --- | ---
Good | 3 | Comp. 1 |
Bad | 0 | Conv. 2 |

Equipment, Gifts and charms

Claws: +1 Damage Weapon.
Driven: +1 to Initiative rolls and Evasion.

Good Traits and Defenses are to do with speed, perception and strength. Others are bad.

Health
-0: □
-1: □
-3: □□

Motes ○○○ ○○ ○○○○○

Established Wraiths are those who survive the initial years without succumbing to Lethe, Oblivion of getting soulforged, and settle into their new existence.

Established Wraith

| Established Wraith |
| --- | --- | --- | --- | --- |
| Rank | Quality | Essence | Size |
| 2    | -       | 2       | -    |

Traits | Defenses | Virtues
--- | --- | ---
Good | 3 | Comp. 2 |
Bad | 1 | Conv. 2 |

Equipment, Gifts and charms

Grave goods Equipment as needed.

Two of the following (or other similar charms):
Apparition (1m): Become visible and audible to material beings for an action.
Ghost Touch (1m): Exert enough force to gently move the material objects for an action (no attacks possible).
Honorable Ancestor’s Blessing (2m): Roll Setup for a material being; he can use it on a single specified action for the next Month (Scene base + 2 Paced).
Midnight Canvas Unfurling (2m): Manifest an illusion, of the suitably ghostly imagery of your choice, visible to material and immaterial beings, for (X) time. You can make complex moving images and simple sounds.

Health
-0: □
-1: □
-3: □□

Motes ○○○ ○○ ○○○○○
**War ghosts** are dedicated and experienced warriors, existing long enough to learn how to break through the Shroud to raid the world of the living.

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<tr>
<th>War Ghost</th>
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<tr>
<td>Rank</td>
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<td>Bad</td>
<td>1</td>
<td>Temp.</td>
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</tbody>
</table>
| Equipment, Gifts and charms:  
  - War ax: +1 Damage, Weapon.  
  - Shield: +1 Soak, -1 Initiative.  
  - Heavy armor: +2 Soak, -1 Initiative.
| Spectral Blade     | (1m): Ignore (3) armor for an attack.  
| Ghost Touch        | (1m): Exert enough force to make an action in the material world (4 dice).
| Weighted with the Anchor of Flesh | (5m): Materialize for a Scene; 1m/Scene and cannot Respire to maintain.  

**Nemissary Attendant** is capable and discreet, serving his master as a personal aide/assassin. As is customary, she clothes herself in layered grey robes with a silver crown and bracers, to show off her status.

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<tr>
<th>Nemissary Attendant</th>
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<td>Valor</td>
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</table>
| Equipment, Gifts and charms:  
  - Short Sword: +1 Damage, Weapon.  
  - Chakram: +1 Damage, Short Range Weapon.  
  - Armored Robes: +1 Soak.  
  - Spirit-Catching Eye | (1m): See immaterial spirits, Negate (1) Ignoring Notice.  
  - Nemissary’s Ride | (2m): Possess and reanimate a body.  
  - Glorious Brilliance | (1m): 5 dice Short Range Hazard, or -2 to the affected target’s next action.  
  - Essence Binding | (2m): 5 dice, Day, Strength 6 to break.  

**Insidious Nephwrack** uses manipulation, and many abilities some would consider unnatural, to rise to power in one of the Underworld’s Dominions.

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<th>Insidious Nephwrack</th>
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**Equipment, Gifts and notable Charms**

- Robes of Office: +1 Soak, +1 relevant Social Influence.
- Hill of Bloody Sword (●): 1 health level of blood to activate a +2 Damage, Size 1 (no drawback) red blade.
- True Form: +3 Soak, can always use Call Down the Fury as if within a Rating 3 storm in 4 Range.
- Ghost-Devil Form (2m to change): +3 Guile, Negate (1) Ignoring Guile. +2 Presence, +1 Evasion.
- Ride the Nightwind (2m): Fly for a Scene, Speed 2 under a storm.
- Call Down the Fury (2m): 6 total Range, Hazard 3, or as the storm. For +1m, +4 targets.
- Weighted with the Anchor of Flesh (8m): Materialize for a Scene; 1m/Scene and cannot Respire to maintain.

**Intimacies**

- Passions: D: Take power. Mj: Being Theatrical; Having «fun». Min: Democracy (love (so useful)).
First and Forsaken Lion is a militant Deathlord, (naively) intending to conquer the Underworld and have his revenge on He Who Hold In Thrall. He has given up on everything else in pursuit of that goal.

First and Forsaken Lion

Essence 10 Deathlord

<table>
<thead>
<tr>
<th>Traits</th>
<th>Static Defenses</th>
<th>Virtues</th>
<th>Health</th>
<th>Motes</th>
<th>Sorcerous Motes</th>
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<td>War 10+1</td>
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**Endowments**

(Im)Mutable Form cannot be used; any moliation charms and other powers have no effect.

**Eyes of Oblivion, Command the Dead, Feed on the Dead** – as normal for the Deathlords.

**Gifts**

Sealed in Armor: +5 Soak, -1 Initiative, Negate (1) any attempt to ignore your Soak.

Enduring Pain: +3 Temperance vs. pleasures of flesh.

**Equipment**

Varan’s Ruin (●●●): +2 Damage, Slow 1, Heavy Weapon. +1 Damage, Size 1, penalty compensated. Targets damaged by the blade lose 2m, and the wielder gains 1m. Contains Rank 3 Master spectre, who can make Mental and Social attacks again anyone touching the blade, including dragging ghosts to Oblivion. Requires Attunement, and takes 2m per each scene that the blade does not drain motes as above.

Notable Arcanoi (add whatever)

Weighted with the Anchor of Flesh (12m): Materialize for a Scene; 1m/Scene and cannot Respire to maintain.

**Face of Darkness and Chaos** (4m): 8 dice, Triumphant (5), as a Damage Sanity Mental attack against up to 6 targets in Touch Range, Ignoring (5) Resolve. The targets that cannot see it are unaffected.

**Lord of War** (2m, Action): 5 Extra Actions this turn: one to Command a group of soldiers (Setup); one to Lead a group of soldiers; one to Shape Sorcery; one to intimidate; one to attack.

**Death Unbreakable** (3m): For 5 turns, +5 Soak, Negate (3) effects that ignore Soak, cannot be knocked prone.

**Lay Low the Unworthy** (3m, action): up to 6 Melee attacks, Long Range, compensating for 3 Size each.

**Accept Challenge** (3m, Extra Action): Choose a target: against it Triumphant (5) for Melee. Roll War (11 dice) Hazard, result becomes 2 Hazards: one Mental to not interfere, second Physical if he interferes. Lasts 5 turns.

**Warsmith** (2m): Reduce an Interval to craft any Weapons or engines of war by 2 steps.

**Notable Spells** (add whatever, prefers support)

**Blood Monsoon** (III, Control, 16sm): After a scene of sprouting clouds, it rains blood in Range 5 area (10 miles), for a Day (10 hours to be exact). The area is considered a part of the Underworld, and sunlight is blocked. All Dead under the rain have +1 bonus to Physical actions, while the living have -1 to all actions.

**Ivory Razor Forest** (II, 10sm): Create a formation of bone spikes up to Size 3, any shape, Medium Range, Hazard 5 for those caught when they burst out. They remain in the area as walls, as strong as stone, opening tactical uses, but crumble in a couple of days.

**Field of Fell Dreams** (I, 5sm): Medium Range Rating 5/Turn Grapple Hazard (holds only). Lasts for a scene.

**Some Intimacies**

Passions: D: War; I will take my revenge. Mj: I’ve given up on freedom from pain; Military discipline.

Fetters: D: He How Hold In Thrall. Mj: The Thousand; The Princess I’ve given up upon; the Legion Sanguinary 1 command.
NPC – Assorted other things

Brass Legionaries are clockwork soldiers, various patterns of which were produced during the First Age. By design, they are all human in shape to allow using human equipment and vehicles, and resistant to the effects of the Wyld.

<table>
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<tr>
<th>Brass Legionnaires Fang (4-6 soldiers)</th>
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<td>Rank</td>
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<td>Good</td>
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<td>Bad</td>
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Equipment, Gifts and charms

Spears: +1 Damage; Javelins: +2 Damage, Slow 1, Touch and Short Range, Thrown.

Made of Metal: and Natural Light armor, +3 Soak total.

Unaffected by mutating effects of Bordermarshes.

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<th>Health</th>
<th>Other</th>
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<td>1: �� �� �� ��</td>
<td>Require a day of maintenance per month, at -4 (can perform themselves if supplied).</td>
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Tyrant Lizards are T-Rexes, what else do you need?

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Equipment, Gifts and charms

Bite: +2 Damage, Slow 1 Natural Weapon. Tail: +2 Damage, Slow 1 Natural Weapon. Stomp: +1 Damage, can be rolled as a Hazard against smaller targets. (First Age relic beasts only): Laser Eyes: +1 Damage Weapon, Ignore (1) Soak, Long Range.

Angry: can make 2 attacks per turn, against different targets with different Weapons.

Scales: +1 Soak Natural Light Armor.

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«Stalkers» of Rathess are what remains of Dragon Kings. Most are not even sapient at this point.

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<td>Bad</td>
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Equipment, Gifts and charms

Teeth and Claws: +1 Damage Natural Weapons. Javelin: +1 Damage, Close or Short range (thrown).

Scaled Skin: +1 Soak.

A couple of 1m charms: roll 1d5 for the Element; and roll d10 for the Way: 1-2: R; 3-4: M; 5-6: P; 7-10: S. Each charm has a specific purpose.

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<th>Health</th>
<th>Other</th>
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<tbody>
<tr>
<td>-0: ☐</td>
<td>Aquatic stalkers resemble crocodiles. They have +1 to Soak and Damage, and can go on land without penalty.</td>
</tr>
<tr>
<td>-1: ☐</td>
<td></td>
</tr>
<tr>
<td>-3: ☐</td>
<td></td>
</tr>
<tr>
<td>Motes</td>
<td>○○○○○</td>
</tr>
</tbody>
</table>

Dragon-Blooded Sworn Brotherhoods, consisting of 5 members each, are just perfect as Size 0 groups. For creating individual Exalts, see Exalted Generator.

<table>
<thead>
<tr>
<th>Established Dragon-Blooded Sworn Brotherhood</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Traits</th>
<th>Defenses</th>
<th>Virtues</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good</td>
<td>6</td>
<td>Good</td>
</tr>
<tr>
<td>Bad</td>
<td>3</td>
<td>Bad</td>
</tr>
</tbody>
</table>

Equipment, Gifts and charms

Weapons: +1 Damage, can attack up to Medium Range with Ranged Weapons (or +3 Damage if Artifacts). Armor: +1 Soak (or +2 Soak if Artifacts). Anima: once spent 5m, Hazard 2/Turn, -3. Endowments: Once per turn, for 1m, +3 to an action.

Charms: can Improvise as normal for DBs; assume all Ways are known for all Good actions. Overwhelming adds +2 to a dice pool or Defense. Resurgent allows rerolling 2 dice or +2 to Defense.

Can make a Physical, a Mental and a Social action per turn.

<table>
<thead>
<tr>
<th>Health</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ �� �� �� ��</td>
<td>Apply any charm, sorcery or Martial arts bonuses for the whole group.</td>
</tr>
<tr>
<td>Motes</td>
<td>○○○○○</td>
</tr>
</tbody>
</table>

«Stalkers» of Rathess are what remains of Dragon Kings. Most are not even sapient at this point.
NPC – Exalted Generator

Exalted should in most cases be hand-made. To facilitate that, the next page includes the Exalted Generator, allowing you to easily build full Exalts of varying power very quickly.

The process is simple. Copy an empty template with an appropriate Trait, fill the name and description and things, and consult the table on the right to see how many dots of Traits, Virtues and Advantages, and how many Ways or charms/spells you should distribute, depending on how powerful you want the NPC to be. There are 3 levels for each type of Exalt: new (as starting PC), established, and powerful. Elder Exalts can have whatever you want, so no tables are necessary for them.

Roughly half Trait dots and Ways should be in Caste or Favored Traits, but this is for flavor mostly. You can deviate from the baselines here. Assume Way-based Exalts know any Named charms their Ways allow.

After you have finished with this, calculate static values, health levels and mote pools. Reference tables are provided below.

<table>
<thead>
<tr>
<th>Exalt</th>
<th>-3s</th>
<th>-1s</th>
<th>-0s</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td>Base health</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Exalt</th>
<th>Health levels</th>
<th>Increases</th>
<th>Max. -3s</th>
<th>Max. -1s</th>
<th>Max. -0s</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solar</td>
<td>+2 per Stamina or Resistance Way known</td>
<td>Solar (3)</td>
<td>29</td>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td>Abyssal</td>
<td>Resistance Way known</td>
<td>Solar (4)</td>
<td>40</td>
<td>25</td>
<td>11</td>
</tr>
<tr>
<td>Infernal</td>
<td>6</td>
<td>6</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lunar</td>
<td>+3 per Stamina Way known</td>
<td>Lunar (3)</td>
<td>25</td>
<td>5</td>
<td>9</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>8</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sidereal</td>
<td>+2 at Essence 4, 5 and 6</td>
<td>Sidereal (3)</td>
<td>28</td>
<td>12</td>
<td>10</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>4</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DB</td>
<td>+1 per Resistance Way known</td>
<td>DB (3)</td>
<td>35</td>
<td>16</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alchem.</td>
<td>+2 per Resistance charm slot used for health levels*</td>
<td>Alchem. (3)</td>
<td>32</td>
<td>14/20**</td>
<td>13</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Alchemicals have (Essence + 3) General and equal number of Dedicated charms slots, see Alchemicals.

**Slots/Known charms, see Alchemicals.

### Exalted Generator

#### Ability-based Exalts

<table>
<thead>
<tr>
<th>Exalt (Essence)</th>
<th>Traits, • total</th>
<th>Ways/charms</th>
<th>Virtue, • total</th>
<th>Adv., • total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solar (3)</td>
<td>29</td>
<td>8</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
<td>Solar (4)</td>
<td>40</td>
<td>25</td>
<td>11</td>
<td>9</td>
</tr>
<tr>
<td>Solar (5)</td>
<td>55</td>
<td>34</td>
<td>16</td>
<td>11+</td>
</tr>
<tr>
<td>Abyssal (3)</td>
<td>29</td>
<td>8</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
<td>Abyssal (4)</td>
<td>40</td>
<td>24</td>
<td>11</td>
<td>8</td>
</tr>
<tr>
<td>Abyssal (5)</td>
<td>53</td>
<td>36</td>
<td>15</td>
<td>11+</td>
</tr>
<tr>
<td>DB (2)</td>
<td>27</td>
<td>6</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>DB (3)</td>
<td>35</td>
<td>16</td>
<td>11</td>
<td>8</td>
</tr>
<tr>
<td>DB (4)</td>
<td>45</td>
<td>25</td>
<td>13</td>
<td>10+</td>
</tr>
<tr>
<td>Sidereal (3)</td>
<td>34</td>
<td>10</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>Sidereal (4)</td>
<td>45</td>
<td>25</td>
<td>12</td>
<td>9+</td>
</tr>
<tr>
<td>Sidereal (5)</td>
<td>70</td>
<td>40</td>
<td>15</td>
<td>13+</td>
</tr>
</tbody>
</table>

#### Attribute-based Exalts

<table>
<thead>
<tr>
<th>Exalt (Essence)</th>
<th>Traits, • total</th>
<th>Ways/charms</th>
<th>Virtue, • total</th>
<th>Adv., • total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lunar (3)</td>
<td>25</td>
<td>5</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
<td>Lunar (4)</td>
<td>30</td>
<td>10</td>
<td>11</td>
<td>7</td>
</tr>
<tr>
<td>Lunar (5)</td>
<td>37</td>
<td>20</td>
<td>13</td>
<td>9+</td>
</tr>
<tr>
<td>Infernal (3)</td>
<td>25</td>
<td>5</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
<td>Infernal (4)</td>
<td>28</td>
<td>12</td>
<td>10</td>
<td>9</td>
</tr>
<tr>
<td>Infernal (5)</td>
<td>35</td>
<td>24</td>
<td>12</td>
<td>11+</td>
</tr>
<tr>
<td>Alchem. (2)</td>
<td>26</td>
<td>10/10**</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
<td>Alchem. (3)</td>
<td>29</td>
<td>12/15**</td>
<td>11</td>
<td>5</td>
</tr>
<tr>
<td>Alchem. (4)</td>
<td>32</td>
<td>14/20**</td>
<td>13</td>
<td>7</td>
</tr>
<tr>
<td>Alchem. (5)</td>
<td>34</td>
<td>16/30**</td>
<td>15</td>
<td>9+</td>
</tr>
</tbody>
</table>

**Slots/Known charms, see Alchemicals.

### Mote Pool Formula

<table>
<thead>
<tr>
<th>Exalt</th>
<th>Mote Pool Formula</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solar</td>
<td>(Essence x 2) + (Sum of Virtues / 2)</td>
</tr>
<tr>
<td>Abyssal</td>
<td>(Essence x 2) + (Highest Virtue / 2)</td>
</tr>
<tr>
<td>Infernal</td>
<td>(Essence x 2) + (Highest Virtue x 2)</td>
</tr>
<tr>
<td>Lunar</td>
<td>(Essence x 2) + (Sum of Virtues / 2)</td>
</tr>
<tr>
<td>Sidereal</td>
<td>(Essence x 2) + (Highest Virtue / 2)</td>
</tr>
<tr>
<td>DB</td>
<td>(Essence x 2) + (Highest Virtue x 2)</td>
</tr>
<tr>
<td>Alchemicals</td>
<td>(Essence x 2) + (Sum of Virtues / 2)</td>
</tr>
</tbody>
</table>
NPC – Example of Play Exalts

Unconcerned with Dying Young is a wandering warrior, on the run from those seeking to gain the power of Artifact swords he had tasked himself to keep from falling into the wrong hands.

Unconcerned with Dying Young, The Edgeless Blade

Essence 4 Solar
Dawn Caste Limit □□□□□

<table>
<thead>
<tr>
<th>Traits and Ways</th>
<th>Static Defenses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery -</td>
<td>Evasion 2</td>
</tr>
<tr>
<td>Athletics 3 R</td>
<td>Soak 1</td>
</tr>
<tr>
<td>Awareness 2</td>
<td>Resolve 2</td>
</tr>
<tr>
<td>Brawl 4 T P M S</td>
<td>Guile 1</td>
</tr>
<tr>
<td>Bureaucracy</td>
<td>Notice 1</td>
</tr>
<tr>
<td>Craft 2</td>
<td></td>
</tr>
<tr>
<td>Dodge 3 O T R P</td>
<td>Virtues</td>
</tr>
<tr>
<td>Integrity 3 O</td>
<td>Compassion 4</td>
</tr>
<tr>
<td>Investigation -</td>
<td>Conviction 5</td>
</tr>
<tr>
<td>Larceny -</td>
<td>Temperance 2</td>
</tr>
<tr>
<td>Linguistics -</td>
<td>Valor 2</td>
</tr>
<tr>
<td>Lore 1</td>
<td></td>
</tr>
<tr>
<td>Medicine 3 P</td>
<td>Health</td>
</tr>
<tr>
<td>Melee 5 All</td>
<td>-0: □</td>
</tr>
<tr>
<td>Occult 1</td>
<td>-1: □</td>
</tr>
<tr>
<td>Performance -</td>
<td>-3: □</td>
</tr>
<tr>
<td>Presence 3</td>
<td>Motes</td>
</tr>
<tr>
<td>Resistance 2</td>
<td>□□□□□□□□□□□□□□</td>
</tr>
<tr>
<td>Ride -</td>
<td></td>
</tr>
<tr>
<td>Sail -</td>
<td></td>
</tr>
<tr>
<td>Socialize 1</td>
<td></td>
</tr>
<tr>
<td>Stealth 3</td>
<td></td>
</tr>
<tr>
<td>Survival 2</td>
<td></td>
</tr>
<tr>
<td>Thrown -</td>
<td></td>
</tr>
<tr>
<td>War 4 O</td>
<td></td>
</tr>
</tbody>
</table>

Equipment

Wooden Sword: a sword made of a thin plank of wood painted to appear metal. +1 Equipment bonus for it to appear being a sword. No damage bonus.
Elaborate, but Subdued Garb: +1 Soak, Light armor.

Notable Named Charms

The Edgeless Blade (2m): this signature hard mode charm allows imbuing almost any object with Essence, turning it into a deadly Weapon. Works with Melee and Brawl. Has three tiers, chosen at the moment of activation:
Basic: provides a Weapon (+1 Damage);
Medium: Also Ignore (1) Soak.
Full: Ignore (3) Soak instead.

Not that the latter two options would break the Weapon that is used to parry or is parried when using this charm, unless it has some Artifact resistance.

Formless Rogue Sword: Eight-Ways Arrival (3m): Roll Melee, converting up to 4 failed dice, excluding 1s, to successes, as Hazard Creation. Apply the Hazard against up to 5 targets. It Ignores (3) Soak.
Formless Rogue Sword: Specter Shattering (2m): supplemented Melee Attack is resolved at double current Initiative, gains +2 Damage, and converts up to 4 failed dice, excluding 1s, to successes.
Formless Rogue Sword: Impact Screen (3m, action): Clash an incoming attack with Melee, converting up to 4 failed dice, excluding 1s, to successes, compensating for up to 2 Size and Negating (3) any effect that would Ignore Evasion. Can Defend against attack from any range, but extends to Medium range; if the opponent is closer and the Clash is successful, throws the target back for the rest of the Range.
Formless Rogue Sword: Stunning Lightning (2m): Make a Melee attack, increasing it by 4, Ignoring (3) Evasion. If successful, the target is knocked prone.

Sword Subjugation Technique (1m, Supplemental): this charm allows using one of the Artifact sword’s Evocation without learning it first. Must be activated separately for each Evocation usage.

Medicine charms

Instant Treatment Methodology (1m): Reduce the time it takes to perform treatment by 2 steps.
Life-Encouraging Practice (1m): 3 dice Setup for the patient’s next natural healing roll. If successful, reduce its Interval by 1 step.

Intimacies

Defining: It should be troubling to cut someone down – it should never be a casual, simple matter; I’m gathering mystical swords to get rid of them.
Major: Swords are nothing more than tools; I’m just not young enough to give a damn anymore.
Minor: Shaobing (bread type); I am a slob to the core.

The Edgeless Blade as a QE character

Here he is presented as a Dawn of some experience, with 17 Ways and 42 Trait dots total. Most of his displayed skills are a variety of Solar charms. This is pretty subdued for a Solar power level.

His signature method of combat, heavily utilizing his own inner energy and eschewing conventional Weapons is written out as The Edgeless Blade charm. It allows him to substitute for the Weapon with Essence, and use sticks and such as deadly Weapons, if need be – but at a considerable mote cost.
Austere Snow Crow is an experienced Sidereal of Serenity. He reassigns said serenity (in the form of happiness, pride and contentment) from the wicked, the powerful and people he doesn’t like. He takes great joy in his work, and prefers subtle manipulation and trickery to achieve his goals, despite being a master swordsman.

Austere Snow Crow, The Enigmatic Gale
Essence 4 Sidereal
Serenity Caste Limit □□□□□

<table>
<thead>
<tr>
<th>Traits and Ways</th>
<th>Static Defenses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>Evasion 3</td>
</tr>
<tr>
<td>Athletics 3</td>
<td>Soak 1</td>
</tr>
<tr>
<td>Awareness 3</td>
<td>Resolve 2</td>
</tr>
<tr>
<td>Brawl 3</td>
<td>Guile 3</td>
</tr>
<tr>
<td>Bureaucracy 3</td>
<td>Notice 2</td>
</tr>
<tr>
<td>Craft 3</td>
<td></td>
</tr>
<tr>
<td>Dodge 5</td>
<td></td>
</tr>
<tr>
<td>Integrity 3</td>
<td>Compassion 1</td>
</tr>
<tr>
<td>Investigation 2</td>
<td>Conviction 5</td>
</tr>
<tr>
<td>Larceny 5</td>
<td>Temperance 4</td>
</tr>
<tr>
<td>Linguistics 2</td>
<td>Valor 2</td>
</tr>
<tr>
<td>Lore 3</td>
<td></td>
</tr>
<tr>
<td>Medicine 3</td>
<td></td>
</tr>
<tr>
<td>Melee 6</td>
<td>-0: □</td>
</tr>
<tr>
<td>Occult 4</td>
<td>-1: □□□□□</td>
</tr>
<tr>
<td>Performance 3</td>
<td>-3: □□</td>
</tr>
<tr>
<td>Presence 3</td>
<td></td>
</tr>
<tr>
<td>Resistance 2</td>
<td>☐☐☐☐☐☐☐☐</td>
</tr>
<tr>
<td>Ride 3</td>
<td></td>
</tr>
<tr>
<td>Sail 2</td>
<td></td>
</tr>
<tr>
<td>Socialize 5</td>
<td></td>
</tr>
<tr>
<td>Stealth 3</td>
<td>Sorcery I 1</td>
</tr>
<tr>
<td>Survival 3</td>
<td>Rite: +1sm, for a scene,</td>
</tr>
<tr>
<td>Thrown -</td>
<td>when you successfully</td>
</tr>
<tr>
<td>War -</td>
<td>deceive someone.</td>
</tr>
</tbody>
</table>

Equipment
Elegance of Deception (Moonsilver and Starmetal pipe/lock pick/daiklave. Artifact ●●): In the pipe form, can be smoked for +1 bonus to Shaping and Casting spells of smoke and fire. For 1m, can transform into a set of lockpicks, for a total of +2 bonus, or a daiklave: Size 1, +2 Damage total.
Face Bag (Artifact ●): Transforms the wearer to look like Austere Snow Crow (counts as Ignoring (3) Notice). Requires Attunement, and is only as durable as a regular cloth sack.

Gifts
Control Spell Mastery: Song of the Waves [3gp]. The target does not notice the caster’s spell, and the caster can make two of the characters present to be exchanged – to the target’s senses.

Sidereal Charms
Ride: Ordained Bridle of Mercury (2m): For a day, you gain the services of a Rank 1 animal familiar as a Followers ● Advantage, up to max. 3 simultaneously.
Survival: Sky and Rain Mantra (2m): Roll Survival = 3 to create a weather in up to Extreme Range. Weather lasts for a scene. Changes occur over (Size - 3) time.
Dodge: Duck Fate (2m): Roll Dodge against the opponent’s Essence, Opposed, before his hostile action against you is resolved. If successful, you avoid it.
Melee: Harmony of War (1m): You can make up to 3 additional Archery, Brawl, Melee or Thrown attacks. If you are attacking a group, compensate for 3 of its Size.
Melee: Meditation on War (1m): Increase Melee by 2, reducing any penalties to it (except Evasion) by 2.
Presence: Presence in Absence Technique (1m): Choose the target and make a Social action (as a plan), specifying a circumstance. You resolve your action when next time the target finds himself in it.
Lore: Of Truths Best Unspoken (1m): see charm examples; it’s a long charm.
Stealth: Walking outside fate (1m): For a month, or 4 turns in Conflicts, you are outside Fate, you ignore Notice (3) of all beings of lower Essence (who cannot sense you directly even if they know you are there, giving them a -3 penalty to attack against you) and leave no traces, Ignoring (1) all attempts to track you.

Sorcery spells
Control spell: Song of the Waves (4sm): 1 + 4 + 1 dice (Power + Essence + Equipment bonus from pipe) to Inspire «Berserk but directed rage» against the targets of your choice, Ignoring (3) Resolve.

The Ravenous Fire (3sm): Incinerate up to (Essence) m² of specific non-living matter, at 1 m² per minute.

Intimacies
Defining: Lies and deception reign supreme in my soul; Life is about amusement, and the greatest game in the world is to deceive, manipulate and outwit.
Major: If they can understand our words, they can be negotiated into cooperating, no matter who they are; I don’t believe in revenge.
Minor: I always finish everything I start; It’s far too simple to trick the noble and good-natured, so that’s no fun at all.

The Enigmatic Gale as a QE character
Here he is presented as an Experienced Sidereal, who has a really broad, but not very deep, skill set. He has a whopping 72 Trait dots instead of the recommended 45, as he has dabbled in almost everything, but he has only 11 charms/spells instead of the recommended 25. And no, he is not a Lunar. He never does anything Lunar, and many of his talents displayed in the show are straight up Sidereal charms or sorcery spells.
Appendix 10: Example of Play

THE LAND IS CLOAKED IN DEEPEST BLUE. Austere Snow Crow, a Sidereal of Serenity, is contemplating his plans against Bones of Creation, an Abyssal Exalt who rose to prominence as a leader of an aggressive group of martial artist outlaws, Black Demon Sect, which is already as strong in its influence and military as some of the Hundred Kingdoms.

Deciding to assemble a team to do heavy lifting for him, and that it would be unwise to confront a Dusk Caste without an equivalent force, the Sidereal invokes Of Truth Best Unspoken [Lore 3 + 1 (Stunt I) = 5: 6895 = 2ss], remembering the time and the place a great Solar warrior would emerge from the wilderness in the region in question. He learns where and when Unconcerned with Dying Young, a Dawn Caste Solar, will be arriving – perfect! What he doesn’t learn is that the Solar is better known as The Sword-Plundering Nemesis, carries with him 36 stolen Artifacts, and is pursued by many powerful enemies. How Sidereal of our hero. Thinking that he has all the information he needs, the Sidereal departs to the location [as his healing-type Storyteller smiles, innocently].

[next scene]

Austere Snow Crow finds a perfect place for his ambush: an ubiquitous small shrine, its roof broken, on the path of the Solar and in the region of Black Demon Sect’s operations [the player describes it there, the ST has no objections, so it’s there]. For his preparations, the Sidereal places a conspicuous and eye-catching red umbrella on the shrine god’s statue [Social Hazard creation (tempting to take the umbrella): Socialize 5 + 1 (Equipment) + 1 (Stunt I) = 7: 9908636 = 5ss, distributed for 4/1 one-time Hazard], uses Sky and Rain Mantra [-2m, Survival 3: 697 = 2ss, treated as -1 Setup to resist rain-related Social actions] to summon a downpour of rain, hides behind a tree so that he would not be easily noticed by anyone at the shrine, hits the pipe, and waits. Serenely.

Soon enough, just as the rain begins, Unconcerned with Dying Young arrives. He immediately spots the umbrella, and decides to [Integrity 3 - 1 (Hazard penalty) - 1 (Negative Setup) = 1: 0 = 2ss, vs. Hazard Rating 4, Minor Decision, no opposing Intimacies to Reject Influence] take it; exactly as Austere Snow Crow has planned.

As the Dawn reaches for the umbrella, [Stealth 4 vs. Notice 2 = 4 - 2 (Notice) + 1 (Stunt I) = 3: 186 = 1ss] the unnoticed Sidereal suddenly speaks, startling him:

[No Join Debate is rolled as timing is not important here].

“Hey there, traveler. You don’t plan to steal that umbrella, do you?” he provokes.

“What is it yours?”

“No,” answers the Sidereal. “But it appears someone took pity on that statue and left it there. That makes it an offering.”

Unconcerned with Dying Young calmly explains himself with simple practicality [Read Character: Socialize 5 + 2 (Stunt II, the umbrella situation was all engineered for the sake of this second-level stunt) vs. Guile 1 - 1 (surprise attack penalty) = 7 - 0 = 7: 2417145 = 1ss, +1m for success on a Stunt II]; the Sidereal [learns his Major Intimacy of «I am too old to be bothered», and] sees that shame or anger is not going to be a reliable avenue of manipulation here.

Austere Snow Crow then tries to gain more time by prolonging the conversation: “If you don’t like the rain, come sit under a tree.” [Persuasion (to come sit under a tree): Presence 3 vs. Resolve 2 - 1 (rain Setup still applies) = 3 - 2 = 2: 44 = fail].

The Solar replies that he’s in a hurry, takes the umbrella and turns to leave. [End Debate: Socialize 1 vs. Socialize 5: = 1 vs. 5: 7 vs. 20718 = 1ss vs. 4ss = fail]

“It appears as you care very little for the divine,” continues the Sidereal, “but I am sure even a ruffian like you have some sense of virtue. Are you prepared to repay your debt?”

“My debt?”

“Yes. You have just borrowed an umbrella from that god’s statue. You don’t plan to skip on this, do you?”

“What are you trying to say?” does not really care the Solar, avoiding the question.

[Read Character: Socialize 5 vs. Guile 1 = 5 - 1 = 4: 3920 = 3ss]. The Sidereal learns that the Solar does not possess a manipulateable sense of fairness [Temperance 2].
Austere Snow Crow, seeing that the Solar is soon to leave or get angry with the delay, must think on his feet to quickly find a suitable thread to pull. The Solar is proving to be quite troublesome: none of the boundless youthful energy to be directed at targets or useful attitudes of naive heroism. Deciding that his mark is unlikely to display a warrior’s arrogance or daring based on what he already knows, the Sidereal, being Serenity, bets on him having a big heart under that gruff exterior:

“In your travels, no matter who it may be, show the first person you see some compassion, in place of that god. [The Solar’s player, being a good sport, describes how the Solar suddenly stops after hearing those words, giving a Stunt II against his character]. If you swear to do that, I will bother you no more.” [Persuasion-bargain (to swear): Socialize 5 + 2 (Stunt II) vs. Resolve 2 = 7 - 2 = 5; 20864 = 3ss, +1m for success on a Stunt II) = Minor Decision.]

“Man, you’re annoying. All right, fine. I’ll show some compassion or whatever,” agrees the Solar, not thinking much of it.

Austere Snow Crow silently smiles and twirls his pipe in a flourish, activating Presence in Absence Technique [-1m]. When next time the Solar comes into conflict with members of the Black Demon Sect, and inflicts some damage on them, the charm will urge them to immediately flee and report their opponent to the superiors.

“Remember, no matter what,” reminds the Sidereal.

“What a strange guy”. The Dawn resumes his journey, leaving the Sidereal under the tree.

[next scene]

Unconcerned with Dying Yong strides forth under his new umbrella, when he sees a young Dragon-Blooded priestess, obviously [at -3 pound penalty and 0 Health, walking blindly because of Never Found the Body Consequence – the ST decides she blindly walks away, from the place of her fall from the cliff, not even really conscious, until the pursuers catch up with her] suffering from internal injuries.

“Hey there. You having some kind of trouble?” asks the Solar, but she does not answer, walking past him. Shrugging, he thinks that it’s not his business to interfere unasked, and continues on his way. That’s when a group of Black Demon Sect soldiers arrive [Martial Arts Students from example NPCs, Group, Size 0]. They surround the priestess, threatening her, and she faints [still ST’s fiat from Never Found the Body].

At this point, Unconcerned with Dying Yong can no longer plausibly pretend that the girl isn’t in trouble, as she clearly needs some help. With an angry and only slightly exasperated growl, the Solar stops in his tracks.

[Heavy metal starts]

[At this point, he must execute his Decision to show the first person he meets some compassion; he has no Decisions or Intimacies of the higher level that would directly contradict helping right now. In addition, as his Compassion is 3+, he must fail it, or be compelled to help, unless he Denies Virtue for 1m and 1 Limit: Compassion 4: 5294 = 1ss; in addition, as his Conviction is 3+, he must fail it, or be compelled to keep his word, unless he Denies Virtue for 1m and 1 Limit: Compassion 5: 87281 = 2ss. All in all,] The Solar feels his emotions rise, and he calls out to the Black Demon Sect soldiers: “What the hell do you guys want?” he spins on his heels, turning to face them. “Hello? How about before you go swinging those nasty things around, you tell me why you’re doing that? Why are you chasing her?”

They answer with their own question about why he interferes; he explains things in a deliberately obtuse way. The situation escalates.

“You fool! You dare get in our way, knowing we are the Black Demon Sect?” Threaten the Demon Sect soldiers, convinced that their fearsome reputation would scare the warrior away. [Inspire (fear): Good 2 vs. Resolve 2 + 1 (Minor Decision to help) = 2 - 3 = Chance die: 3 = fail]. Unconcerned with Dying Young is not intimidated in the slightest.

“Huh? Do they call guys who chase around girls Black Demon Sect around here?” Responds the Dawn in mock confusion [Inspire (anger): Presence 3 + 1 (Stunt I) vs. Bad Defense 1 - 2 (Major Intimacy of pride towards the Black Demon Sect) = 4 - 0 = 4; 2099 = 4ss, Major Emotion], and the battle is joined.
Join Battle roll: Solar, Awareness 2: 37 = 1ss = 1; Demon Sect Group, Good 2: 67 = 1ss = 1

Turn 1, Initiative 1

[As everyone is at Initiative 1, actions are declared simultaneously, before resolving any]

Unconcerned with Dying Young stands calmly [player decided that he is delaying his action to Initiative 0 because he does not want to Clash and we need to illustrate the delaying mechanic in this example] as the Demon Sect soldiers rush forward, their swords drawn. The Dawn, with a casual taunt, dodges one strike, then another, and, turning around and deflecting the third sword with the shaft of his umbrella, closes it and applies it to the face of the unlucky soldier, throwing him back [Attack, Good 3 + 1 (Weapons) vs. Evasion 2 + 1 (Stunt I - the bit about evading was the player’s description) + Soak 1 + 1 (Light armor) = 4 - 5 = Chance die: 5 = fail]. The Solar stands, unharmed, as his assailants are given pause.

Turn 1, Initiative 0

[Solar now acts on Initiative 0, as he has delayed; he still has Initiative 1]

“Since you are all getting mad with no explanation, that must mean you guys don’t care much for reason or logic…” he says with an unhurried threat creeping into his voice, as the Dawn takes his sword, still in its scabbard, from his belt. The Solar swings the umbrella, pointing it accusingly around and scattering the raindrops with a pulse of his Essence activating his signature Edgeless Blade charm. [-2m for the charm: Paced 4, Supernatural 1 Melee: his wooden sword now counts as a Light Melee Weapon for 4 turns. As this is a Supplemental charm, so no actions are spent][Setup: to himself for the next melee attack: Melee 5 + 2 (Stunt II) = 7: 2920020 = 7ss = Critical Success: Setup bonus is +2 instead of +1, +1m for success on a Stunt II]

Turn 1 ends

Turn 2, Initiative 1

“Enough! Kill him!” the Black Demon Sect soldiers move to attack again. Unconcerned with Dying Young throws the umbrella into the air, solidly meeting the attacks with his sheathed sword and crushing a couple of skulls with precise counters. [Clash of Attacks: Solar vs. Black Demon Sect group: Melee 5 + 1 (Weapon) + 2 (Setup bonus) + 2 (Stunt II) vs. Good 3 + 1 (Weapons) = 10 vs. 4 = 9976296728 vs. 8819 = 6ss vs. 3ss = Solar wins by 3ss, +1m for success on a Stunt II, inflicting 3 health levels of damage on the group out of its 5 health levels. As a group, it suffers no wound penalties]. As the last soldier rushes in, the Solar returns his sheathed sword on is belt, pauses for a breath, timing his strike, and, drawing the blade with a fluid motion, precisely cuts off the attacker’s hand, sending his sword flying away. The umbrella descends back and the Dawn catches it. [This is the description of the action’s resolution as opposed to the earlier description of the attack; should the Solar lose, it could be instead described that he is surrounded and wounded, for example]. It is now damaged, with a large cut running through it. [This is the ST indicating that umbrella-based Stunts II are getting a bit overused. The player takes the hint]

At this moment, threads of Fate foreseen by Austere Snow Crow are aligned, and his Presence in Absence Technique urges remaining Black Demon Sect soldiers to run and report the Solar to their masters. It is an easy decision for them: completely outmatched and already outraged by the Solar’s behavior, their pride demands retribution that they cannot possibly enact. [Persuasion (to retreat and report): Presence 3 + 2 (Stunt II – the Sidereal has predicted the situation flawlessly, and all factors are exactly as he described previously – the Solar hasn’t even killed them all off in one turn, which was quite possible if he had a bit more bloodlust in him) vs. Bad Defense 1 + 2 (Major Intimacy of pride towards the Black Demon Sect forbids falling back) - 2 (Major Emotion of outrage dictates revenge) = 5 - 1 = 4: 0375 = 3ss = Major Decision]

Turn 2 ends

Turn 3, Initiative 1

Black Demon Sect soldiers [now have a Major Decision to flee and report; as a Decision, it takes priority over equal level Intimacy of pride towards the Black Demon Sect. However, as the group’s Valor is 3+, they must fail it or be compelled to stay, unless they Deny Virtue for 1wp (extra die for groups) and 1 Limit: Valor 3: 762 = 1ss. However, as the group’s Conviction is 3+, they must fail it or be compelled to execute their Major Decision, unless they Deny Virtue for 1wp (extra die for groups) and 1 Limit: Conviction 3: 901 = 3ss. As Conviction roll is better than}
Valor toll, the group follows its Decision to retreat] run away with surprising alacrity, all the two and a half ones remaining alive after the Dawn’s attack. [As their action, they declare to run away. As the Solar’s Compassion is 3+, he must fail it, or be compelled not to finish them off as they are no longer a threat and are running away, unless he Denies Virtue for 1m and 1 Limit: Compassion 4: 1295 = 1ss; he has no Intimacies, Decisions or Virtues that would compel him to do otherwise. Player decides not to Deny to prevent Limit accumulation, and because he is a hardcore role-player, following the will of the dice], Mildly surprised by the speed of their retreat, the Solar does not pursue, only half-heartedly shouts at them to pay for the damn umbrella as they abscond.

[Turn 3 ends, Conflict ends]

With the Black Demon Sect out of the picture, Unconcerned with Dying Young turns his attention to the unconscious girl. To aid her, he briefly touches her with the glow of his Solar Essence, using Instant Treatment Methodology and Life-Encouraging Practice Medicine charms [Paced 2 and 1: 2 to reduce the treatment interval from Scene to Action, 1 to reduce the target’s next natural healing Interval from Day to Scene; Setup to healing roll from Life-Encouraging Practice: Medicine 3: 176 = 1ss = +1 Setup bonus to her next healing Interval roll]. Satisfied with his work, the Solar picks the unconscious priestess up and carries her back to the safety of the Sidereal-adjacent tree.

[next scene; Solar respires 1m, up to full]

Unconcerned with Dying Young returns to the shrine, depositing the still-unconscious Dragon-Blooded under the tree to recover. [Minor Decision is fulfilled and is removed].

Exalts briefly exchange words: the Solar explains what happened, laying the priestess down near the Sidereal, as the latter pretends to be surprised by the news. After ascertaining the course of events, Austere Snow Crow decides it’s time to rope the Solar further in.

[Join Debate roll: Sidereal, Socialize 5: 46060 = 4ss = 4; Solar, Socialize 1: 0 = 2ss = 1]

[Turn 1, Initiative 4]

“Wait. What about the girl?” he begins as the Dawn turns lo leave, [Instill (sense of responsibility to the priestess): Socialize 5 vs. Resolve 2 = 5 – 2 = 3; 415 = critical failure]. However, Austere Snow Crow, thinking he’s got the Solar in the bag, gets careless in his choice of words, and a bit too insistent with his arguments. Instead of feeling any responsibility, Unconcerned with Dying Young instead gets suspicious and distrustful towards the Sidereal [as the ST decides that his critical failure leads to the opposed result, and the Solar gains a Minor Emotion of Annoyance towards the Sidereal].

[Turn 1, Initiative 2]

“Oh, shut up!” retorts the Solar. “You’ve been sitting this like this is my problem, with that smug look, running your mouth, but what you are gonna do about it? If you wanna talk down to people about showing mercy and whatnot than don’t turn to others! You Save the girl!” [Presence 3 + 2 (Stunt II) vs. Resolve 2 = 5 – 2 = 3; 325 = fail]

“She already has a passionately chivalrous defender in you. No need for me to get involved.”

“You bastard!” Growls the Solar.

[Turn 1 ends]

At that moment, confident footsteps interrupt this high-level discussion. Vicious Greedy Wolf, one of Black Demon Sect’s ranking members [Enlightened Martial Arts Disciple stats], appears at the scene, walking swiftly towards are heroes with his saber and the sword picked from the priestess earlier glinting bare in his hands.

“I’ve got you now. Do you really think you can escape?” The newcomer exclaims menacingly. The Solar sighs, facepalming.

“See what I was talking about? The girl’s troubles aren’t over yet” states Austere Snow Crow matter-of-factly. His plan is working perfectly, and he is alert and ready to facilitate things a little more.

[Conflict is likely to get Physical and a new participant has arrived; the Storyteller calls for Join Battle, switching to Physical Conflict Initiative. Just in case]

[Join Battle roll: Solar, Awareness 2: 20= 2ss = 2; Sidereal, Awareness 3: 408 = 3ss = 3; Vicious Wolf, Good 4: 9772 = 3ss = 3]
[Turn 2, Initiative 4]

[The Sidereal delays his action to Initiative 3 to see what Vicious Greedy Wolf would do, and correct the situation as needed].

[Turn 2, Initiative 3]

“You there!” Vicious Greedy Wolf points his saber at the Dawn. “I hear you got involved in thin out of some strange whim, but if you hand the girl over peacefully, I’ll turn a blind eye to your mistake, just this once.” The Solar sighs again, continuing to facepalm. [This would be a Persuasion attempt and the Solar’s stunt to resist. However, at the same Initiative 3, the Sidereal takes his action…]

“Hmm, an excellent proverb, perhaps,” interrupts the Sidereal, before Unconcerned with Dying Young can react, “but no amount of wisdom can protect you from every misfortune, at all times” discloses he some of the Bureau of Destiny’s policies.

The Sidereal spins his pipe, stirring and weaving Essence as he swiftly shapes his Control spell. [Shape Sorcery: Song of the Waves; normally it would cost 1sm to begin Shaping a First Circle spell, but as a Control spell, the cost is reduced by 1sm to zero: Occult 4 + 1 (Equipment bonus from the Artifact pipe) + 1 (Stunt I) = 6: 967960 = 6ss = 6sm; the spell is finished and is immediately cast]

“What?” is the only thing Vicious Greedy Wolf has time to say before Song of the Waves engulfs his mind, the image of the Solar is replaced in his eyes by the defiant priestess and these thoughts are flooded with anger. [Song of the Waves: Inspire (berserk but directed rage): Dice pool 5 (Power 1 + Essence 4) + 1 (Equipment bonus from the pipe) + 2 (Stunt II) vs. Resolve (Good Defense) 3 (Ignored (3) = 8: 79650379 = 6ss = Defining Emotion; he has no opposing Intimacies of high enough level to Reject Influence, and none of his Virtues prohibit rage-fueled murder][because all of this happens on the same Initiative, the ST decides that Vicious Greedy Wolf’s declared action is no longer valid]

Muttering under his breath, Vicious Greedy Wolf takes his Style Form [-1m to assume Style Form without taking actions] and immediately rushes forward, attacking with broad swipes of his saber, as the Solar, who didn’t, yet, had a chance to react to all of that, activates Reed in the Wind [-1m, Overwhelming Dodge; Anima is now increases to level 1, as he spent mote motes in a turn than his current Anima level 0] as he ducks under the glowing arcs of the blade, [Dry Bones Style Form (Terrestrial Style): -1 penalty to the target’s Evasion, +1 Resolve][Attack: Good 4 + 1 (Weapon) + 1 (Stunt I) vs. Evasion 2 x2 (Overwhelming Way) + 1 (Stunt I) - 1 (Opponent’s Form) + Soak 1 + 1 (Light armor) = 6 vs. 6 = Chance die (full die due to Essence use): 5 = fail][Vicious Greedy Wolf’s Style form deactivates because he has failed a Style roll] catches the Wolf’s wrist, blocking his next strike, and shoves him back while still being confused as to what just happened.

[Turn 2, Initiative 2]

“What are you talking about? Have you gone nuts?” The Solar exclaims at this surprise attack, and then suddenly turns his head towards the Sidereal, his eyes narrowed. [Attempting to figure WTF: Occult 1 + 1 (Stunt I) - 1 (Storyteller-assigned penalty for the unfamiliar First Circle spell) = 1: 7 = 1ss, the Solar realizes roughly what the effects of the spell are] “You bastard, you’ve played some kind of trick, didn’t you?”

[Turn 2 ends]

[Turn 3, Initiative 4]

“Well now, I’m not sure what you mean,” Austere Snow Crow calmly replies, lowering his still-smoking pipe. “And no matter how wise a man may be, some troubles he must deal with directly,” dispenses he some additional Sidereal wisdom, pointing to the Vicious Greedy Wolf attempt to impale the Solar from behind. [Setup to the Solar’s Evasion: Awareness 3 + 4 (Stunt III, as this frame was so perfect it became a reaction image) = 7: 3976745 = 3ss: +1 Setup bonus]

[Turn 3, Initiative 3]

“Son of a bitch!” grunts the Solar, ducking again and focusing on stepping under and around Vicious Greedy Wolf’s maddened strikes [-1m, Overwhelming Dodge] again and again [-1m to assume Style Form without taking actions][Dry Bones Style Form (Terrestrial Style): -1 penalty to the target’s Evasion, +1 Resolve][Attack: Good 4 + 1 (Weapon) + 1 (Stunt I) vs. Evasion 2 x2 (Overwhelming Way) + 1 (Stunt I) - 1 (Opponent’s Form) + Soak 1 + 1 (Light armor) = 5 vs. 7 = Chance die (full die due to Essence use): 1 =
Critical fail; The storyteller decides that he gave his opponent a +1 Setup bonus on his next attack as Wolf overextends himself.[Vicious Greedy Wolf’s Style form deactivates because he has failed a Style roll] until finally finding a chance to land a hit on the back of his neck, momentarily stunning him.

[Turn 3, Initiative 2]

“Would you snap out of it already!” yells the Dawn, finally dropping into a combat stance and activating his Edgeless Blade charm again [−2m for the charm: Paced 4, Supernatural 1 Melee: his wooden sword now counts as a Light Melee Weapon for 4 turns. As this is a Supplemental charm, so no actions are spent; he spends declares that his 2m would not count towards his anima level; as this is his Caste Ability, this is all of the motes (Essence/2) he can «dim this scene] and surges forward in with a flourish as his blade flashes with pure white Essence. [Insult and Injury Strike, Melee charm, Triumphant Way]] Attack: Triumphant (4) Melee 5 + 1 (Weapon) + 1 (Setup bonus) + 1 (Stunt I) vs. Good Defense 3 + 1 (Light Armor) + 3 (Valor channel, first in a story, so it’s free; this is necessary to survive the attack, the odds aren’t good otherwise) = 7 - 7 = Chance die (full die due to Essence use): 4 = 1ss (converted from a failed die due to Triumphant Way) = 1 damage: Wolf loses his -0 health level] The Solar’s blade, tracing a glowing white line in the air as he closes in for the attack, bypasses both Vicious Hungry Wolf’s raised swords with impossible, insulting precision, and leaves a surgically exact cut on his cheek.

“Look, you wanna just drop this?” inquires the Solar. “You and I have no reason to die or kill amongst ourselves”.

[Turn 3 ends]

[Turn 4, Initiative 4]

Austere Snow Crow waits, his plan unfolding perfectly, as the two warriors continue their one-sided, in more than one way, fight. [He delays, and, eventually, forfeits his action]

[Turn 4, Initiative 3]

“Never! That can never happen!” even more furious now, shouts Vicious Greedy Wolf. “The shame of this wounds can only be soothed with your blood!” he declares, pointing his saber towards the Dawn. [being low on motes, he spends his action to roll to activate Dry Bones Style Form instead of spending a mote: Good 4: 1758 = 2ss, Form is activated] [Dry Bones Style Form (Terrestrial Style): -1 penalty to the target’s Evasion, +1 Resolve]

[Turn 4, Initiative 2]

The Solar is mostly resigned to killing his opponent now, but him being who he is [Defining Intimacy of «Killing should be hard»], he makes a last attempt as saving his opponent – scaring him off with an overwhelming show of force.

“Oh, yeah?” sighs Unconcerned With Dying Young. “You care more about that than your life, huh?” He raises his sword, tracing spirals with its flashing tip. “Understood. No need for you to feel shame anymore,” he pauses, “because I’m gonna get serious now!” The Dawn drops his sword into a combat position, and from this simple motion, a cut of devastation explodes across the ground in front of him, a concussive wave hurling boulders as large as a man’s chest flying forward and blasting holes in the shrine’s remaining walls. [Now this is interesting. The Solar attempts a Social action, but his description involves a feat of superhuman power. He knows Fire and Stones Strike charm, which delivers a terrible Essence-enhanced strike, its Overwhelming 4 Way increasing the Solar’s Melee to 9 for an action. With a Trait of 9, he can definitely make a move with such might and precision as to rend the stone asunder and direct every flying stone and uprooted blade of grass while doing it. The player argues that it should be possible. The Storyteller thinks it is very possible, and hella cool, so the Solar uses Fire and Stones Strike, paying 1m. This is not an action, as it does not concern itself with Melee attack: it does no rules-applicable damage to anything, but it affords the Dawn a second-level stunt, so should he succeed on his Social action, he would regain 1m, effectively gaining a free second-level stunt and the associated 2-die bonus because he has a charm and used it creatively][Inspire (fear): Presence 3 + 2 (Stunt II) vs. Good Defense 3 = 2: 69: 1ss, +1m for success on a Stunt II = Minor Emotion].

[Turn 4 ends]

[Turn 5, Initiative 4]

Austere Snow Crow waits, his plan still unfolding perfectly. [He delays, and, eventually, forfeits his action]
[Turn 5, Initiative 3]

While understandably afraid of such power, Vicious Hungry Wolf steels himself. He would not sully his pride by surrendering or running away, and the still-burning anger inside him demands the Solar’s death. [Minor Emotion of fear is superseded by several Emotions and Intimacies of the higher Rating, so the Wolf stays. It doesn’t even come up to Valor and Conviction rolls, as they would both oppose his retreat or surrender]

“Dry Bones, Blood Slash!” he declares, activating his most powerful charm [-2m, 1m left] and rushing forward through the air in a flying whirlwind of death. [This is a Dry Bones Style Technique, with Style (2), Multiple (2) and Supernatural 1 Ways. It creates a Hazard for up to 2 targets, and then an attack at the main target of the charm. For this example, we assume the Style’s Flawless condition is satisfied, discounting Style Way to 0m and removing it from charm limit. Otherwise, the Wolf does not have Essence 3 to use a 3-Way charm. Anyway...][Blood Slash part 1: Hazard Creation (rotating attack): 4 Good + 1 (Weapon) + 1 (Stunt 1) = 6: 141169 = 1ss, reroll one failure from Form: 8 = +1ss, Style 2: roll a die for each non-failed die up to 2 total: 68 = +1ss; total 3ss, distributed 3/-0 for a one-time Hazard]

The Solar closes his eyes, listening to the sound of two blades singing through the air, and turns away at the last moment, one of the blades sliding harmlessly just between loose strands of his hair. [As this is a Hazard, the Solar must roll against it to remain unharmed. He chooses Evasion to do it. Evasion 4 + 1 (Stunt 1) - 1 (opponent’s Form) = 4: 9095 = 4ss, no damage][I roll these things, you know. I rolled 5 times because I thought the first roll was too lucky for only 4 dice, and it was: 4ss, 3ss, 4ss, 3ss, 3ss. Truly, a Solar evading with trivial ease, he’s just that good].

Having overshot his target, Vicious Hungry Wolf catches himself on a tree, returning with a devastating overhead attack, but just as he descends, brilliant radiance of the sun erupts around the Solar’s body [Reed in the Weed, -1m, Overwhelming Dodge; player decides to Clash defensively with Dodge][Blood Slash part 2: Attack: Good 4 + 1 (Weapon) + 1 (Stunt 1) vs. Dodge 4 x2 (Overwhelming Way) + 1 (Stunt 1) - 1 (Opponent’s Form) = 6 vs. 7: 91359, reroll one failure from Form: 4, no use, Style 2: roll a die for each non-failed die up to 2 total: 03 = +2ss vs. 4500941 = 4ss vs. 5ss, defender wins, attack fails] throwing him back.

[Turn 5, Initiative 2]

[You want Hazards, I’ll show you Hazards, the Dawn’s player thinks]

Before his opponent gets any chance to react, the Solar makes his first, and last, serious attack. “Formless Rogue Sword: Eight-Ways Arrival” he declares the charm. Reaching his still-stunned foe, he slides past him, releasing his blade to spin in an Essence-imploding vortex around the Wolf’s Weapon. [Formless Rogue Sword: Eight-Ways Arrival: Triumphant (4) Multiple (4) Supernatural (1 Hazard Creation + 3 (Ignored (3 Soak)) Melee. Hazard Creation: Melee 5 + 1 (Weapon) + 1 (Stunt 1) = 7: 8987963 = 5ss, Triumphant converts up to 4 failed dice to successes, but there is only two: +2ss = 7ss for a 5/-2 one-time Hazard for up to 5 targets; one is Wolf, the other is his sword, others are not used][Wolf’s using Good Trait to resist: 4 - 2 (Hazard Penalty) = 2: 56 = fail, he takes 5 damage out of his remaining 4 health, and is Taken Out][The saber can’t resist as its soak is Ignored and its owner is Taken Out]. As the Dawn finishes his motion, his opponent’s saber shatters. As the Dawn sheathes his sword with calm finality, the Wolf’s chest erupts with an explosion of blood-tinted light of Solar Essence, and the Black Demon Sect disciple falls to his knees.

[Vicious Greedy Wolf can no longer participate in the scene as per the rules, but the Storyteller has an idea. He swaps the Taken Out Consequence with Crippled, as per the rules. He chooses Internal Injuries, for -3 to natural healing]

[Turn 5 ends, Conflict ends]

Vicious Snow Wolf is down, but his pride and anger hurt worse than his exploded entrails. “I can’t die... I can’t die like this!” he grunts, shaking with effort and emotion. “I’ve dedicated my life to the sword... I can’t die without knowing the name of the man who struck me down!” [This is not really a Social action anymore; however, as the Solar has Compassion of 3+, he must fail it or be compelled to take pity and answer, unless they Deny Virtue for 1m and 1 Limit: Compassion 4: = 7086 = 4ss = success]
“Unconcerned with Dying Young” the Dawn replies. “If you’re satisfied with that, go ahead and pass on,” he concludes.

Vicious Hungry Wolf repeats the name, rising unsteadily on his feet. “I have your name... The name of our enemy, who incurred the wrath of Black Demon Sect!” He takes out a weird crescent-looking boomerang, and throws it into the sky. A gaunt skeletal bird demon descends to answer the signal. “There will be no refuge for you now! The soldiers of the Black Demon Sect will chase you to the ends of the earth!” As the Exalts, unsure of what’s going on, watch in confusion, he throws the still-whole priestesses’ sword high into the air, catching it with his throat as it falls down and twisting off his own head from his shoulders in a spectacular bloody twirl. Propelled by the fountain of blood and the strength of the motion, the head flies up, and the demon bird neatly catches it, carrying it away as the headless body falls on the ground [as the confused players look on, their healing-type Storyteller smiles].

While the Solar and the Sidereal continue to argue about the Dawn’s supposed obligations, the priestess, Vermillion Kingfisher, comes to her senses. [as this is almost the end of the scene, one scene has passed, and the priestess rolls her natural healing interval, that was reduced by the Solar’s charm to Scene: Resistance 2 + 1 (Setup from Solar earlier): 872 = 2ss, she heals her two - 3 levels, and is now just at -1 wound penalty].

Austere Snow Crow, seizing the moment, approaches Vermillion Kingfisher, gently presenting her sword to her, and greet her in reassuring tones. [Instill (trust): Presence 3 + 2 (Stunt II) vs. Resolve 2 - 1 (wound penalty) = 5 - 1 = 4: 3639 = 1ss, Minor Intimacy. He’s going to work on that some more later]

[The Storyteller notes that now the head is delivered to Bones of Creation, and he uses his necromantic powers to discover out heroes involvement]

As Vermillion Kingfisher diligently describes everything that the Sidereal already knows, he sagely agrees. Austere Snow Crow introduces himself as Phantom Bird, humble wanderer, and extols the Solar’s virtues, specifically Compassion. The Dawn goes full tsun in response, denying his accomplishment. [This is Sidereal at work: Instill (trust towards the Solar): Presence 3 + 2 (Stunt II) vs. Resolve 2 - 1 (wound penalty) = 5 - 1 = 4: 7541 = Iss, Minor Intimacy].

As the Sidereal and the priestess further discuss her circumstances, the Sidereal is extremely pleased, thinking he’s got the Dawn now by demonstrating how in trouble she is, and how they could help. “To ignore the call to duty is to show cowardice, wouldn’t you say it, honorable hero?” he asks smugly, utterly convinced in this success. [Persuade (to participate in this quest): Socialize 5 (used instead of Presence as the action is achieved my manipulating people and situation, not the force of personality) + (2 Stunt II) vs. Resolve 2 + 2 (Major Intimacy of «FUUKEN SWORDS AGAIN I SWEAR» = 7 - 4 = 3: 871 = 2ss, Minor Decision)] The Solar, however, uses 1m and the aforementioned Intimacy to Reject Influence (it is equal or higher level Intimacy), so the Decision does not happen. The Sidereal, however, are in for a surprise.

“This is not funny. I flat-out refuse.” He says. The Sidereal continues his entreatments, but cannot quite hide a note of annoyance in his voice, and the Solar remains unmoved, rebuffing all further advances.

But then, Vermillion Kingfisher meekly mentions how he saved her. [This, again, does not even resolved as an action, she just look at him doe-eyed. As the Solar has Compassion of 3+, he must fail it or be compelled to stay, unless they Deny Virtue for 1wp and 1 Limit: Compassion 4+: = 7036 = 4ss = success. He spends 1m and takes 1 limit this time to Deny Virtue] The Solar, gritting his teeth to distract himself from his inner turmoil, harshly tells the Sidereal off [telling the wounded girl off would be cruel, Compassion 4+, remember] and storms away.

The priestess is worried, but the Sidereal, already calm as a clam again, internally pats himself on the head for his prudent «make the Solar a sworn enemy of Black Demon Sect» plan, and reassures her. He’s got everything under his control.

Austere Snow Crow writes some notes, and calls a bird that was temporary woven into his destiny by his Ordained Bridle of Mercury charm, commanding it to carry messages to his contacts. He downplays this for the Dragon-Blooded as a simple trained bird to avoid associations with any Lunar Anathema. After running circles around the naïve priestess with his Social actions, he gets her to trust and respect him in no time. Then, as the Solar did not bother to cover his tracks, it
is quite easy [Survival 3: 699 = 2ss] for Austere Snow Crow, who is an experienced scout and tracker, to follow and intercept him.

[Scene ends]

[Later in the story]

Unconcerned with Dying Young, worried about Screaming Phoenix Killer, a Sideral Ronin of Endings that is out to get his revenge on Austere Snow Crow, waits until the sun sets and ascends the stairs to the table where the Sideral drinks sake and watches the stars. Having expected that, Austere Snow Crow invisibly follows him, using his Walking Outside Fate charm [-2m]. [This charm Ignores (3) Notice of anyone with equal or lower Essence; the others do not have Supernatural in Awareness, so they have nothing to Negate with. Their Notice is set to 0. Stealth 3 vs. 0 and 0: 031 and 427 = 2ss and 1ss = Crow remains unnoticed]

Dawn and Endings talk a bit about this and that, getting to know for each other a bit. Sideral’s obsession with killing, however, soon surfaces in full, shifting the discussion.

“If I’m being honest, I’ve been thinking about nothing but killing you since you sat down. I’ve been watching, intently, for a perfect opportunity to decapitate you in a single strike” he says calmly, recalling a hundred gruesome deaths he’d planned for his interlocutor in his mind’s eye. [Negative Setup (to the Solar’s Evasion): Melee 5 + 1 (Stunt 1) = 6: 0878486 = 6ss = Critical success, Setup bonus would be +2, but the Solar can roll to resist. Note that as this not a Conflict, time and actions are applied in the «makes enough sense» manner].

“You’re damn crazy” mutters the Dawn.

“You’re one to talk,” smiles the Sideral. “No normal man would be on guard well enough to avoid death at my hands this long. You speak peacefully enough, but are prepared for any attack I could imagine”. [The Solar’s player continues for the Dawn and the Sideral both for his stunt – if the Sideral’s player does not object, it’s permissible. He also activates an Improvised Triumphant Melee charm for 2m (using his (Essence/2) mote allowance to avoid raising anima): Opposed Setup: Triumphant Melee 5 + 2 (Stunt II) = 7: 9759830 = 6ss + 2ss for Triumphant = 8ss. As he beats the opponent by 2 successes, the Solar has no negative Setup, but instead a positive one for +1 to defense instead][this could be also played out as a full social scene, but we show the cool part for the example]

Situation escalates as the opponents prepare for battle, but Austere Snow Crow dramatically reveals himself, diffusing the conflict, for now.

[Even later in the story]

Unconcerned with Dying Young finds himself in a battle with the «Doll» of the valley – a giant stone monster. While the rest of the group watches, throws witty lines and imitates activity, he needs to deal with the problem by himself.

[Conflict began some time ago. Turn N, Initiative 4]

Having activated suddenly and without warning, the doll catches the Solar off guard, and has him on the defense. It raises its huge fists and legs, and crushes them into the ground with heavy strikes as the Solar dashes around them [Attack: Good 3 + 1 (Weapon) - 3 (Size difference; the Solar chooses to Clash defensively with Evasion, or it would be a bonus instead of penalty as it implies he takes some of the attack directly) vs. Overwhelming (4) Dodge 4 + 4 (Overwhelming Way from Reed in the Wind) = 1 vs. 8: 2 vs. 84372899 = 0ss vs. 5ss = critical success on the defense]. The Solar, angered at his companions’ inaction, dodges the incoming strike, and deftly jumps on the Doll’s fist that has just hit the ground, and rushes on it upwards [critical success, decides the Storyteller, allows the Solar to on his opponent’s large extremity, and climb it]

[Turn N, Initiative 1]

In a series of impossibly long jumps, the Dawn reaches the doll’s head. [Improvised charm, -2m, Reaching (3) Athletics, supplementing a normal move: allows to climb the Size 3 being instantly] As he knows about the talisman that gives it life [the sorcerer cheapskated on the Foci for the doll, animating it with a Made Main Focus], it is a simple matter to shatter it with a single poke. [The Edgeless Blade charm, -2m; Melee action: Melee 5 + 1 (Weapon) vs. Soak 3 + 2 (Heavy armor) (no Size bonus because it is against the small Focus = 6 - 5 = 1: 8 = 1ss = success] Sorcerous Working unravels as the Focus is destroyed, and the Doll becomes just a huge stone statue.

[Even later in the story, at the climatic final session]
After a long stretch of plans, adventures, double-crosses, miscalculations, deviations and corrections, Austere Snow Crow finally comprehends the nature of Bones of Creation’s arrogance and how to best remove his serenity from him. The Sidereal is slightly disappointed, finding it a bit… simple.

“If my target is something that pedestrian, there is no need for sophisticated methods,” he chuckles, “simply taking it by force will suffice!” With this, the Sidereal channels a mote [-1m] into his Artifact pipe, transforming it into a beautiful Reaper Daiklave, and assumes Crane Style Form, white feathers conjured from its Essence gracing the air around. [Spends an action to activate Crane Style Form instead of spending motes][Crane Style Form (Celestial Style): Evasion +1; Exert effectively no weight on any solid object when standing on it; Cannot lose balance or fall.] He points it at the Abyssal, issuing a direct challenge.

[Session end on a cliffhanger]

[Next session]

Bones of Creation laughs, disbelievingly. He does not take it even remotely seriously, but decides to give it a test – the results should be amusing either way.

“I will have a demon bird I summon attack you,” the Abyssal says, producing a Demon Bird Whistle with a casual flourish. “Let’s see if your alleged sword skill can protect you before it leaves only your bones behind!”

[Conflict begins]

[Join Battle roll: Abyssal, Awareness 2: 39 = 1ss = 1; Sidereal, Awareness 3: 093 = 3ss = 3]

[Turn 1, Initiative 3]

Austere Snow Crow is completely serious now, no casual smoothness in his motions at all. Instead he is precise, swift, and purposeful. He also [Occult 4: 8164 = 1ss = success] knows exactly how these whistles work. Before Bones of Creation has a chance to throw it, the Sidereal is already at him, his daiklave aglow with azure Essence, flashing in several quick strikes. Bones of Creation is slightly surprised, but evades the first one and parries the rest easily, pushing the Sidereal back. [The Sidereal player describes a clever misdirection move to the Storyteller. He is impressed, and decides it to be a Larceny action treated as a Social one; the player describes it exactly as an attack, using the situation as an opportunity for a second-level stunt][Larceny 5 + 2 (Stunt II) vs. Notice 1 = 7 - 1 = 6: 708578 = 6ss = critical success, +1m for succeeding with a second-level stunt; this counts as an Inspire (frenzy towards the one who calls it) action result, targeting the demon bird, who clashes with its Bad Defense: 1: 8 = 1ss; 6ss-1ss = 5ss = a Defining Emotion]

[Turn 1, Initiative 1]

The Abyssal does not notice the hidden purpose of this attack: “No need to rush. Here is your opponent…” Still completely calm, he throws the whistle in the air, summoning the Demon Bird [This takes his action.]

[Turn 1 ends]

[Join Battle: Demon Bird: Good 2: 03 = 2ss = 2]

[Turn 2, Initiative 3]

Austere Snow Crow smiles knowingly, dramatically putting the sword behind his back. “Those whistles let you command the demon bird you summon. But how will a demon bird called by a broken whisper react?” he asks, only slightly mockingly.

“Nani?” Bones of Creation, who has not yet seen through the ploy hears the whistle coming back, and reflexively catches it. As he looks at it, he notices a crack just a second before it explodes, breaking the crescent in two.

“Driven into frenzy,” the Sidereal continues, “It will attack the one who used the whistle. Am I right?”

“Bastard… then your attack was for this?” the Abyssal recalls the brief exchange prior as the realization dawns upon him. [Instill (Impression of the Sidereal’s sword skills): Socialize 5 + 2 (Stunt II) vs. Resolve 2 = 7 - 2 = 5: 04410 = 4ss = Major Intimacy, no extra motes gained as the Sidereal’s mote pool is full]

[Turn 2, Initiative 2]

Just as the Abyssal finally understands what is going on here, a demon bird arrives and immediately charges. Bones of Creation turns to face it, and activates Flickering Wisp Technique [-2m], dispersing into black smoke before the demon bird can hit [Demon bird attacks, the Abyssal opts for a Defensive Clash with Dodge: Attack: Good, 3 + 1 (Natural Weapons vs. Dodge 4 +
3 (Overwhelming Way, limited to 3 instead of 4 because of the Abyssal’s Essence 3) + 1 (Stunt 1) = 4 vs. 8 = 8762 vs. 48639159 = 2ss vs. 3ss = fail] and reforming just in time to meet the demon bird’s next attack straight on.

[Turn 2, Initiative 1]

Instead of using any charms, the deathknight just vents his bloodlust on the creature [Attack: Melee 5 + 3 (Daiklave: +1 Weapon bonus and +2 Damage bonus) + 5 (Valor channel, first in the story, so it’s free) + 1 (Stunt I) vs. Good Defense 3 + 1 (Light armor) = 14 - 4 = 10: 868085992 = 7ss = 7 health levels of damage out of the demon bird’s 6; being a Quick Character, it’s just dead] exploding it into fiery bits. This earns him the Sidereal’s mocking complement.

[Turn 2 ends]

[Turn 3, Initiative 3]

“Well done! As expected from the Bones of Creation.” Austere Snow Crow is all smiles and happiness, and even approximates the applause by moving his hands together. Once. “To demonstrate such power by simply channeling your Valor!” [Inspire (anger) Presence 3 + 1 (Stunt I) vs. Resolve 2 - 2 (Major Intimacy of «Impressed with Austere Snow Crow’s sword skills») = 4 - 0 = 4: 8345 = 1ss = Minor Emotion]

[Turn 3, Initiative 1]

“For you to be this skilled…” The Abyssal asserts, angrily throwing away the useless half-whistle he was still holding, “It should have been a simple matter to settle things with Screaming Phoenix Killer. Why did you run and hide, like a coward!” He accuses the Sidereal, hoping to elicit the same rage he feels from the Serene One.

“The man desired an opponent stronger than himself, yes?” Austere Snow Crow points out, turning away from the Abyssal. “I don’t see how I’m obliged to indulge someone who wants to kill me.”

“And instead you endured humiliation?” Bones of Creation shouts, before catching himself and, with effort, putting on a not really convincing appearance of calm dignity. “Very well. What kind of swordplay could give birth to such a heresy? It time I saw that for myself!” He roars, explosion of his anger shattering the stones around. [Resonance cosmotic effect]

[Turn 4, Initiative 1]

Bones of Creation drops into battle stance, and everything grows calm and silent for the moment. The Sidereal waits, calmly and silently, his back once again turned towards the Abyssal, eyes closed.

After a heartbeat of silence, the deathknight rushes forward so fast his form once again disappears into black swirls, his blade a fluffy of motion as he executes Five Shadow Feint [-1m], striking again and again from rapidly changing directions. “How’s that? Speed is the Intimacy of «Lies and deception that reign supreme in my soul») + 2 (Stunt II, as his counter-argument was also entirely reasonable) = 5 – 7 = Chance die: 2 = 0ss = fail All this claims, however, do not touch Austere Snow Crow in the slightest. Instead, the Sidereal sees a golden opportunity to throw his opponent off balance even further.

[Turn 3 ends]

[Turn 4, Initiative 3]

“Well, I’d grown bored with the sword.” Austere snow Crow intones with his back still turned.

“Bored!?” chokes out the Dusk.

“Yes.” The Sidereal stares and the sword in his hand contemplatively. “The path of the sword is where mastery unveils certain truths. When I was younger, I thought that would suffice... But one day, I had a realization. It is lies and deception that reign supreme in my soul.” He proclaims that, definitively, turning towards the Abyssal for a moment. [Inspire (anger) Presence 3 + 2 (Stunt II) vs. Resolve 2 - (Major Intimacy of “Impressed with Austere Snow Crow’s sword skills”) - 1 (Minor Emotion of anger that already exists) - 3 (Defining Intimacy of «Undefeated and unparalleled sword techniques are the throne upon which my pride sits») = 5 - 0 = 5: 20006 = 6ss = Defining Emotion]

“You varlet!” Bones of Creation shouts, before catching himself and, with effort, putting on a not really convincing appearance of calm dignity. “Very well. What kind of swordplay could give birth to such a heresy? It time I saw that for myself!” He roars, explosion of his anger shattering the stones around. [Resonance cosmotic effect]
foundation of sword techniques. Can you much my blade’s velocity with your half-hearted discipline?”

Without opening his eyes, the Sidereal spins, parrying the first strike, then turns, deflecting another. No matter how swiftly the next one in the chain of attacks comes, of what side, the elegant daiklave is there to meet each and every one of them as the Fluttering Cry of Warning [-1m, discounted from 2m by meeting the Crane Style’s Flawless Technique condition] guides its wielder’s hand. [Attack: Supernatural (3) Melee 5 + 3 (Daiklave: +1 Weapon bonus and +2 Damage bonus) + 1 (Stunt I) vs. Crane Style (4) Melee 6 + 2 (Daiklave: +1 Weapon bonus and +1 Damage bonus) + 2 (Stunt II – clever bastard actually turned his back and closed his eyes to make the attack to count as unexpected, to qualify for the usage of Fluttering Cry of Warning, which stops it from being unexpected and allowing to use a Crane Melee Defensive Clash. Impressed, the Storyteller awards second-level stunt, but warns not to overuse this little combo) + 1 (Crane Style Form) - 2 (Penalty from Five Shadow Feint’s Supernatural 3, used as a penalty of -2) = 9 vs. 9: 240697420 vs. 535093711, two failed dice rerolled (Crane Form) (54) + 0ss, +4 dice rolled (Crane Style) (8843) + 2ss = 6ss vs. 6ss = fail]

[Turn 4 ends]

[Turn 5, Initiative 3]

Austere Snow Crow laughs, under no pressure at all. “Matching blow for blow is exhausting,” he faux-laments, “Why don’t we just say we’re even, in this case?” [Inspire (desperation) Presence 3 + 2 (Stunt II) vs. Resolve 2 - 2 (Major Intimacy of «Impressed with Austere Snow Crow’s sword skills») = 5 - 0 = 4: 83462 = 1ss = Minor Emotion]

[Turn 5, Initiative 1]

“But what about the power of your strikes?” Hurriedly exclaims Bones of Creation, urgent desperation filling his voice. He channels Essence into his blade, launching the excess power in a cutting wave at the Sidereal, and leaps a dozen of meters up in the air, combining the Savage Shade Style [-1m], with the Falling Scythe Attack [-1m, at Burning Anima level now] into a single devastating descending strike.

Austere Snow Crow spins effortlessly around the Essence wave that cuts in half a small bridge that stood further in the distance, and calmly raises his blade in a Crossed Wings Denial [-1m, discounted from 2m by meeting the Crane Style’s Flawless Technique condition]. [Attack: Reaching (3) Athletics for safely rising to and falling two range bands on the target, thus gaining the benefits of +2 Size for the attack and Supernatural (3 to Ignore (3) Soak) Melee 5 + 3 (Daiklave: +1 Weapon bonus and +2 Damage bonus) - 2 (Size is actually a penalty here because Crossed Wings Denial explicitly uses its defense as Evasion only, due to its Supernatural Way; in the normal circumstances it would be a bonus when the opponent parries a larger attack, but not here); + 1 (Stunt I) = 7 vs. Supernatural Crane (4) Style Melee 6 + 2 (Daiklave: +1 Weapon bonus and +1 Damage bonus) + 1 (Crane Style Form) + 1 (Stunt 1) (Ignoring (3) Soak is useless because there is only Evasion due to Crossed Wings Denial) =

= 7 vs. 10: 8578259 vs. 1601379926, two failed dice rerolled (Crane Form) (64) + 0ss, +4 dice rolled (Crane Style) (1187) +2ss = 4ss vs. 7ss = fail]

The ground implodes downwards, crumbling into a jagged crater around the impact – but the Sidereal stands at its center, unharmed, as he meets the strike with his sword. “Try not to break that precious sword of yours by swinging it too hard, now.” With that, he shifts his stance, slightly, and the ground cracks into a small gorge as Bones of Creation is pushed back.

“Unacceptable! I refuse to accept it!” The deathknight rages, demolishing trees and cliffs as his dark Essence lashes around. “For a fool like you… to dare to stand against my sword!”

[Turn 5 ends]

[Turn 6, Initiative 3]

“If you believe that dedication and passion alone will give birth to equivalent results…” Austere Snow Crow calmly replies, “Than you are living in a naive dream. Does it frustrate you? Do you find it unfair? I’d say those values you hold dear are exactly what prevents you from grasping the true nature of combat.” [Inspire (desperation) Presence 3 + 2 (Stunt II) vs. Resolve 2 - 2 (Major Intimacy of «Impressed with Austere Snow Crow’s sword skills») - 1 (Minor Emotion of Desperation already extant) = 4 - 0 = 4: 7892 = 3ss = Major Emotion]

[Turn 6, Initiative 1]

“Silence!” Explodes the Abyssal, throwing all combinations he can imagine, attack after attack
[Furious Blade Charm, -1m], drawing as much force as he can muster at the Sidereal, who calmly blocks each and every one, directing parries left and right in the aesthetically pleasing paths with Empowering Justice Redirection [-1m discounted from 2m by meeting the Crane Style’s Flawless Technique condition].

“The fact that you sought to become a peerless warrior alone proves you don’t understand a thing.” The Sidereal pontificates as he brings the Abyssal’s efforts to naught again and again, relaxing in directing the Harmony of Blows [-1m]. “The path you walk does not lead to the summit of a mountain, but something like a bottomless ocean. The greater your mastery, the more apparent the infinite depths become.”

Sidereal’s Extra Actions from Harmony of Blows:

2): Negative Setup to the Abyssal’s current Melee Attack: Melee 6 vs. Evasion 3 = 6 - 3 = 3: 078 = 4ss = -1 penalty]

[Abyssal’s Attack: Overwhelming (3) Melee 5 + 3 (Overwhelming Way) + 3 (Daiklave: +1 Weapon bonus and +2 Damage bonus) + 5 (Valor, costs 1m and 1 Limit as it is channeled a second time; Resonance increases to 4); The Sidereal, however, gets cheeky and uses Duck Fate, -2m. So: Abyssal Essence 3 vs. Sidereal Dodge 5: 3 vs. 5: 727 vs. 27015 = 2ss vs. 3ss = fail; as the Sidereal wins, the Abyssal’s attack never reaches him.]

He slowly looks back as the tree that he definitely was not standing under a second ago falls, bisected. “If anything, I got tired of it because I didn’t make light of it”, he purrs. [Persuasion (provocation) to go all out: Presence 3 + 1 (Stunt I) vs. Resolve 2 - 3 (Defining Emotion of Anger) - 2 (Major Emotion of Desperation) = 4 - 0 = 4: 9852 = 2ss = Minor Decision. But, as it supported by nearly all current Intimacies and Emotions…]

“With my next blow, I will end this!” Bones of Creation rasps, emotions high and mote pool low, feeling the need to, at last, finish the fight

[Turn 7 ends]

[Turn 8, Initiative 3]

[The Sidereal, having everything prepared, delays to the same Initiative as Bones of Creation, for an epic Clash]

[Turn 8, Initiative 1]

Bones of Creation concentrates every fiber of his being, every shred of power that his skill [3m for the charm], his soul [1 Limit and 1m to channel Valor again, Resonance rises to 5] and his Exaltation [1m for Entropic Endowment; the Abyssal has 1m left] can provide. His anima flares Iconic, a tapestry of runic circles made of purple fire unfolding behind his back.

“Finally taking things seriously, then?” Inquires the Sidereal. “Well, let’s move onto the climax” as he feeds Essence into his own charms [Humbling Enlightenment Commentary + Kindly Sifu’s Quill, each discounted from 2m to 1m, Harmony of Blows for 1m, and Meditation on...
“With that, he throws the holy blade—

“A demonic war force: Hellborn Rebellion!” Announces Bones of Creation, and as he rushes forwards, a great glowing torrent of purple essence gushes forth from the world as the deathknight’s sword cuts the reality itself, runic circles of his anima capturing the bleeding power and ushering it forward in a great roiling stream.

“White heavens: Lunar Crater Vapour!” Responds Austere Snow Crow, sliding forward half-afloat in the air, his attack much less ostentatious.

But, at the last moment, after the force of the blades Clashing vaporize the surrounding and shockwave of disturbance rushed for dozens of miles to the heavens, at that very last moment, instead of a terrible piercing sword strike, an elaborate pipe gently stops at the Abyssal’s chest.

[Turn 8 ends]

[Turn 9, Initiative 3]

“My skills gave birth to a foul sword for killing.” The Sidereal responds quietly, his pipe still shining with blue anima above the deathknight’s heart. “Continuing that path in earnest would lead to villainy. And I found that notion boring.” The Sidereal withdraws, turning away from the Abyssal again. “I don’t believe in removing evil from the world. It’s far more fulfilling to make a mockery of the villains who embody it.”

“A battle like this… It was all to humiliate me?” Bones of Creation can manage no more, shaking in anger.

“You were the most exquisite prey I’ve had in a while” The Sidereal is already basking in the afterglow of his victory, certain that all that remains is to thread on the Abyssal’s feelings some more for the good measure.

[Instill humiliation]: Presence 3 + 2 (Stunt 2) vs. Resolve 2 (no more Defining pride intimacy) = 5 – 2 = 3: 348 = 1ss = Minor Intimacy. HOWEVER. Bones of Creation still has a Defining and Major Emotions of anger and desperation, and any of those enough to reject this minor influence. He is also at resonance 5. Knowing full well what would happen, he commits to the course anyway, spending 1m and taking 1 Limit. The intimacy of humiliation is rejected, resonance rises to 6, and the healing-type storyteller smiles.

Bones of creation laughs and laughs. The Sidereal, initially content to listen, turns to face the deathknight as he begins to speak with malicious, triumphant satisfaction.

“I see. You really have defeated me. That being the case,” the Abyssal clenches his fist as unearthly purple glow spills from his body and whispers resonate in his mind, “I will take something of even greater value from you!” [Resonance eruption: total intensity of manifestations is 6] With that, he throws the holy blade in the air, where a dark vortex of abyssal essence
envelops the Artifact. “The humans that bring you such amusement… The world that you derive such joy from… Good or evil, all of it will be destroyed!” Bones of Creation proclaims, his voice rising as the power of the Abyss erupts through his trembling body.

“You… You can’t mean to…” Stammers the Sidereal, [he and his player] caught completely off-guard. “You’re going to break the sword?” He manages to ask as the floating blade twists, its metal groaning, strained to the breaking point under the forces of necrotic Essence. “Why would you do that?”

“Now, no one can stop The Dark and Cruel One…” Bones of Creation stands with hand stretched to the warping sky above, waves of ghostly light rising from him as Essence of Death spills into the world. “I’ve simply done as you did, Enigmatic Gale. It seems I, to, desire to see despair on someone’s face!”

With this final condemnation, the Abyssal moves his hands in a tearing motion, directing Essence to surge up in a flash of dark lightning, and the dark vortex above erupts with power. [Resonance manifestation Intensity 5: Ignores (3) Soak of the blade; Dice pool of effects equals 3 (Essence) + 6 (Resonance) = 9 dice: rolled as a dice pool to break the sword, no penalty because the sword’s Soak is being Ignored (3): 403785627 = 5ss = critical success, granting the resonance manifestation an Extra Action, as the Storyteller decides]. As the horrified Sidereal watches, the captive sword bends and shatters, glass-like, with explosion scattering broken parts around.

The combined Bones of Creation’s and Neverborn’s destructive intent made reality, the largest piece of the blade is propelled by the force of the vortex directly at the Abyssal. He does not try to evade or shield himself, instead spreading his arms in greeting. [Resonance manifestation attacks, the Abyssal purposefully chooses not to defend, so only his passive Soak of 1 is applied: 9 vs. Soak 1 – 1 (Stunt I) = 9 – 0 = 9; 007955772 = 8ss = 8 damage. The Abyssal only has 5 health, so additional 3 damage gets him straight to Never Found The body consequence, leaving everything in the hands of their Healing-type Storyteller.] The shard flies right through his chest, splitting the heart in two, and embeds itself into the ground behind the Dusk’s back. He laughs again, now with genuine, if a bit mad, joy.

“What now, Austere Snow Crow?” Blood flows from the Abyssal’s mouth as he speaks his last words, still smiling. “Because of your thirst for mischief, you’ve doomed the world.” With the last of his strength, Bones of Creation takes a step towards the Sidereal. “How does it…” He rasps, as his eyes close for the last time, “feel?” With his last word forced out, Bones of Creation finally falls, dead, but unbroken. [Inspire (despair): Presence 3 + 2 (Stunt) vs. Resolve 2 = 5 - 2 = 3: 352 = fail]

“To die while laughing, after facing me…” The Sidereal begins, addressing into nowhere, calmly. “The arrogance of it.” He continues with trembling voice, his only audience the Abyssal’s corpse. “After crushing your prideful soul…” Austere Snow Crow points his pipe accusingly at the body. “You still… How dare you! How dare you, you coward!” He shouts. It’s now the Sidereal’s turn to clutch his fist in anger. [Although the Social action has failed, so did the Austere Snow Crow’s grand scheme]

“You were defeated! You should have submitted yourself to shame! You should’ve shed tears of regret! Why else you were born?” The Sidereal almost pouts, his self-assumed mastery of destiny disputed.

“Why did you fight me?! After all the trouble you’ve caused me, you run away with my prize! [That was at least 5 xp gone] Damn you, damn you!” Austere Snow Crow, livid, grabs the corpse by the collar, shouting in its face. Bones of Creation can no longer hear or reply to him. The Abyssal already got his final word, and got his final rest in Oblivion – out of reach of Lethe and Taru-Han’s soul collectors.

“Calm down. There’s nothing to be gained from anger.” Austere Snow Crow [Temperance 5: 21200 = 4ss = success] catches himself, reasserting his rationality, and lets go of the corpse. “Let’s turn to more appealing pursuits. For instance…”

At this moment, he gets interrupted by earth quaking as the imprisoned demon lord finally wakes.

[Turn 9 ends, Conflict ends] [Scene ends]

Sometime later, Unconcerned with Dying Young easily defeat the demon lord with an Evocation from an Artifact, [in a single turn]. As ever, the mightiest enemies of Exalted are other Exalted.
Appendix 11: QE’s Iconic Circle (community bonus)

A Little Place

In the Far West of Creation, a huge and treacherous storm roams the oceans at the edge of the world. Infamously known as Four Changes Elder for its unpredictable dangers and seeming perpetuity, this tempest is widely considered a place that no good sailor would ever want to find himself in; rumors describe it as full of pirates of staggering variety, a nest of demons, ghosts, and worse.

Hidden from the rest of the world by the storm’s reputation and sheer size, there churns an active and unstable region of Bordermarshes known as Transpositional Gamut, the favored playground of the local Raksha. Hundreds of Raksha of every variety journey to the Gamut to socialize and display their Shaping prowess. The sea boils with islands that the Children of Chaos lift from the depths and raise their banners upon, challenging anyone to land and partake in whatever activity or contest they devise. The Wyld here is ever-stirring, however, and no island stays in one place or above the waters for too long.

At the very edge of this ever-shifting expanse stands a different island. Rooted in the stability of Creation, it straddles the border between the inconstant and the permanent, yielding not to the chaotic assaults. Any visitor, however, will be swiftly disappointed as he lands, only discovering an abandoned and overgrown town surrounded by a small forest, and a bare mountain encircled by inhospitable cliffs. This little place, you see, is not just for ANY visitor.

Those few in the know do not linger in the empty town, where an occasional hungry ghost is the most interesting thing of the last decade. Not do they brave the tangled forest, or wet, slippery stone of the cliffs. Instead, they seek auspicious Captive Characters – a set of the Old Realm symbols that spontaneously manifest in the objects and landscapes of the island. Upon finding it and attuning to it, one can walk up to the mountain and find one of the dozens of isolated pathways, suddenly leading through the cliffs. It leads to a set of ascending caves that, in time, open into a web of corridors, well-lit in a hospitable yellow. It converges ever upwards – eventually, to the large circular chamber hidden under the summit of the mountain.

The chamber itself is laid out simply – a rounded central room, ringed by a slightly elevated (waist-high, perhaps) circle with a twin row of massive columns that hold down the ceiling. The ring is about one fifth as wide as the room, and connects to the main floor by several steps of stairs across all of its length. The central circle evokes the feeling of a gladiatorial arena, and even covered in fine yellow sand. The ring opens outside, providing a magnificent mountain view. Shadows are deep and cozy, and the lights are orange and warm. The architecture, while excellent, is not what makes this place remarkable.

Remaining unknown to most of the world, this chamber is the heart of a Lunar Manse. Those who know of it call it Exclusive Altercation Genial, although they refrain from ever mentioning it outside. It’s the intricate magic of the Manse that hides it from the world; most importantly, it also hides the identities of everyone inside from each other. Unless they take effort to distinguish themselves somehow, each and every person appears and sounds entirely unrecognizable, even to those in direct conversation. Moreover, these false faces shift and change constantly, sometimes even mid-sentence, precluding any lasting recognition. Lastly, the Manse produces no hearthstone; instead, anyone arriving on a moonless night may invoke the Right of Opening Posit to claim its power, for a time. For the next month, he carries in his soul the Mark of the of the Musician Constellation, visible in the anima of Exalts, and with it – the Manse’s blessing to appear more impressive and inspiring to all who looks upon him. These qualities, while wondrous, are not what make this place remarkable. It’s the company it keeps.

Regulars are some of the most varied beings from all across Creation and beyond, but most of them share a few very specific traits: they are brave or mad enough to travel to this remote place surrounded by danger and insanity of the Wyld; they are powerful and clever enough to reach it; and, when they learn of its properties and customs and visitors, they are eccentric enough or dissatisfied with the rest of Creation enough to return. Many are notably belligerent and quarrelsome folk, spending most of their time here in arguments with one another, sometimes quite heated; but the nature of the place prevents them from forming any real grudges. No such courtesy is extended to the self-important intruders.
As a fair number of patrons are too personally powerful and puissant not to recognize for what it is, to like, or to approve of the ever-tightening Realm’s grip on its remaining territories; the kaleidoscope of petty Solar tyrants attempting to restore their rule over declining Creation; or the Heaven ever tipping the scales and manipulating the world in the attempt to stay on top of it. The gathering vehemently disapproves of most of the world in the current year. Some of the members are mighty enough to resist the Realm; most are perceptive enough to resist the large-scale Social charms employed to control nations and societies; and a fair number are Outside Fate or close enough to shrug off the Heaven’s meddling.

Here, at the edge of the world, the Realm has no power and Fate cannot easily reach or control. As for the Solars and their Mandate of Heaven, the last time one had showed himself and proclaimed that the greatness of Creation is guaranteed “with his name on the book”, he was laughed out and never showed his face at the Exclusive Altercation Genial again. This probably has to do with the fact that he was soon deposed and forced into exile as his greatest supposed ally revealed himself to be the infamous and powerful Fiend Caste, Ebon Road Punishing, who immediately replaced him with some green-robed Twilight sorcerer and his Circle as his new Solar figureheads.

Despite the gathering being tiny, isolationist and elitist, the regulars are surprisingly well-connected. Nobody can know for sure who is who, after all, or even who is what. There are certainly Raksha in attendance; a variety of sorcerers from all over the world, mortal and otherwise; gods and demons of all kinds. Fakharu, the Censor of the West, a disillusioned gentleman and a scholar, almost certainly attends. As does a number of Dragon-Blooded, including several Dynasts who are fed up with the Realm. The persistent rumor that Luna herself is often present is, most likely, an exaggeration. Suspicions of the Silver Prince visiting are, most likely, hearsay. Many believe, however, that a powerful Lunar elder stalks the Manse’s halls, wearing its endless faces. At least one renowned Solar savant visits, sometimes openly, and is welcomed. Regulars are also familiar with the resident Infernal. The two latest additions are suspected to be Sidereals that, to their surprise, had found the place relaxing, and the discussion – enlightened, from time to time.

**Exclusive Altercation Genial** (Lunar Manse ●●)

An unusual Lunar Manse that hides at the very edge of Creation. See «A Little Place» above.

**Base**: Size 4 structure, Rank 2.
**Health**: -0: □□□□□ □ -1: □□□□□ □ -3: □□
**Hull**: 3 + 4 (Size).
**Soak**: 2 + 2 (Heavy armor) + 4 (Size).

[-3, -1] hides passages to itself (unless one knows how to find Captured Characters), and conceals the true appearance of anyone around (counts as ignoring (3) Notice).


 [+1] Immobile.


[+1] No Artifact damage resistance.

Exclusive Altercation Genial grants access to the following Evocations:

**Rite of the Opening Posit** (2m, Essence 3): For a month, gain +2 bonus to all App/Performance rolls pertaining to public performances, be it art or oratory. However, the Musician’s Mark predisposes the bearer, as a Minor Intimacy, to the appropriate types of behavior (excess, hedonism, homosexuality, drug use, greed, etc.) for the same period. Can be used only at the moonless night at the end of the lunar month.

**Rite of the Savant’s Generosity** (2m, Essence 3): as the Manse’s cycles towards the new moon, any resident can call upon it to erase the traces of his stay. At the last day of the lunar months, any material evidence of him will quietly disappear. However, for any text of an image he openly presented during his stay, any other resident who wishes so at the moment of this Evocation/s activation may receive a facsimile of, produced by the Manse’s magic.

***

The mountain that contains a Manse, should it become necessary to reference it, has the following stats:

**Base**: Size 5 structure, Rank 1, Elite Quality.
**Health**: -0: □□□□□ □ -1: □□□□□ □ -3: □□
**Hull**: 3 + 2 (Quality) + 5 (Size).
**Soak**: 2 + 2 (Quality) + 2 (Heavy armor) + 4 (Size).
Sandact of the Six Insights

With twilight shadows in my heart
I have driven up among the Leyou Tombs
Too see the sun, for all his glory,
Buried by the coming night.

Sandact, in many ways, is both a quintessential Solar and a quintessential Twilight, an exemplar and a paragon of his Caste. A scholar and a craftsman, Sandact was Chosen as he was working on one of his many public projects – the one, perhaps, grander in significance than his previous works. The Exaltation went initially unnoticed by the Solar himself. When wounded, dying Creation needed a hero to mend what could be mended, Sandact was the one so step up and do it – his Second Breath was almost an afterthought.

Since then, Sandact had created wonders, restored First Age legacies, taught a number of younger Solars and bested numerous enemies. Much time has passed since his ascension, and now he is one of the most powerful and famous Solars in the world. Sandact’s works are without number, and some parts of reality only manage to still exist because of his artifice.

Sandact is a man of the world, well-traveled and well-liked in many places. Celestial gods of Yu-Shan respect him and admit him a peer, bestowing their blessing and endorsements upon his endeavors. All of his fame and power, however, could not tempt him to arrogance, and Sandact remains one of the most approachable Chosen. With his knowledge rivaling the Twilight masters of the First Age, and his demeanor eminently faultless, Sandact seems to be an ideal Solar, unassailable even to the Great Curse. Many say that he would be the one to usher forth a new Golden Age.

However, just as with the First Age Solars, Sandact’s sublime mastery is the pillar supporting his myriad rebuilt wonders, ingenious tools and exquisite new works. Should he fail or falter, most of them would unravel, as the miracles of the First Age did after the Usurpation, plunging those who depend on them into deprivation, darkness, or worse. Moreover, the same corrupt divinities who praise Sandact also relegate ever more of their duties and responsibilities to him. Benefiting from his labors and reveling in any reason to remain idle themselves, they leave the rest of Creation to rot, and conspiracies to fester within it.

Anima Banner: a pair of golden doors bearing the image of a mighty half-dragon half-turtle beast, opening to reveal a library of white light shining with thousands of golden scrolls within that reach out with tendrils of scriptures.

Theme: A. Dvořák – Symphony No. 9 in E minor.

Advantages: Artifact ●●● (Charming Tree Records, see below); Artifact ●● (Scholar’s Refrain, see below).

Contacts ●●● (Yu-Shan): Sandact is familiar with and often works on the behest of both Wun Ja, Director of Humanity (Minor Disposition), and Ghataru, Shogun-Regent of Seasons – who consider Sandact to be competent enough to be trusted with weather patterns and the support of Aerial Legion, probably-maybe soon (Major Disposition).

Contacts ●●● (Autochthonia?): Suspected affiliation with unknown Alchemicals. Unconfirmed, but fitting.

Cult ●: Some of the many people who received endowments of miracles from Sandact have taken to uttering small prayers when utilizing them.
Sandact of the Six Insights

Essence 6 Solar
Twilight Caste Limit □□□□□

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Equipment

Charming Tree Records (Artifact ●●●):
Wrackstaff: Size 1 (no penalty), +2 Damage, Slow 1; OR Heavy Shield: Size 1 (no penalty), +1 Soak, +1 Evasion.
Scholar’s Refrain (Artifact ●●): +1 Soak, +2 Evasion.
Literate onlookers must resist a Social Hazard: 1/0, Scene. Those who fail must specify an action, decision or a course of action they intend to carry out: they get +1 Setup bonus when they first commit to it, but are treated as Creatures of Darkness for the rest of the current scene.

Charm in general
Assume known any Named Solar charms that can be made with Ways listed above.
Charming Tree Record’s numerous sub-artifacts and Evocations are listed in the Personal Effects section.

Notable Named Charms

Gate of Meru (3m): For 5 turns, can use any attuned Artifacts of up to Size 3 as Heavy Archery Weapons with no Initiative penalty, and Damage of +2+(Rating). You can use up to 5 Artifacts, and each gains an Extra Action for its attack. Artifacts are not necessary launched physically; their Essence is enough.

Expanded Universe Integration (6m, action): Manifest a machine or object, up to Size 5, from the Wyld or Relic Reach Revision’s internal universe (see below). It works for 6 years, or until released, whichever comes first, even in seeming defiance with the laws of Creation. The material form of the object, if any, remains afterwards. A total of (6) objects can be supported by this charm simultaneously.

Notable Intimacies

Defining: With our effort, Creation can be brought to glory.
Major: I’ve been here for a long time; Bronze Faction and their supporters (spite).
Minor: Autochthon’s artifice (fascination); Fire Duck hookers.

Sandact’s Personal Effects

Charming Tree Records (Orichalcum and white jade wrackstaff, Artifact ●●●)
Charming Tree Records appear to be a large scroll made of many long flat strips of white jade, rimmed and inscribed with orichalcum. When folded, it is as long as a walking staff in height, but thrice as thick. Unfolding the scroll reveals that each jade plate contains a title of a mystic writing or treatise of Sandact’s own making. Some plates remain empty.

When folded, it can be used as a heavy Weapon; when unfolded, as a shield. This seeming simplicity belies its true purpose, for it is no mere scroll, but a library of texts and tools. Each is a wondrous treasure of knowledge and a magical item in and of itself, contained in the scroll by Sandact’s masterful artifice. An attuned wielder can summon any of them, for a scene, by spending an action and 1m per each.

Base: Size 1 Heavy Weapon, +2 Damage, Slow 1.
[-1] OR a Size 1 Heavy Shield: +1 Soak, +1 Evasion. (You must choose what profile to use each action).
[-1] Compensates for own Size penalty.
[-1] Magitech node: +4 slots.
[+1, +1] Requires an action and 1m to take out a text (activate a Submodule).

Some of the notable works included in Charming Tree Records are (2 slots remain empty):
Relic Reach Revision (Submodule Artifact ●●●)

In a stunning feat of transcendental excellence, Sandact managed to recreate (and, some say, surpass) one of the most stunning achievements of the First Age, wrestling a theoretical universe from Pure Chaos and confining it into a Hearthstone-sized sphere using the old Protoshinmatic Vortex technology. While it does indeed provide a flow of Essence and numerous other benefits, some concessions had to be made, rendering it even more unstable than its predecessor.

**Base:** None.


[+1] Works by the principles of, and only inside, Fate.

[+1] Requires scene-long monthly maintenance, at -6 difficulty.

[+1] Can be used up to (Rating) times per scene. Each roll counts separately (see below).

[+1] If damaged, overused or ill-maintained, unravels in a cataclysmic Pure Chaos explosion, unraveling reality in (Region) Range.

[-5] Provides Essence as a 3-dot Hearthstone.

[-5] Can be used instead of Pure Chaos with Shaping charms to produce objects from within, as with Wyld-Shaped technique. Permits up to 3 rolls per scene, and is limited to the contents of the universe inside.

Heaven-Guided Ordinations (Submodule Artifact ●●)

This text appears as a long and perfectly white silk scroll with orichalcum letters. It contains principles and methods of auspicious governance, applicable to anything from a wrangling a Circle of Exalts to leading a nation, but more importantly, Essence-fueled mantras of confidence and reassurance woven into the text, filling the bearer of the book with calm certainty befitting a true master of Creation. If the reader’s Linguistics, Bureaucracy or Per/Awareness is 6+, they also catch an occasional lament about horrible and unrelenting pain of being a ruler hidden within the text.

**Base:** Equipment, +1 to Bureaucracy and Government rolls.


[-1, -2, -1] +2 to both Temperance and Conviction when rolling due to actions of your allies, servants, or Circle.

Compendium of Quality (Submodule Artifact ●●)

This text floats in the air as a puzzle of small white jade hexagons with fragments of Old Realm script, assembling and reassembling itself with soft clicks to spell out different parts as the reader’s gaze moves forward. It contains records of stable and tested Essence patterns, neural pathways and biological and mechanical solutions related to augmentation and improvement of various beings. More importantly, when commanded, the hexagons can attach themselves to beings as directed, to either stimulate their actual permanent growth, or to simulate the augmentations with Essence for a short time.

**Base:** Equipment, +1 to Being creation and Gift-adding projects (including its own Evocations).


[-1] Evocations can be applied from Short Range.

[-3] Grants access to the following Evocations:

**Cultivation Arrangement** (2m): Enables a project to add (but not change or remove) natural Gifts to up to (X) beings. Counts as necessary tools and materials. Base project is Interval Scene, Length (Gift Points); a target being’s Size is Scale.

**Temporary Spike Arrangement** (3m): For a scene (Day at Essence 5), grant (X) temporary Gift points each to up to (X) targets in a combination of your choice.

Transubstantiation of Enterprises (Submodule Artifact ●)

The annotated graphs of this text appear to be written in solid sunlight on a long, orichalcum-edged horizontal scroll of white fog. It contains graphs and diagrams of work cycles and optimal time distribution that can be moved around, adjusted and combined in different arrangements. They sometimes move by themselves to correct small mistakes when no one is looking.

**Base:** Equipment, +1 to any rolls to make Plans for projects that involve any personnel or workers.


[-1] Equipment bonus increases by +1 (to +2 total).

[-1] For one of the Intervals of making a Plan, you may roll as if present even when you are somewhere else.
Temple of Charms (Submodule Artifact ●●)

This text flutters around the wielder as hundreds of transparent prayer strips with austere, formal gold sigils on them. Each prayer strip contains a perfected record of a single charm. The wielder can catch one and throw it at one other being, where it attaches itself, granting the target the ability to use that charm.

**Base**: Equipment, +1 to Int/Occult to study the effects of charms and spells.
[-1] +1 Evocations Range
[-3] Grants access to the following Evocations:

Gift From On High (3m, action): Name a charm consisting of up to (X/2) Common Ways. A target in up to Short Range gains the power to use it for (X) time. Each charm must be unique. You can maintain up to (X) such endowments at the same time.

Conservation of Knowledge (2m): Revoke any or all granted charms in up to (X + 1) Range.

Musings of the Immovable (Submodule Artifact ●)

This text is a small scroll of white silk, wrapped around a rectangular core with a clasp, appearing as a white cube when folded. It contains a multitude of notes, poems and written miscellanea regarding limits of one’s durability and the feelings it evokes. When attached to one’s clothes, it inspires and enriches the bearer’s Essence patterns with its stories and tones.

**Base**: None (a decoration).
[-1] +1 Magitech subsystem.
[-3] As long as the wearer does not use charms that increase his Soak,
[-3] he Negates (3) any attempts to ignore his Soak.

The Autochthonian Diatribe (Submodule Artifact ●)

This text is cut into an unadorned palm-sized white jade plaque, scrolling over it endlessly as burning sigils of golden flame. It condemns the arrogance and extravagance of Exalted craftsmen abandoning the honest basics of their trade that mortals and Exalts alike need and can use, and reaching for ever more
grandiose and numerous Artifacts. When touched to an Artifact, it adheres and puts the weight of this shameful display upon it, making it harder to bear.

**Base**: None (a decoration).
[+1] Takes an action to activate (attach) for a scene.
[-3] An Artifact it is attached to doubles its Attunement requirement (or gains one, if it had none) until the Diatribe is removed (Trait minimum (wielder’s Craft + 2 action; 8 for Sandact).

The Sunlit Codex (Submodule Artifact ●●)

This is a small orichalcum sphere made in the image of the Daystar. When activated by the touch of Solar Essence, it projects hard-light images, screens and pages in a golden corona of radiance. It contains secrets of Solar anima, charms and Essence refinement.

**Base**: Equipment, +1 to Shaping Solar Essence.
[+1, +1] Requires 1m of Solar Essence to activate for a scene; requires an action for setting a configuration.
[-1] Shorten the time needed to learn Named Solar charms or raise Solar Essence by one step.
[-3] Choose an Ability and a Way (takes an action to calibrate, as above). You increase that Way by 1 for all Native Solar charms of that Ability.

Geometry of Battles (Submodule Artifact ●)

This text is hidden inside of a rectangular white jade tablet with a clockwork cylinder of rings with numbers, gears and springs on one side. If the wielder draws a shape of a formation of troops (which he can do with anything, even just a finger), and adjust the numbers on the rings appropriately, lines of script, formulae and calculated shapes will appear around his drawing, providing the data on optimal placement, shape and marching orders.

**Base**: Equipment, +1 to Setup rolls made as commanding formations of soldiers.
[+1] Requires an action to activate.
[-1, -2] Equipment bonus increases by +2 (to +3 total).
Falling Arrows Choral (Submodule Artifact ●)

This text appears as orichalcum script emblazoned in concentric circles on a floating nimbus of a hundred white jade feathers. It contains secrets of movements, trajectories and distance calculations in intuitively understandable shorthand, allowing applying them on the fly before shooting.

**Base:** Equipment, +1 to aiming roll for Ranged attacks with personal weapons.

+1 Magitech subsystem.

-1 The wielder receives one Aiming Setup Extra Action per turn for a personal ranged Weapon.

-1 Environmental penalties for shooting personal ranged weapons are reduced by 1.

(Submodules end here)

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Scholar’s Refrain (Orichalcum Light armor, Artifact ●●)

An elaborate, but elegant robe of a noble scholar, with orichalcum belt, bracers, pins and buttons that cage the ever-shifting red-gold scrawl, replete with beautifully illuminated letters, confined to flowing silks the color of sun, of sand, of gently yellowed paper. Ignore the writhing old writing in smudged black trying to make itself known; its advice is passable, but accepting is sinful, as it chooses the worse over the better. Ignore it.

**Base:** Light armor, +1 Soak.

-2, -3 Evasion +2 as both the attackers are distracted by the wriggling profundities on display and their weapons slow down to educate themselves before striking.

+1 Requires (Rating) Attunement.

+1 Literate onlookers must resist a Social Hazard: 1/-0, Scene. Those who fail must specify an action, decision or a course of action they intend to carry out: they get +1 Setup bonus when they first commit to it, but are treated as Creatures of Darkness for the rest of the current scene.

Sandact’s Shaped Machines

Using his Expanded Universe Integration charm and the theoretical universe contained in Relic Reach Revision, Sandact is able to bring into Creation various machines and objects that should not, strictly speaking, be able to work and exist. Although he is limited to (Essence = 6) such objects at a time, they are as real as anything else, although they may cease to function after their allotted time. To represent such objects, use mundane Traits and gifts as appropriate. Although Sandact’s charms can bring a fighter jet into creation and make it work, despite its high power it would remain a regular vehicle, not an Artifact.
The Sidereal now known as Admiral of Inks and Brushes was inducted into the Five-Score Fellowship at an extremely young age. He immediately showed a truly stellar aptitude in surviving horrific injuries, first displayed as he was nearly decapitated in a snowship crash, arranged to provide his Exaltation a more suitable host. Enticed into the Bronze Faction by the very same elders who conspired against him, Admiral quickly discovered that his talent for Marital Arts was as prominent as his resilience. With such a combination of traits he soon found himself on the forefront of many a Wyld Hunt, leading the charge against Solars, Lunars, behemoths and Raksha lords.

Generations have passed. Admiral, always on the move from one battle to another, continued to survive exploding Mances, numerous assassins, sorcerous traps, conventional weapons, teeth and claws of beasts and Lunars, going toe-to-toe with warstriders and First Age automata, and, at least once, battling a corrupt Lesser Elemental Dragon of water deep underwater, to save a Lion Dog investigator who knew too much, and would later become his trusted companion.

In the recent years, however, the continuous pattern of conflict was disrupted by a chance (he checked) encounter. After killing a trio of young Lunars on one of his assignments, he took a peculiar Artifact brush as a trophy. As he stared at it in deep contemplation, he looked back on his life of unending conflict. Was he Chosen by the Maiden of Serenity to kill and destroy, as he has been doing for centuries? What good, peace and beauty had he brought to Creation? When was the last time had he seen a genuine smile?

Taking on a new name and an extended sabbatical from his duties, Admiral traveled the fringes of Creation. Seeing many things anew and creating art on a whim, he felt energetic and inspired. Soon, even his appearance shifted into a youthful form. However, in the eyes of Heaven, many of Admiral’s new associates and fresh ideas are either dangerous or treason; and moreover, the shadows of his past are long indeed.

Anima Banner: Admiral’s Iconic anima is unusually dark, resembling the deepest blue of the late evening sky. Reflective surfaces touched by his Anima highlight everything they mirror in gold.

Theme: M. Mussogorsky – Night on Bald Mountain

Advantages: Artifact ●●● (Wirecutter, see below); Artifact ●● (Cerulean Embrace, see below).

Ally ● (Lion Dog companion, use listed Traits, add the Shapechange charm – for turning into a large dog).

Style Mastery ●●● (Flame-Courting Style, see below), and at least two or three (or more) other Styles at various Ratings at the Soryteller’s discretion.
Admiral of Swift Brushes
Serenity Caste

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Equipment

Wirecutter (Artifact ●●): Size 1 (penalty compensated) Weapon, +1 Damage (used as a staff) AND Size 1 Equipment, +1 to painting and calligraphy (Size is a penalty to smaller-scale works). See Personal effect for Details Evocations.

Cerulean Embrace (Artifact ●●): Equipment, +1 to create positive impressions of yourself (looks very cool). Reduce by 1 the wound penalty and any penalties from Poison, Diseases and exhaustion that apply to actions other than resisting their sources.

Gifts

Enhanced Control Spell [2gp]: Virtuous Guardian of Flame is created as a Rank 2 being instead of Rank 1, netting it +1 to dice pools and Defenses, Essence 3, and one extra of each -0, -1 and -3 health levels.

Martial Arts and spells

Fire-Courting Style fully known. See Personal Effects for details.

2-3 other Martial Arts styles known as well, at the Storyteller’s discretion.

Control spell – Virtuous Guardian of Flame (5sm), see Personal effects.

Emerald Countermagic (5sm): Shatter a I Circle spell.

Infallible Messenger (3sm): Delivers a message in under a day anywhere in the current world.

Stromwind Rider (5sm): The sorcerer and up to (Essence) similar-sized passengers (on an equivalent weight) hover and travel at about 100mph (Speed 2).

Commonly used Sidereal Charms

Resistance: Optimistic Security Practice (0m): Roll Resistance as a Setup to your Soak. It lasts for a scene. You also gain +1 to Dodge/Evasion against beings whose Essence is lower than your Compassion. This charm’s benefits are incompatible with armor.

Resistance: Heartless Maiden’s Trance (1m): All natural functions of the body are suspended for a day.

Resistance: Someone Else’s Destiny (1m): Roll 6 dice against the Rating of an Internal Hazard affecting you, reducing the TN by 3. If successful, remove it and store as a footnote to be reattached to something else by using this harm again.

Resistance: Unwavering Well-Being Meditation (1m): Negate (3) any effect that would Ignore your Soak. You also gain +1 to Soak against beings whose Essence is lower than your Temperance.

Resistance: One Direction Invocation (2m, scripture): See charm examples for details. It’s kind of long.

Performance: Heart-Brightening Presentation Style (1m): Increase Presence, Performance, Bureaucracy or Socialize by 3 for a single action.

Performance: Perfection in Life (1m): For a scene, anyone you interact with regains 1m/1wp at the end of the interaction, and feels generally fulfilled and happy, as a Minor emotion. Once per day per target.

Brawl: Unobstructed Blow (1m): Reduce the TN of a Brawl attack by 3; it Ignores (3) Evasion and armor.

Brawl: Tolerant Strife (1m): Increase Brawl by 3 for an attack, and Ignore (5) any environmental penalties.

Brawl: Horrific Wreath (1m): For (X) turns, unarmed attacks you make gain +1 Weapon Damage, and ignore (5) Soak of the Dead and of demonic beings.

Brawl: Crimson Palm Counterstrike (1m): Clash an attack with a Brawl Extra Action, Ignore (5) Initiative.

Brawl: Easily Accepted Proposition Stance (3m): See charm examples for details. It’s kind of long.

Melee: Harmony of Blows (1m): You can make up to 3 additional Archery, Brawl, Melee or Thrown attacks. If you are attacking a group, compensate for 3 of its Size.

Melee: Harmony of Blows (1m): For (X) turns, reduce the TN for Melee attacks by 3.

Athletics: Forgotten Earth (1m): For a Turn, move as if you are able to fly.

Intimacies

Defining: Seems like saving Creation is my hobby now; Since when did I expect Yu-Shan to deliver?

Major: Rediscovered intense energy of youth; Making art; Jolly cooperation.

Minor: Dogs in general; Pretty sure I’m going to survive that; I am not tired, sleep can wait!
Admiral’s Personal Effects

**Wirecutter** (Starmetal, Moonsilver and peaches of immortality wood Dire Lance, Artifact ●●)

A warstrider-sized calligraphy brush, in the hands of a human it is large enough to be wielded as a staff. Its handle of Yu-Shan peach wood soothes the eye with pleasant reddish-yellow color, and each of its myriad hairs is a filigree thread of starmetal and moonsilver.

The strands of the brush can be precisely controlled by its wielder and are often formed into a blade, making it as a glaive. It requires no inks or paints, able to trace faintly glowing lines of Essence on any surface, or on thin air. Wirecutter is as beautiful and versatile as it is demanding and hard to master. The wielder must commit much time and effort to training and learning before completely grasping its powers.

**Base:** Size 1 Weapon, +1 Damage (used as a staff) AND Size 1 Equipment, +1 to painting and calligraphy (Size is a penalty to smaller-scale works).

-1 Compensates for own Size penalty (weapon part only, but see *Anonymous Master’s Discretion* Evocation, below).

-1 Can draw on any surface, or on the air, with glowing lines of Essence; needs no supplies of inks.

-1 Can be used to make Grapple attacks with Melee (by grasping the target with the hair).

-0 Can manifest (Rating) Evocations to be learned.

-1 Can manifest +(Rating) Evocations to be learned.

-2 Can manifest +(Rating) Evocations to be learned.

+2 Requires scene-long daily (25 hours) maintenance at -(Rating x 2) difficulty (to tend to the hairs, lest they become tangled and all powers that rely on them cease to function properly).

+1 Requires (Rating) Attunement.

Wirecutter’s Evocations include (one remain undiscovered):

**Anonymous Master’s Discretion** (2m, Essence 3): The Wirecutter shrinks, reducing itself to the size and weight of a pen, eliminating Size penalty to work on small-scale projects. It returns to its natural size at the next moonrise, or earlier if the wielder wills it.

**Cutting Crescent Stance** (2m): Threads combine to form a blade, turning the brush into a glaive. For a scene, Wirecutter’s Damage increases by +(Essence/2).

**Thousand Tiny Touches** (1m, Essence 3, requires Cutting Crescent Stance): For a scene, reduce all Intervals for any wiring or drawing projects you attempt by (Essence - 2) steps due to precise simultaneous manipulation of many threads.

**Unfolding Fivefold Blossom** (1m, requires Thousand Touches Method): For an action, you either compensate or up to (Essence/2) Scale of an appropriate project, or can make a Wirecutter attack up to (Essence/2) Range as the brush’s hair stretches out like an opening vortex.

**Marking the Threads** (2m + 10sm, see text, requires Unfolding Fivefold Blossom and Essence 4): With subtle touches or in broad strokes, the wielder colors threads of Fate «on the ground», making it easier for the pattern spiders to manipulate the highlighted destinies (an more aesthetically pleasing to work with, which is just as important for the results). It is invisible to mundane eyes, but is quite spectacular from the Loom.

This is a spell-like Evocation of the Second Circle, Shaped with Craft. Shaping actions represent directly painting on the target’s threads of Fate with the Wirecutter (which requires direct contact with the target or the space directly above it, where the threads stretch). Roll Craft.

Choose up to (Essence - 3) constellations. Until the next new moon, all Sidereal Astrology rolls concerning the associated Colleges, and all Native Sidereal charms of the associated Abilities, directed at the target, are either at +2 bonus or at -2 penalty (your choice).

**Cerulean Embrace** (Threads of Fate Cape/Scarf/It’s weird, see the description, Artifact ●)

This is a silken-looking half-cloak woven from threads of Fate belonging to revelers who died in their youth. When worn, it covers mostly the left side of the body, cutting diagonally across the chest and middriff, concealing the hand up to the fingers at its longest; on the right, it only barely drapes around the shoulder. Not quite conforming to the rules of perspective, some longer and thinner part of it circles the neck a couple of times and trails behind, floating like a gauze scarf.
It’s weightless to the wearer and soothes pains and other unpleasant sensations; it does nothing, however, to remedy their sources and they resume when the Embrace is taken off.

**Base**:
Equipment, +1 to create positive impressions of yourself (looks very cool).

-1, -1] Reduce by 1 the wound penalty and any penalties from Poison, Diseases and exhaustion that apply to actions other than resisting their sources.


---

**Virtuous Guardian of Flame**

**Cost**: 5sm

**Class**: First Circle sorcery spell

**Base**: Being creation

**Ways**:

Power (2) + (Essence): creates a Rank 1, Quality (Essence - 3) being.

Paced (3): Last until the sun crosses the horizon.

With this spell, a sorcerer molds his Essence into a being of magical flame that protects him from attacks.

It continuously uses Defend Other on the sorcerer and takes no other actions. At range, it unfolds into a man-sized gout of fire and interposes itself (adds to Soak). Hand-to-hand attacks it parries by becoming a great fiery sword (adds to Evasion). Its Fire Hazard burns non-Artifact missiles it stops, and damages those attacking with bare hands or Natural Weapons.

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<td>Traits</td>
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<td>Good</td>
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<td>Bad</td>
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**Gifts**

**Fire Hazard**: 2/Instant, -(Quality) penalty. Destroys non-artifact missiles.

**Solid Flame**: Counts a having a Natural Heavy Shield (+1 Soak, +1 Evasion). Negates (1) Effects that would ignore Soak and Evasion for its Defend Other Bonus.

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<tr>
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<tr>
<td>-0: □ (+ □ at Quality 3)</td>
<td>*Quality is (sorcerer’s Essence - 3). Adjust Defenses accordingly.</td>
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<tr>
<td>-1: □ (+ □ at Quality 2)</td>
<td>Not sapient. Elemental Affinity (Fire) applies.</td>
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<tr>
<td>-3: □ (+ □ at Quality 1)</td>
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**Flame-Courting Style**

**Level**: Celestial (2)

**Themes**:
- +3 Skill (Int/Occult)
- +2 Extra (commanding flames) (App/Performance or War)

**Weapons**: None; this Style exclusively utilizes Virtuous Guardian of Flame spell as its Weapon.

**Form**:
Know as the Faithful Fire-Follower Form.
- Reroll up to 2 dice before rolling additional ones from <Style> (for the Virtuous Guardian of Flame);
- +1 Evasion (for the Guardian itself – and so its Defend Other);
- Virtuous Guardian of Flame gains one Extra Action per turn (so it can act normally while still using Defend Other).
- Virtuous Guardian of Flame take on a complex articulated form, the details of which depends on the sorcerer’s Initiation, anima, and personal preferences. It gains a Natural Weapon for +1 Damage (which can appear as a sword or anything else; still count as Natural).

**Flawless**: The Martial Artist expends 1sm. He can take a Shaping Action to gather sm for the turn for this purpose (by Shaping Virtuous Guardian of Flame spell, so up to 5sm; unspent sm disappear by 2m per turn, as normal), or provide it by the normal means.

**Note**: Charm types are noted as [Martial Artist (Guardian)]. With the Techniques of this Style, Defend Other is rolled as Clashes, adding to the appropriate Defense as per Martial Arts rules instead of a static bonus. Leading actions are synergetic with this Style.

---

**Ardent Sword Attendant**

**Cost**: 2m

**Theme**: Skill

**Ways**: Flame-Courting, Multiple

**Type**: Supplemental (Extra Action)

At the martial artist’s quick command, the guardian splits into several parts for a moment.

The Guardian gets (X) Extra Actions to Defend Other this turn. If the Faithful Fire-Follower Form is active, these Extra Actions can be used to make attacks, as well. For its Defend Other or attacks this turn, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.
**Provoking Lioness Pride**
- **Cost:** 4m
- **Theme:** Extra
- **Ways:** Flame-Courting, Mult. 1 or 3, Paced, Sup. 1 or 3 + 1
- **Type:** Supplemental (Supplemental)
- **Prerequisites:** Ardent Sword Attendant

The martial artist imbues the Guardian with power too great to be contained in a single simple spirit, splitting the flame into a force of many dozens.

The Guardian becomes a Size 1 Group for (X) turns (or Size 2 group at (X) = 4), with Perfect Morale. This provides + (Size) Evasion (which applies even to Defend Other with Soak in this case), + (Size x 2) -0 Health levels, and it no longer suffers wound penalties. It can Defend Other everyone in Touch Range, and, if the Faithful Fire-Follower Form is active, attack everyone in Touch Range, as groups do.

**Smoldering-Eyed Tigress Streak**
- **Cost:** 2m
- **Theme:** Extra
- **Ways:** Flame-Courting, Multiple
- **Type:** Extra Action (Supplemental)
- **Prerequisites:** Provoking Lioness Pride

As the martial artist focuses his inner desires, eager flames leap to obey.

Gain (X) Extra Actions to Lead or Setup the Guardian with App/Performance or War, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice for both.

**Swarming She-Devils**
- **Cost:** 2m
- **Theme:** Speed
- **Ways:** Flame-Courting, Reaching
- **Type:** Supplemental (Supplemental)
- **Prerequisites:** Provoking Lioness Pride

At the martial artist’s gesture, the Guardian rushes on.

The Guardian takes an action up to Medium Range, roll an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice.

**Heart-Melting Hellcats**
- **Cost:** 3m
- **Theme:** Skill
- **Ways:** Flame-Courting, Paced, Supernatural 3 + 1
- **Type:** Action (Supplemental)
- **Prerequisites:** Provoking Lioness Pride

With a quick kata, the martial artist urges the Guardian’s flame to burn with a furious passion.

Roll Int/Occult, rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, as a Setup to the Guardian’s Damage. It lasts for (X) turns, and, in addition, every attack the Guardian makes exposes the target to its Fire Hazard.

**Spark-Swallowing Sword Dance**
- **Cost:** 3m
- **Theme:** Skill
- **Ways:** Flame-Courting, Paced, Supernatural 3 + 1
- **Type:** Action (Supplemental)
- **Prerequisites:** Heart-Melting Hellcats

By relaxing into a calm and casual stance, the martial artist provokes the Guardian to a protective frenzy.

Roll Int/Occult rolling an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice as a Setup to the Guardian’s Soak. It lasts for (X) turns, and, in addition, everyone attacking a target that is defended by the Guardian in close combat is exposed to its Fire Hazard.

**One-Worth-Nine Sun Vixen [Ultimate]**
- **Cost:** 4m, active Provoking Lioness Pride cancelled
- **Theme:** Skill
- **Ways:** Flame-Courting, Paced, Supern. 3 + 1 + 1 + 5
- **Type:** Supplemental (Supplemental)
- **Prerequisites:** All other charms of this Style

The martial artist compresses the legion of his Guardians, sublimating it into singular perfection.

The Guardian is fully healed. For (X) turns, it is a single independent being, gains +3 dice, rolls an additional die for any die that did not roll a failure, up to a maximum of (X) additional dice, for all actions, has Form benefits, and Ignores (3) Soak.
World-Mirroring Adroitness

I awake light-hearted this morning of spring, 
Everywhere round me the singing of birds –
But now I remember the night, the storm,
And I wonder how many blossoms were broken.

The beginning of the story of the man who would become World-Mirroring Adroitness is eerily similar to renowned Sandact of the Six Insights. A savant and a sorcerer, well-versed in lore and artifice, and ever seeking to improve and to perfect, he undertook grander and grander projects, which eventually led to a bid to recreate a full First Age Factory-Cathedral. If a Solar Exaltation were to descend at that moment, Twilights would claim another brilliant Solar in their ranks, but this was not to be. No matter how close the sorcerer came to success, no matter how many partial processes and algorithms he created, no complete synergy was ever achieved, and no Exaltation came. One by one, ideas and possibilities became exhausted.

In the end, surveying his work, successful by all accounts except for his own, the sorcerer fell into rage and despair. In his anger, he cursed the gods, the imperfect world and those who had created its broken order. His blasphemous words echoed in the Ravine of Whispers, and were heard and passed on – and appreciated. For only a single minute the sorcerer’s Gethin attendant spoke to him in a voice like dozens of crystal chimes and looked at him with white flames filling its vermilion eyes, but a minute was enough. No threats or deceptions were necessary, no bribes were required. The pact was made in perfect alignment.

The sorcerer disappeared from Creation, abandoning his works to be appropriated by others, for he no longer cared about the inferior reality they relied upon. He reemerged later as World-Mirroring Adroitness, Chosen of the Principle of Hierarchy and wielder of forbidden knowledge. With this new power, he would create a streamlined and modified reality that will surpass the original. Most decry this as pure arrogance, and the Infernal’s open contempt for the gods and the order of the world makes him an enemy of Heaven. So he bides his time, quietly building his works on the fringes of Creation, and hides himself from most. However, those who would discover him and welcome his dream of better reality are free to benefit from its many possibilities.

Anima Banner: An ever-expanding spiral web of golden lines and trailing sparks, connecting whirling golden circles that open as windows into possible realities and visions of beauty, united in an elegant alignment of form and function.

Theme: Edvard Grieg – Hall of the Mountain King

Advantages: Artifact ●●● (As-Should-Be, see below); Artifact ● (Sidereal Ichneumon Mask, see below).

Geomancer ●●●: Can attempt any geomantic engineering project, reduce both Length and penalty for geomantic projects by 1, to a minimum of 1.

Powerful Rite ●●●, x3: Each of the Rites for the Three Circles of sorcery the infernal knows has been heavily improved upon. See Personal effects for details on Rites and Initiation.

Manse N/A (Orrery of Elegance, a conglomeration of Artifice and sorcerous Workings); see Personal Effects for Details and suggested powers.
World-Mirroring Adroitness
Essence 5 Infernal
of the Whispering Flame  Limit □□□□□

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Gifts
Helltech Bionic Arm:
[-2] Soak +1
[-1] Weapon
[-1] Grapple Control +1
[-1] Hearthstone socket
Imminent Crown:
[-4] Enhances Shintai with
4 extra Gift points.
Bleached and scarred:
[+3] -2 to resist negative
Inspire actions.

Affinities
SWLIHN: All
Oramus: TS

Sorcerous Rites
of Inspiration 4sm
of Desperation 5sm
of Determination 2sm

Equipment
As-Should-Be (Artifact ●●●), action to change forms:
Size 1 Heavy Weapon: +2 Damage, Slow 1, and in the:
Abacus form: +3 to all direct Essence manipulation as
well as any normal calculations;
Powerbow form: extra +1 Damage, Long Range,
Infinite Ammo;
Dire Lash form: extra +1 Damage, Short Range, target
is at -1 Evasion.
Siderial Ichneumon Mask (Artifact ●●): +1 Soak, +1
Guile, +(Anima level) Evasion.
See Personal Effects for details on Artifacts

Anima and Shintai
Anima: For 1m per action, or for free at iconic, +1 to all
attempts to build, design or construct. Increase to +2
for Shaping sorcery and Artifacts.
Quixotic Extension Shintai (3m): She Who Live In Her
Name’s Affinity, as normal. In addition, apply the
chosen combination of effects to everything in Long
Range (see Personal Effects for details).

Signature Named Charms (knows many other)
Mind-Hand Manipulation (2m): Short Range, Essence
as Str, provides basic tools, invisible, ignores (1) Soak.
Phenomena Adjustment Approach (2m): Increase Str
by 4 for a feat of Strength, can move energy and such.
Calculated Precision of Force (2m or 3m): For (4)
turns, Ovw. and/or Triumphant (4) for close combat
attacks, and Ignore (1) cover (can also control collateral
damage). Does not work against unknown targets and
immediately expires if Join Battle is rerolled.
Clarity of Reason Analysis (3m): Ovw. + Triumphant
4 and Negate (3) any effect that would ignore Resolve
against Influence based on emotions or misdirection.
Always Has Been Revelation (1m): The result of the
supplemented action turns out to be how it was all
along, Ignoring (5) the appropriate Defense; requires
Negating (3) in Notice instead of the Defense in
question, or reality-stabilizing charms, to resist.

Spells
Rituals: Control spell: Fugue of Truth (2sm): Roll
Per/Integrity as Setup to all roll to see the truth.
Increase the bonus by +2. Lasts until released, but -2 to
all Physical and -1 to all Social actions because autism;
Control spell: Outside Worlds Within (10sm):
Transform a sealed chamber of up to (Essence/2) Size
to any environment (with any Rating Hazard, if
needed) of your choice, from memory or from a
sample, for (2 + Essence/2) time; Demon of the First
Circle (5sm); Demon of the Second Circle (10sm);
Eternal Crystalline Encasement (10sm): preserves a
Size 0 target in crystal until released, Indefinitely;
Control spell: Pressed Beyond the Veil of Time (20sm,
see Personal Effects); Abjuration of the «Maidens»
(18sm): for (Essence) days, in the area of up to Size 5,
all external Essence manipulation, charms and sorcery
do not work. Internal, self-targeting charms cost +1m.
You and beings of higher Essence are unaffected.
First/Second/Third Circle Countermagic (5/8/11sm).

Burning Eyes of the Offender (2sm): For 2 turns,
anyone in Medium Range who sees the sorcerer are at
-(Essence/2) penalty to attack or confront him.
Paralyzing Contradiction (3sm): Intelligent beings in
Medium Range, who can see or hear the sorcerer must
overcome a Mental Hazard ((3 + Essence)/2) with
Int/Lore, or lose an action and must try again next
turn, until they succeed or are physically damaged.
Cantata of Empty Voices (9sm): For (Essence + 2)
turns, Hazard 2/Turn (Sta/Resistance) and -1 penalty to
all actions for everyone in Extreme Range except the
sorcerer. Armor only helps if it is sealed soundproof.

Intimacies
Defining: I will make things right; They ruin Creation!
Major: Simplicity and efficiency; If you want
something done, do it yourself.
Minor: I am above advertising myself; Pity (those who
still cling to the inferior reality).
Adroitness’ Personal Effects

Quixotic Extension Shintai (3m) temporarily modifies the world by embedding different realities into it. World-Mirroring Adroitness has also modified himself with an Artifact implant known as Imminent Crown, visible as an orichalcum horn on the left side of the head and hidden as a web of filament around his skull and spine, enhancing the Shintai’s power and range. When it is active, the Infernal is crowned by a nimbus of white light and white fire, and a crystal horn appears at the right side of the head, mirroring the artificial one on the left.

When the Shintai is activated, the infernal chooses either: one Major or up to three Minor effects that last until the Shintai ends. They correspond to the levels of Supernatural Way and affect everything in Long Range, including the Infernal. The effects can be resisted with reality-affirming charms and such, but those successfully resisting it are at -3 Initiative penalty if they do so, as they squirm in their inferior reality. This Shintai cannot deal direct damage, apply direct Hazards, or otherwise become an autowin: even if one to declare «Air becomes fire when inhaled», those who breathe air would be able to breathe that fire instead with no problem. Some of the possible effects include:

Minor:
- Water can be walked on.
- Buildings are transparent.
- Fire does not burn wood.
- Ice melts, regardless of temperature.
- Dematerialized entities can be perceived by material beings.
- Grass is blue (cosmetic changes).

Major:
- Darkness is as solid as stone.
- Down is left (change gravity direction).
- Words can cut (Social Traits can be used for Physical Attacks).
- Fast is Slow (Speed bonus/penalty reversed, extra move action subtracts Ranges instead).
- All beings are constantly materialized (or dematerialized)
- World peace achieved (Weapon Damage and other such bonuses become penalties to attacks instead).

World-Challenging Reason Initiation

- **Themes:** Creation, improvement, complex, but effective arrangements, large-scale effects. While spells of manipulation and destruction are allowed, any spells that exclusively rely on, convey, or implement weakening, inefficiency and deterioration are unavailable.

- **Attainment:** This initiation represents personal journey and studies of World-Mirroring Adroitness since his days as a mortal sorcerer. He deliberately eschewed reliance on sorcerous enlightenments of specific Yozi, instead focusing on the development of an independent sorcery style.

- **Control Spells:** Any spells that create, improve, or enhance reality and its perception.

- **Gifts (with listed control spells):** Peerless Focus: Can Shape Ritual Spells as Extra Action (useful for interruptions) World-Merge: can combine different environments with the Outside Worlds Within; Hand in Elsewhere: can store small objects Elsewhere, at will.

- **Rite of Inspiration:** Creating, or studying for an action, a new Artifact, xp-bought Named Charm, spell or Working grants (2 + Rating, Circle, Ways/2, or Level)sm that last for the rest of the story. Can be used once per scene. (**Base** 1-3sm (counts as 2), Scene, Indefinitely, Rare, None, 1/scene. With **Powerful Rite** ●●●: +2sm; Rite Time reduced Scene>Action).

- **Rite of Desperation:** Dramatically destroying, disassembling, defaming or abandoning, as inadequate, something significant of your own creation, grants 5sm that last for the rest of the story. Takes a full scene. (**Base** 2sm, Scene, Indefinitely, Trivial, Significant, 1/scene. With **Powerful Rite** ●●●: +3sm).

- **Rite of Determination:** When anyone attempts to dispel, counters successfully with Countermagic, or somehow completely resists all effects of your spell or Working directly (or if it fails on its own somehow), you gain 2sm for the rest of the scene. This can occur once per turn. (**Base** 1sm, None, Turn, Frequent, None, 1/scene. With **Powerful Rite** ●●●: +1sm, Time the sm last increased Turn>Scene, Limits 1/scene>1/Turn).
As-Should-Be (Orichalcum and Adamant Abacus, Powerbow and Dire Lash, Artifact \(\text{\bullet\bullet\bullet}\))

Appears as a larger than normal wire string abacus, with a massive frame of the politically incorrect orichalcum (the one with the slight green patina; called Malefac brass by the disingenuous and the ignorant). Its strings are sharp Essence wires, carrying adamant beads, unmarred by any holes and full of white fire, wrought from the remains of the three spheres lost by She Who Lives In Her Name; the exact number of the beads occasionally changes as the reality shifts, but it is always in a multiple of three, in remembrance.

As-Should-Be calculates numbers and influences Essence patterns or reality. It is also a deadly weapon. A mechanism at the bottom of the abacus allows it to unfold, expanding the frame into a circular shape and shifting the Essence wires into geometric alignments; pulling back on the wires at this point causes one or more of the beads to form and shoot arrows of pattern-burning flame. Unfolding As-Should-Be completely turns the frame into a long two-handed hilt and slides its beads, ablaze, to the ends of the extending wires, resulting in a huge, nine-tailed, conflagrant Dire Lash.

**Base:** Size 1 Heavy Weapon, +2 Damage, Slow 1 (in all forms) AND Heavy Equipment, +2 to all manner of calculations; this bonus is inaccessible in the dedicated Weapon forms.

[-1] Compensates for own Size penalty.

[0] Can manifest (Rating) Evocations to be learned.


[+1] Requires an action to change between forms.


**As the Abacus:**

[-1] Equipment bonus +1, to +3 total.

[-1, -1] Provides its Equipment bonus to all direct Essence manipulation (like Shaping Sorcery and appropriate charms) and related planning/preparation (Setup or Design), as well as any normal calculations.

**In Weapon forms:**

[-1, -1] Alternative forms: Powerbow (Heavy Ranged Weapon (Medium)) and Dire Lash (Heavy Weapon).

[-1] Range +1: to Long for arrows; Short as Dire Lash.

[-1] Damage +1 in Weapon forms, to +3 (+ Size) Total.

[-1] Unlimited ammo as Powerbow; target’s Evasion -1 as Dire Lash as its many tails are difficult to dodge.

[+1] Weapon form attacks are highly noticeable, preventing Stealth as second-level Anima.

As-Should-Be’s known Evocations are:

**Lost Glory Application** (3m, Essence 3): Useable in Abacus form only. Make a Setup roll for any project Interval, or for a specific action, the preparations for which you can reasonably oversee. This takes (Scale - Essence) time. If successful, you manage to invoke some echoes of the better reality of the Age of Glory, still impossibly extant in the Beyond. Enhance that Interval or action with a total of (Essence) levels of Supernatural Way, achieved in a seemingly impossible, unknown or illogical way. On a failure, the «enhancement» is negative instead, chosen by the Storyteller. Critical failures break the fabric of reality.

**White Flame Cataclysm** (3m, Essence 3): Useable in Powerbow form only. For (Essence) turns, attacks made with As-Shold-Be’s arrows gain +1 Damage and Ignore (5) Soak, as the white flame burns away the very Essence patterns of everything it touches. The charm allows up to (Essence) Extra Action attacks with it per turn, and any attacks made can be rolled as a Touch Range One-time Hazard Creation instead.

When this Evocation is activated, As-Should-Be’s circular form rises in the air and slightly expands, hovering behind and above the wielder, its incandescent white flames blazing out in a brilliant display that is as noticeable as an Iconic Solar Anima. The wielder still needs both hands to use the Weapon, directing the fire with dramatic gestures.

Using this Evocation at Essence lower than 5 requires taking a point of Limit, as the Principle of Hierarchy’s horrible rage and despair echo in the wielder’s soul. At Essence 5+, the wielder can instead choose to take a point of Limit in the same way to intensify the effect, allowing the fire to be directed at intangibles such as fate, mind, emotions, and anything else. This changes the attack to an appropriate action, and Ignore (5) effect applies to the appropriate Defense instead.

**Place-Affirming Reprimand** (3m, Essence 3): Useable in Dire Lash form only. For (Essence) turns, attacks made with As-Shold-Be’s tails gain +1 Damage (or +2 at Essence 5+) and compensate for up to (Essence) of the target’s Size as the lash surges in great flaming arcs before striking. In addition, any attack made with this charm Ignores (1) Evasion, and can be rolled as a normal (Short) Range One-time Hazard Creation.
Sidereal Ichneumon Mask (Orichalcum, Starmetal and Yellow Jade Light Armor, Artifact ●●)

Seemingly a coin-sized metal triangle, marked with a trio of ocelli-like black spots. When touched to the place between the brows, it adheres and swiftly grows into a small mask that barely covers eyes and cheekbones, rising slightly to the temples.

From the inside, however, it sends its twisting strands to slide into and merge with the wearer’s flesh, soul, Essence patterns, and threads of Fate, growing ever deeper. This aberration of nature protects itself (and, incidentally, he host) by a fold of reality-warping Essence, which manifests as long, flowing cloak with a hood (that, yet, shadows not the face). As the host’s Anima level rises, this metaphysical corruption waxes larger and more potent on his Essence, until the host is a silhouette completely shrouded by a huge, trailing wave of blackness under the blaze of his Iconic Anima.

**Base:** Light armor, +1 Soak.
-3 Evasion +\((\text{Current Anima})\).
-1 Also is Equipment for +1 Guile (mask);
0 Can manifest (Rating) Evocations to be learned.
+1 Requires (Rating) Attunement.

Sidereal Ichneumon Mask’s known Evocations are:

**Pattern Wasp Cocoon** (2m, Essence 4): The wearer takes off the mask, hiding it Elsewhere and Outside Fate. It drags most of their intertwined beings with it, covering the lacunae with tendrils of suborned and simulated Fate. For up to (Essence) time, the wielder appears to be a location-appropriate unremarkable mortal or equivalent. His true nature, appearance and attire are hidden (counts as Ignoring (5) Notice).

Raising Anima above 0, or willing the mask back and putting it on, ends the charm. Power and glory is addictive, and abandoning them, even temporary, is hard: using this charm requires succeeding on a situation-appropriate Virtue roll (default to Temperance when in doubt) or taking a point of Limit.

**Cutting the Webs** (2m, Essence 5): For (Essence) time, Ignore (5) all identity-targeting effects (such as: Arcane links lower than Defining; Sidereal Astrology; directed Sorcery, such as Infallible Messenger; and so on). The charm ends if the user introduces himself to anyone.

**Pressed Beyond the Veil of Time**

**Cost:** 20sm
**Class:** Sorcery, Third Circle Ritual spell
**Base:** Supplemental, Supernatural 1

**Ways:**
Supernatural +2: For 3 total to move Elsewhere
Paced 6: up to Region Size
Supernatural 3: has a passage
Paced 8: for Indefinite Duration
Paced 1: for time dilation.

In a night-long ritual, the sorcerer burns the replica of the region, and, with the first rays of morning light, it vanishes Elsewhere. An area of up to Region Size which must have a single name can be affected, and the spell lasts indefinitely. The sorcerer must name a cyclic condition that occurs at least once a month and at most once a century. When it occurs, the region returns for a day and a night, vanishing again the next morning. Elsewhere, time goes slower: a Day passes inside per Month outside. The sorcerer can make a single token that allows accessing a hidden path that leads to the region from the place it once occupied.

**Orrery of Elegance** (technically, Manse N/A)

Orrery of Elegance is a self-contained conglomeration of alternative realities, folded into a pocket of Elsewhere. From the outside, in can be almost invisible and inaccessible – at least until it takes over an existing Place of Power. Inside, it is a complex, shifting arrangement of spaces, directed by an intricate array of reality engines and sorceries. Its properties are at the Storyteller’s discretion, but include the following:

Manse ●●●, provides a Hearthstone. It can be reconfigured (from within) to be any Manse of Rating ●●● or lower – with a geomantic project. Only the Design steps are required: it reconfigures itself in just a scene. The designs remain available afterwards.

It can be summoned to occupy any Demesne, or infringe on an attuned Manse, with a 15sm spell-like Third Circle Evocation. Any such place suffices to power it. It can also power itself in the Deep Wyld.

Contains a number of Waypoint-style small worlds. Can take inside the regions Pressed Beyond the Veil of Time by the Hearthstone’s bearer, providing access.
Penwork of Stilled Passions

Where, before me, are the ages that have gone?
And where, behind me, are the coming generations?
I think of heaven and earth, without limit, without end,
And I am all alone and my tears fall down.

In his living days, the man who would become Penwork of Stilled passions was, for the most of his mortal lifetime, completely unknown to the world – just as he desired to. Posing as a humble scribe in service of a large Immaculate temple in the northern satrapies of the Realm, he anonymously produced many a text that would be considered grossly out of the line with the precepts of the Immaculate Order – from critical analyses of Immaculate texts to raunchy prose satirizing certain Lunar elders and their affairs. After several years of writing, he had accumulated a significant fortune and gathered a constant following of avid readers. Inspired by this success, he grew ever bolder in opinions and ever more persuasive in writing – so much so, in fact, that in the end, an Air Aspect inquisitor was sent after him.

Certain in his reasoning and arguments, the scribe challenged the Dragon-Blooded to a dispute, intending to prove the Immaculates wrong in a grand public spectacle. Perhaps, as he would have denounced the false religion, he would be Exalted by the Unconquered Sun to the cheering of the crowd and weeping of the new apostates. Unfortunately for him, the Dragon-Blooded was smarter than that and quietly killed him en route, leaving his body in the northern snows for the wolves to feast upon.

As his mind dimmed in his rapidly freezing corpse, he raged at the hypocrisy of the Immaculates, too corrupt to even publicly defend their own faith, and at the whole world for preferring sweet lies to the truth. And so, when a kindly old man appeared and asked if, given the chance and power to do so, he would expose and destroy the lie that is the world, the half-dead man readily acceded to the Black Miracle.

Since then, Penwork of Stilled Passion roamed the world as an Abyssal. Showing up with no warning and dispensing harsh koans that sharply rebuke the Immaculate Faith, society and life, he soon disappears again, leaving behind only world-scarring castigations written in black ink, despair, and waves of suicides.

Anima Banner: A stark expanse of perfect blackness, adorned with a mandala of white-and-black eyes, staring accusingly in stoic condemnation.

Theme: W. A. Mozart – Requiem in D minor

Advantages: Artifact ●● (Eye of Inner Judgment, see below); Artifact ● (Desecrated Pall, see below).

Follower ●● (familiar): The Abyssal commonly rides a gaunt black horse with milky-white eyes and an array of teeth wholly unbefitting an herbivore. See Personal Effects for details.

Cult ●: A group of cynical philosophers and literary critics has chosen Penwork of Stilled Passions as their patron, religiously repeating his koans and scathing condemnations. It is yet unknown what the Abyssal himself would think of them if they ever meet.

Backings ●: Bishop of the Chalcedony Thurible.

Whispers ●.
## Penwork of Stilled Passions

**Essence**: 3

**Midnight Caste**

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### Equipment


Instead of making an attack, can be used to create a Touch Range One-Time Social Inspire (dread or disquiet) Hazard, by showing the onlookers their reflections. Damage bonus applies to the Hazard Creation roll. Roll Performance. Instead of allocating successes to it, the Hazard’s penalty is set to (the target’s lowest Virtue - 4). If, somehow, all of the target’s Virtues are at 5, the penalty is set to -3.

**Desecrated Pall** (Artifact ●): Light armor, +1 Soak. Keeps itself and the wearer clean. Produces enough ink for any amount of personal use.

*See Personal Effects for details.*

### Gifts

**[-3] Crawling Scripture Prana**: All Linguistics charms that create or manipulate texts can be used as Extra Actions, have their Range extended by (1) and require no writing implements.

**[-3] Hope-Dimming Scripture**: +2 Linguistics to Inspire or Instill any negative Intimacies.

### Commonly used charms

**Soul-Crushing Writ** (4m): Roll Linguistics, 5+2 dice, Triumphant 6, to create a Range 4 one-time Social Hazard, Inspiring or Instilling a negative Intimacy of your choice. The Hazard manifest itself as writing on any appropriate surfaces in Range. It is completely natural, affects anyone who can read it, and remains until the writing is removed.

**Chains of Text** (3m): For 3 turns, you can use Linguistics for Grapple attacks and Control against a specified target in up to (3+1) Range.

**Master Baiter Technique** (2): Ovw. (3) Triumphant (3) Linguistics to create a personalized written message to Inspire outrage in the recipient.

**Book-Casting Reproach** (2m): Roll Linguistics, against a book or other text, represented by its Social Hazard. If successful, the context of its influence changes as the text hastily corrects itself.

**Concession-Accepting Stance** (2m): For (3) turns, you may Defensively Clash Social attacks with Linguistics.

**Universal Vacuum Approach** (2m): Triumphant (3) Integrity, Negating (3) any attempt to ignore it, against any Influence that is opposed by any of your Negative Intimacies.

**Lethal Debate Approach** (3m): For 3 turns, the result of any actions made in Conflict is also treated as a result of a Social Hazard Creation roll of the appropriate context, to those who witness the Conflict.

**Invocation of Certain Doom** (3m): Roll Performance as a Negative Setup Social Hazard, penalizing everyone who perceives it and fails to resist for a Day, or for (3) Turns in Conflicts, for a task of your choice.

**Authority-Felling Strike** (2m): For any Physical or Social attack, treat the target’s Social Size as a penalty to the appropriate Defense.

**Upon Reflection** (1m): Delay the effect of the successful supplemented Social action by up to a Day.

**Gate-Shattering Strike** (2m): Increase Melee by (3) and compensate for up to (3) Size for an attack or a feat of demolition.

**Ghost Leaves No Trail** (2m): For a Day, or for (3) Turns in Conflicts, you leave no traces of your passage.

**Dark Rider’s Charge** (2m): For (3) turns, Ovw. (3) for all Leading actions for your mount.

**Mount-Burning Maneuver** (1m): Your mount can immediately Defend Other you as an Extra Action, up to 3 times per turn.

### Intimacies

**Defining**: I must destroy the hypocritical lie of this world’s hope once and for all.

**Major**: LET IT DIE!; No sacred cow shall be spared.

**Minor**: Ruining reputations; Imagery and texts depicting Lunar Exalted, their various forms, and multitudes of their interactions with other beings and objects.
Penwork’s Personal Effects

Eye of Inner Judgment (Soulsteel Grand Grimcleaver, Artifact ●●)

This enormous Weapon is shaped like a huge circular gunbai – a Shogunate era general’s war fan – made entirely from soulsteel. Excepting the handle, and the cutting edge that runs the whole circumference of the Weapon, the Eye’s entire surface is a perfectly polished mirror, encased in a circle of sigils. The cutting edge, on the contrary, is dull gray, jagged, and scarred. A short chain is attached to the end of the handle.

The mirror’s reflection is perfect enough to be confused with reality. Any sentient being looking into it sees an idealized reflection with all of his character flaws as metaphorical representations, empathized or exaggerated. In any case, their appearance is intensely and personally disturbing for each onlooker.

Base: Size 1 Heavy Weapon, +2 Damage, Slow 1.
[1] Instead of making an attack, can be used to create a Touch Range One-Time Social Inspire (dread or disquiet) Hazard, by showing the onlookers their reflections. Damage bonus applies to the Hazard Creation roll. Roll is Charisma or Performance.
[2] Instead of allocating successes to it, the Hazard’s penalty is set to (the target’s lowest Virtue - 4). If, somehow, all of the target’s Virtues are at 5, the penalty is set to -3 as Eye mocks their hypocritical commitment to mutually exclusive behaviors.
[0] Can manifest (Rating) Evocations to be learned.

Eye of Inner Judgment’s known Evocations are:

Closed Eye Meditation (2m, Essence 2, action): The wielder silently meditates, closing his own eyes, as the Eye’s mirror dulls to the unreflective soulsteel. For up to (X) time, its effects cease. However, roll Integrity as a Setup; when the Eye opens again, Setup Bonus applies to the first Hazard it creates.

Revelation of Dread and Terror (2m, Essence 3): This Evocation supplements the Hazard Creation, as the images become horrid, but honest, grotesques. Instead of Social, it becomes a Mental Attack Hazard, ignoring (1, or 3 at Essence 4+, or 5 at Essence 6+) Resolve. It creates a Derangement of self-loathing or self-hate.

Desecrated Pall (Silk Light Armor, Artifact ●)

Formless, voluminous hooded robes of purest, most brilliant snow-white silk, their sleeves and hem eternally stained and dripping with black ink. Despite being tattered at the edges, the cloth is always keeps itself and the wearer completely clean and un tarnished by anything except its own ink.

Base: Light armor, +1 Soak.
[-1] Keeps itself and the wearer clean.
[-1] Produces enough ink for any amount of personal use.
[0] Can manifest (Rating) Evocations to be learned.

Eye of Inner Judgment’s known Evocations are:

Besmirch (2m, Essence 2): For a scene, all ink that Desecrated Pall produces becomes indelible and uneatable, remaining until physically removed with the parts of the material. This counts as Ignoring (Essence/2) Soak.

Bait (Follower ●●) is the dark horse that the Abyssal commonly rides. It appears to be some king of plasmic creature, or, perhaps, a very thoroughly moliated ghost.

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<th>Bait, the horse</th>
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<td>Bad 2</td>
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Equipment, Gifts and charms

Hooves: +1 Damage Weapon.
Unnatural Array of Teeth: +2 Damage, Slow 1, Heavy (un)Natural Weapon.
Rubbery Coatless Hide: Light Natural armor, +2 Soak total.

Regeneration (1m): reduce the current natural healing Interval to a Turn.

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<td>-0: □□□</td>
<td>Confers Size 1 to the Rider. If killed, reforms in two days at the rider’s location if he is still extant.</td>
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<td>-1: □□□</td>
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<td>-3: □□□</td>
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Motes □□□□□
Excellence of Genesis

Those who speak do not know, those who know are silent,
I heard this saying from the old gentleman.
If the old gentleman was one who knew the way,
Why did he feel able to write five thousand words?

The ancient Lunar does not mind having the generic title of all Exalts as a part of its name; if it still remembers its actual names and titles, it tries very hard to forget them now. Such things no longer matter to it. It survived the fall of the First Age, millennia in the Wyld, Sidereal assassins, and more. Its mind, however, did not.

Wracked by mutation of the Wyld, insanity, and loss of purpose, the elder Lunar, trapped amidst the hollow kaleidoscope of Chaos and its own delusions, had decided that it desired above all else just a bit of normal human happiness and warmth. Perhaps, subconsciously, it desired to return to the simple days of its childhood – or maybe, someone else’s childhood – or a dream of it, drifting by in the Wyld. Regardless it had found a suitable Raksha, tortured the thing into required shape, and then devoured it wholesale.

Stepping forth from the Wyld, the Lunar has found her new form much to her liking. She could now make friends, play games, and have fun. This way laid tragedy. Her true nature could not be hidden from anyone, and her new «friends» only kept up the pretence until they thought they got out of sight of the terrifying Wyld monster. They did not go far enough.

The pattern repeated itself several times, fracturing the Lunar’s mind deeper each time. While she, incapable of comprehending the reason for all the hurtful words and betrayals, strived to be a better girl harder and harder, further damaging her unstable mind and gradually descending into sadness and despair, her true form, driven by an irrational urge to protect, removed the «bullies and meanies» who «somehow» found out her secret, ever more brutally. In the end, she wandered the edges of Creation, alone, wailing and arguing in a dozen voices, clawing out chunks of herself in inane fits of self-blame and spite, one step away from devolving into an inchoate abomination devoid of all sanity and reason. And that how her story would have ended, if not for a very peculiar group of Exalted eccentrics happening by.

Anima Banner: A silver and cold-grey conglomeration of dozens of beasts of all kinds, interposed upon each other as to appear an unrecognizable chaotic mass of maws and appendages.

Tell: Patchworks of blue, white and grey fur and scales. In addition, many Wyld mutations distort all forms. See Personal Effects for details.

Theme: Silence.

Advantages:

Bond ●●: To its little girl form. See Personal Effects for details.

Follower ●●● (Raksha Slave): The Lunar commonly procures enslaved Raksha of various kinds. It cannot quite remember why it wants them. After trying to figure for a while what to do with them, the Lunar forgets about the current one, and the cycle soon begins anew with the next catch.
Excellence of Genesis

Essence 8 Lunar (chimera)
Casteless Limit □□□□□

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Gifts and forms

Girl Form:

[-3] General appearance
[*] Guile +2.
[8gp] from Shapeshifting to apply as required.

True Form:

[[-1] Size 1
[[-6] Strength +3
[[-2] Soak +1
[2gp] from Shapeshifting.

All Forms:

[+1, -1, -1] Warped Form: Natural Weapons (+1 Damage) and Natural Light armor (+1 Soak).
[+3, -6, -6] Extra Heads: see Personal Effects for details.

Other Forms

Assume any number of forms known, with any features and Gifts required.

Charms

The Horde Is One Person (5m): This charm conjures a Social group/environment of (Int/2) Size, made up from hundreds of people and/or other beings of Rank 1. They are appropriately varied, and can integrate details of the Lunar’s forms or randomly generated features to make them believable. However, only (Wits/2) are actual individuals, have a sliver of the Lunar’s mind, and can act and reason independently; the rest are just NPCs, acting as a group. They imitate being people well enough, but always follow their pre-determined programming – their lack of independent thought can be discovered by a Read Character action. The charm lasts for (Wits/2) time, and all conjured beings must stay in (Wits/2) Range or cease to exist.

Response-Evoking Prana (3m): Roll Relentless

Manipulation as Social Hazard, affecting anyone who can perceive (you). The Hazard is one-time, but lasts for a scene, affecting new arrivals. Those who fail must roll Join Debate and engage in the current Social scene.

Buzzed Call Approval (3m, Extra Action): Ignore (3) Initiative when activating this charm. The target immediately receives a communication or a message by a specified method (somehow BEES by default); if the target accepts or reads it, roll Overwhelming Manipulation to Inspire or Instill a positive Intimacy towards a course of action that the target currently attempts or an opinion that the target expresses.

Bane Evasion Method (3m): Roll Wits instead of Dex for a Defensive Clash, Negating (3) any attempts to Ignore Evasion. The result also counts as a Stealth attempt, to hide from everyone present.

Item-Preserving Prevention Entreaty (2m): Roll Charisma for a Persuasion attempt. Simultaneously, roll Ovw. Manipulation as an Extra Action to Instill a positive Intimacy towards yourself.

One-Winged Dragon Approach (4m): For (App/2) Turns, Ovw. + Relentless Resolve against any attempt to Inspire, Instill or exploit negative Intimacies, negating (App/2) effects that Ignore your Resolve.

Ancient Devourer Prana (3m): [True Form required]

For (5) turns, increase Str for attacks and feats of demolition by (5), and you can eat anything, even some metaphysical properties or concepts (which manifests as warping corruption, default to Ignoring (5) Soak to represent it) also compensating for up to (5) of the target’s Size (you can also Grapple things by eating them when using this charm).

Wellspring-Denying Caprice (2m): Roll Resurgent Manipulation as a mental attack. It creates a Derangement that prevents a target from perceiving or understanding a specific bit of information or data.

Forever-Lurking Method (2m): For (Wits/2) turns, Relentless for all Stealth rolls.

Questing Cords Sundering (3m): Roll Intelligence as a mental attack against a human target. If successful, you separate the target’s hun and po. Typically, the higher soul remains in the body, and the lower soul is expelled as a hungry ghost, although exceptions are possible. This division is permanent, requiring some soul-healing magic to mend, and quite damaging: the higher soul is no longer affected by any emotion-based Intimacies and cannot channel Virtues, while the lower soul is reduced to near-bestial intelligence. Using this charm grants a point of Limit.

False Normality Deceit (2m): For a Day, any of your mutations, as well as any indications of the level of you power, is hidden from the eyes of the casual observers. Counts as Ignoring (1, or (3) at Wits 9) Notice.

In addition, assume any other Named charm with the listed Ways worth developing already known.

Intimacies

See Personal Effects, below. It’s complicated.
Excellence’s Personal Effects

Avoidance Derangement (Being a little girl, Defining), 5/-3, Scene. The Lunar copes with the immense strain on the psyche and soul by pretending to be a little girl. Suppressing the Derangement allows not being a little girl for a scene. Otherwise, not being a little girl for a scene gives a point of Limit. The Lunar itself much prefers to be a little girl. While it’s better for everyone, it’s not very good at being a human little girl – its general Temperance and Compassion are both at 1, so it has only vague idea about such things, and its sense of general morality has long ago decayed to nothing. So it mostly just acts cute, even as it terrifies or eviscerates people. On the other hand, perhaps, being this way is truly being a quintessential little girl.

In addition, the Lunar’s Bond is uniquely twisted to refer to its little girl personality. More specifically, to preserving the «secret» and its perceived «fragile happiness» of having friends. The Derangement prevents the Lunar from noticing that even in the little girl form it has numerous mutations and Tell, behaves incongruously, its nature is immediately obvious to everyone and, even more specifically, that people can recognize this on sight. Any behavior and evidence to the contrary is rationalized away.

Alexithymia Derangement (Bad at expressing emotions, Major), 3/-0, Scene. In its little girl form, the Lunar is quite bad at expressing emotions properly. Suppressing the Derangement allows showing emotions properly for the scene. So it mostly stares its large little girl eyes with frightening intensity and semi-permanently wears a sad stoic expression. Note that this does not actually prevent the Lunar from feeling emotions and acting on them (with Str 6+ hug pounces, for example). Neither does Temperance or Compassion. So any such actions may appear to be quite spontaneous and unexpected.

While under the effect of this Derangement, the Lunar has +2 Guile against any attempts to read emotions and such, but also -2 on the appropriate Social rolls, at the Storyteller’s discretion. Finally, attempting to suppress the Derangement while in the company of people that the Lunar has Positive Intimacies to should provide the Intimacy bonus to the roll.

Multiple Personality Derangement (Major), 3/-3, Scene. Several shards of the Lunar’s shattered mind manifest themselves as separate heads of various beasts, protruding from the Lunar’s body. Each head has its own personality and opinions, and each receive an Extra Action per turn. When the Derangement is not suppressed, they behave as they please – mostly by talking shit or occasionally biting the targets of opportunity, as they lack body parts for most other activities. When the Derangement is suppressed, the Lunars personality coalesces a bit, putting the heads with their Extra Actions under the Lunar’s direct control. With charms, they can be extended to act at range, or provide Setup, etc. In all cases, they use the Lunar’s Traits. The Lunar can also physically restrain a head or two to shut them up, or maybe twist an ear a bit to silence them up for a moment.

The most common heads/personalities are:

- **Skeptical Snake.** It usually manifests as a tail, or instead of a braid, or at the end of some long element of the attire (all of the attire is entirely the part of the Lunar as well). It loves criticizing and pointing out any mistakes.

- **Goading Goat.** Usually placed on a shoulder, but sometimes grows from the back, twisting its head almost completely around to whisper in the ear. It as a magnificent goatee, and wears the smuggest grin. It loves provoking to action and playing the devil’s advocate.

- **Salivating Salamander.** Occupies the opposing shoulder, or emerges from the stomach. Loves bread and circuses – preferably with as much meat and violence as possible. Can be quite malicious.

On Intimacies: the little girl form accumulates Intimacies normally. The Lunar’s beast form is a mad engine of destruction, its only goal to preserve the semblance of happy life its little girl form has. Animal heads are quite shallow one-dimensional in their motivations, if not their personalities.

Finally, any strong Intimacies tend to sometimes manifest from the flesh as some body part or a half-formed head as above for a time when they are relevant. This is mostly cosmetic, but good for stunts.
## Appendix 12: Character sheets

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# Quixalted Extended

## Abyssal

### Traits

**Dusk**
- Archery
- Brawl
- Melee
- Thrown
- War

**Midnight**
- Integrity
- Performance
- Presence
- Resistance
- Survival

**Daybreak**
- Craft
- Investigation
- Lore
- Medicine
- Occult

### Endowments
- **Entropic**: For 1m, either subtract (Essence/2) successes from an opposing action’s result, or enhance your own action: if successful, the target loses (Essence/2) motes.
- **Necrotic Essence**: Respire Essence as a creature of Death. Can feed on the living, restoring 1m per (5 / target’s Essence) health levels drained. Treat as unarmed attack.

### Virtues
- Compassion
- Conviction
- Temperance
- Valor

### Resonance
- □ □ □ □

### Essence
- ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢

### Anima
- Anima banner:
- Anima effect:

### Intimacies

### Defenses
- Evasion
- Soak
- Resolve
- Guile
- Notice

### Health

### Gifts and Equipment

### Advantages

### Named Charms

### Conditions and Notes

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## Quixaltered Extended

### Alchemical

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### Endowments

**Axiomatic**: For 1m, turn the Chance Die into a dice pool to (Essence/2) dice (or add (Essence/2) dice in a Clash), for a single action, against a creature condemned by the Great Maker. See text for details.

### Configuration

**Caste Attributes**

**Charm Slots Used**: (Essence + 3 of each type)

**Named Charms**: |

**Health Levels**: |

**Artifacts**: |

### Essence

- **Virtues**
  - Compassion | ○○○○○ |
  - Conviction | ○○○○○ |
  - Temperance | ○○○○○ |
  - Valor | ○○○○○ |
- **Clarity**
  - |

- **Intimacies**
  - |

- **Defenses**
  - Evasion |  |  | -3 |
  - Soak |  |  | -1 |
  - Resolve |  |  | -2 |
  - Guile |  |  | -3 |
  - Notice |  |  | -3 |

- **Health**
  - Base | Bonus | Total |
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- **Gifts and Equipment**
  - |

### Advantages

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### Named Charms

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### Conditions and Notes

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**DRAGON-BLOODED**

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<td><strong>Reinforcement</strong>: When a Dragon-Blooded uses a Native charm, other Dragon-Blooded in Short range may spend 1m each reflexively. Each mote so spent adds +1 to the action’s dice pool, up to a maximum of +3.</td>
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<th><strong>LIMIT</strong></th>
<th><strong>DEFENSES</strong></th>
<th><strong>HEALTH</strong></th>
<th><strong>GIFTS AND EQUIPMENT</strong></th>
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<th><strong>ADVENTAGES</strong></th>
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*Available notes = (Essence x 2) + (Highest Virtue / 2)*
**QUIXALTED Extended**

**DEATHLORD**

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**TRAITS**

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**CRIMINAL**

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<tr>
<td>Socialize</td>
<td>Valor</td>
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**LIMIT**

- - - -

Available motes = (Essence x 2) + (Sum of Virtues)

**VIRTUES**

- Compassion
- Conviction
- Temperance
- Valor

**DEFENSES**

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<tr>
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<th>Soak</th>
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<th>Notice</th>
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**HEALTH**

- Evasion: Base + Bonus = Total
- Soak: Base + Bonus = Total
- Resolve: Base + Bonus = Total
- Guile: Base + Bonus = Total
- Notice: Base + Bonus = Total

**INTIMACIES**

- - - -

**ADVANTAGES**

- - - -

**GIFTS AND EQUIPMENT**

- - - -

**NAMED CHARMS**

- - - -

**CONDITIONS AND NOTES**

- - - -

Reference (X) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10
---|---|---|---|---|---|---|---|---|---|---
Multiple      |   |   |   |   |   |   |   |   |   |   |
Paced         |   |   |   |   |   |   |   |   |   |   |
Reaching      |   |   |   |   |   |   |   |   |   |   |
Supernatural  |   |   |   |   |   |   |   |   |   |   |
Power         | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10
**QUIXALTED Extended**

**DEMON – 1 CIRCLE**

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<th>Experience:</th>
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</table>

### PHYSICAL

- **Strength**: ○○○○ ○○○○○
- **Dexterity**: ○○○○ ○○○○○
- **Stamina**: ○○○○ ○○○○○

### SOCIAL

- **Charisma**: ○○○○ ○○○○○
- **Manipulation**: ○○○○ ○○○○○
- **Appearance**: ○○○○ ○○○○○

### MENTAL

- **Perception**: ○○○○ ○○○○○
- **Intelligence**: ○○○○ ○○○○○
- **Wits**: ○○○○ ○○○○○

### ENDOWMENTS

**Descending Hierarchy**: First Circle Demons cannot advance to Essence 5+ without being adopted as someone’s soul or the explicit permission of the Storyteller.

**Spirit**: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

### ESSENCE

**Virtues**

- **Compassion**: ○○○○ ○○○○○
- **Conviction**: ○○○○ ○○○○○
- **Temperance**: ○○○○ ○○○○○
- **Valor**: ○○○○ ○○○○○

**Limit**

- □ □ □ □ □

**Available notes = (Essence x 2) + (Sum of Virtues)**

### ADVANTAGES

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### HEALTH

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**Quixalted Extended**

*Demon – II Circle*

**Name:**

**Sobriquets:**

**Purpose:**

**Experience:**

---

**Description and Features:**

---

**Endowments**

- **Descending Hierarchy:** You are a part of a Third Circle Demon, and maintain a relevant Defining Intimacy to it.

- **Mandate of Subordination:** By spending 1m and an action, you can give a command to a First Circle Demon you have power over. It must take (Essence difference) Limit to be able to resist it and other orders for a scene.

---

**Endowments**

**Spirit:** Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

---

**Virtues**

- Compassion
- Conviction
- Temperance
- Valor

**Limit**

- □ □ □ □ □

**Available notes = (Essence x 2) + (Sum of Virtues)**

---

**Equipment**

---

**Advantages**

---

**Named Charms**

---

**Conditions and Notes**

---
QUIXALTED Extended

DEMON – III CIRCLE

Name: ________________________
Sobriquets: ____________________
Purpose: ________________________
Experience: ______________________

Description and features: ________________________

PHYSICAL

- Strength __○○○○ ○○○○○
- Dexterity __○○○○ ○○○○○
- Stamina __○○○○ ○○○○○

TRAITS

SOCIAL

- Charisma __○○○○ ○○○○○
- Manipulation __○○○○ ○○○○○
- Appearance __○○○○ ○○○○○

MENTAL

- Perception __○○○○ ○○○○○
- Intelligence __○○○○ ○○○○○
- Wits __○○○○ ○○○○○

ENDOWMENTS

Descending Hierarchy: You are a part of a Yozi. You must maintain a relevant Defining Intimacy.

Mandate of Subordination: By spending 1m and an action, you can give a command to a First or Second Circle Demon you have power over. It must take (Essence difference) Limit to be able to resist it and other orders for a scene.

ESSENCE

Virtues

- Compassion __○○○○
- Conviction __○○○○○
- Temperance __○○○○
- Valor __○○○○○

Evasion ___ ___ ___ -0 □ □ □ □
Soak ___ ___ ___ -1 □ □ □ □
Resolve ___ ___ ___ -1 □ □ □ □
Guile ___ ___ ___ -3 □ □ □ □
Notice ___ ___ ___ -3 □ □ □ □

COME UNBIDDEN

LIMIT

□ □ □ □ □

LIMIT

□ □ □ □ □

ADVANTAGES

NAME CHARMS

CONDITIONS AND NOTES

Reference (X) 1 2 3 4 5 6 7 8 9 10

Multiple Size 1 Size 2 Size 3 Size 4 Size 5 Magn. 2 Magn. 4 Magn. 6 Magn. 8 Magn. 10

Paced Minutes Hour/Scene Day Month Year Decades Generations Centuries Millennia Perm.

Reaching Short Medium Long Extreme Horizon Region Direction Same world Another one Anywhere

Supernatural Minor Major Defining

Power 1 2 3 4 5 6 7 8 9 10
**QUIXALTED** Extended

**ELEMENTAL**

**PHYSICAL**
- Strength [ ] ○○○○ ○○○○
- Dexterity [ ] ○○○○ ○○○○
- Stamina [ ] ○○○○ ○○○○

**TAURS**
- Charisma [ ] ○○○○ ○○○○
- Manipulation [ ] ○○○○ ○○○○
- Appearance [ ] ○○○○ ○○○○

**SOCIAL**
- Perception [ ] ○○○○ ○○○○
- Intelligence [ ] ○○○○ ○○○○
- Wits [ ] ○○○○ ○○○○

**MENTAL**
- Strength [ ] ○○○○ ○○○○
- Dexterity [ ] ○○○○ ○○○○
- Stamina [ ] ○○○○ ○○○○
- Appearance [ ] ○○○○ ○○○○
- Intelligence [ ] ○○○○ ○○○○
- Wits [ ] ○○○○ ○○○○

**ENDOWMENTS**
- Elemental: You may raise Traits up to the maximum of (Essence) and support additional (Essence) points of Gifts. You are naturally material, immune to the naturally occurring instances of your element and may move through it freely.

**ENDOWMENTS**
- Draconic Evolution: when an elemental reaches Essence 6, it undergoes a transformation in a draconic form. He can now fly in addition to any normal movement, and is of (Essence – 5) Size. Many dragons learn charms to temporarily transform back into smaller forms for convenience.

**ESSENCE**
- Compassion ○○○○○
- Conviction ○○○○○
- Temperance ○○○○○
- Valor ○○○○○

**LIMIT**
- [ ] [ ] [ ] [ ]

**VIRTUES**
- Available motes = (Essence x 2) + (Sum of Virtues)

**DEFENSES**
- Evasion [ ] [ ] [ ]
- Soak [ ] [ ] [ ]
- Resolve [ ] [ ] [ ]
- Guile [ ] [ ] [ ]
- Notice [ ] [ ] [ ]

**HEALTH**
- Base  Bonus  Total  -0  [ ] [ ] [ ]
- Evasion  [ ]  [ ]  [ ] -0  [ ] [ ] [ ]
- Soak  [ ]  [ ]  [ ] -1  [ ] [ ] [ ]
- Resolve  [ ]  [ ]  [ ] -1  [ ] [ ] [ ]
- Guile  [ ]  [ ]  [ ] -3  [ ] [ ] [ ]
- Notice  [ ]  [ ]  [ ] -3  [ ] [ ] [ ]

**ADVANTAGES**

**NAMED CHARMS**

**CONDITIONS AND NOTES**

**Reference (X)**
- 1 2 3 4 5 6 7 8 9 10
- Multiple: Size 1  Size 2  Size 3  Size 4  Size 5  Magn. 2  Magn. 4  Magn. 6  Magn. 8  Magn. 10
- Paced: Minutes  Hour/Scene  Day  Month  Year  Decades  Generations  Centuries  Millennials  Perm.
- Reaching: Short  Medium  Long  Extreme  Horizon  Region  Direction  Same world  Another one  Anywhere
- Supernatural: Minor  Major  Defining
- Power: 1 2 3 4 5 6 7 8 9 10
QUIXALTED Extended

GHOST

Name: ____________________________ Description and features: ____________________________

Sobriquets: ____________________________

Caste: ____________________________ Experience: ____________________________

TRAITS

WARRIOR

□ Archery ○○○○○ ○○○○○
□ Brawl ○○○○○ ○○○○○
□ Melee ○○○○○ ○○○○○
□ Thrown ○○○○○ ○○○○○
□ War ○○○○○ ○○○○○

PRIEST

□ Integrity ○○○○○ ○○○○○
□ Performance ○○○○○ ○○○○○
□ Presence ○○○○○ ○○○○○
□ Resistance ○○○○○ ○○○○○
□ Survival ○○○○○ ○○○○○

SCHOLAR

□ Craft ○○○○○ ○○○○○
□ Investigation ○○○○○ ○○○○○
□ Lore ○○○○○ ○○○○○
□ Medicine ○○○○○ ○○○○○
□ Occult ○○○○○ ○○○○○

CRIMINAL

□ Athletics ○○○○○ ○○○○○
□ Awareness ○○○○○ ○○○○○
□ Dodge ○○○○○ ○○○○○
□ Larceny ○○○○○ ○○○○○
□ Stealth ○○○○○ ○○○○○

BROKER

□ Bureaucracy ○○○○○ ○○○○○
□ Linguistics ○○○○○ ○○○○○
□ Ride ○○○○○ ○○○○○
□ Sail ○○○○○ ○○○○○
□ Socialize ○○○○○ ○○○○○

VIRTUES

Compassion ○○○○○ Conviction ○○○○○
Temperance ○○○○○ Valor ○○○○○

LIMIT

□ □ □ □

ESSENCE

● ○○○○ ○○○○

RESISTING THE CALL

If killed: (highest Fetter + one die for each additional one).

On a Limit Break: (highest Passion + one die for each additional one).

If failed, can reduce one of the Fetters or Passions by one step to count the roll as a success.

Type

INTIMACIES

DEFENSES

HEALTH

GVIFS AND EQUIPMENT

ADVANTAGES

NAMED CHARMS

CONDITIONS AND NOTES

Reference (X)

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**QUIXALTED Extended**

**God**

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**Traits**

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<tr>
<td>Stamina</td>
<td>Appearance</td>
<td>Wits</td>
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**Endowments**

Mandate of Subordination: By spending 1m and an action, you can give a command to a spirit under your command. It must take (Essence difference) Limit at once to be able to resist it and other orders for a scene.

**Endowments**

Spirit: Your maximum Trait Rating is raised to (Essence); your natural Gift point limit is increased to (Stamina + (Essence x 2)); you can hear successful prayers directed to you; any Artifacts you are attuned to count as part of your body as long as you are not permanently destroyed; you need not eat, sleep, breathe or rest, and do not age.

**Virtues**

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<th>Temperance</th>
<th>Valor</th>
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**Limit**

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**Essence**

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**Domains**

**Defenses**

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**Health**

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**INFERNAL**

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### Traits

#### Physical

- **Strength**: ●○○○○ ○
- **Dexterity**: ●○○○○ ○
- **Stamina**: ●○○○○ ○

#### Social

- **Charisma**: ●○○○○ ○
- **Manipulation**: ●○○○○ ○
- **Appearance**: ●○○○○ ○

#### Mental

- **Perception**: ●○○○○ ○
- **Intelligence**: ●○○○○ ○
- **Wits**: ●○○○○ ○

### Affinities

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### Virtues

- **Compassion**: ○○○○○
- **Conviction**: ○○○○○
- **Temperance**: ○○○○○
- **Valor**: ○○○○○

### Essence

- **Essence**: ●●●●● ○○○○○

### Anima

- **Anima Banner**: ______________________
- **Anima Effect**: ______________________

### Intimacies

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### Defenses

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### Gifts and Equipment

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**Name:**

**Description and features:**

**Sobriquets:**

**Caste:**

**Experience:**

**Tell:**

### Traits

#### Full Moon
- Strength:  
- Dexterity:  
- Stamina:  

#### Changing Moon
- Charisma:  
- Manipulation:  
- Appearance:  

#### No Moon
- Perception:  
- Intelligence:  
- Wits:  

### Endowments

**Moonsilver Tattoos:** Fixed Caste. Immune to all physical transformation except for the own Shapeshifting.

-or-

**Casteless:** Caste changes with the phase of the moon. Can Take Limit to raise the maximum of Gift points manifested for the current form by (Limit taken x 2).

### Shapeshifting

Pay 1m to change shape. Does not take an action. Lunar can manifest up to (Essence + 3) points of Gifts from known forms in any combination. Any Gift bonuses count as natural Attribute. New forms are acquired for 1xp, by a ritual hunt. Record Gifts points for each form too keep track.

### Current Form

### Essence

#### Virtues
- Compassion:  
- Conviction:  
- Temperance:  
- Valor:  

#### Limit
- 

### Intimacies

### Defenses

#### Base Bonus Total
- Evasion:  
- Soak:  
- Resolve:  
- Guile:  
- Notice:  

### Health

### Gifts and Equipment

### Advantages

### Named Charms

### Conditions and Notes

**Reference (X)**

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**QUIXALTED Extended**

**MORTAL**

Name: ___________________________ Description and features: ___________________________

Sobriquets: ___________________________

Caste: ___________________________

Experience: ___________________________

**TRAITS**

- **WARRIOR**
  - Archery □ □ □ □ □
  - Brawl □ □ □ □ □
  - Melee □ □ □ □ □
  - Throw □ □ □ □ □
  - War □ □ □ □ □

- **PRIEST**
  - Integrity □ □ □ □
  - Performance □ □ □ □
  - Presence □ □ □ □
  - Resistance □ □ □ □
  - Survival □ □ □ □

- **CRIMINAL**
  - Athletics □ □ □ □ □
  - Awareness □ □ □ □ □
  - Dodge □ □ □ □ □
  - Larceny □ □ □ □ □
  - Stealth □ □ □ □ □

- **BROKER**
  - Bureaucracy □ □ □ □ □
  - Linguistics □ □ □ □ □
  - Ride □ □ □ □ □
  - Sail □ □ □ □ □
  - Socialize □ □ □ □ □

**VIRTUES**

- Compassion □ □ □ □ □
- Conviction □ □ □ □ □
- Temperance □ □ □ □ □
- Valor □ □ □ □ □

- **HEROIC WILL**
  - Available motes = (Essence) + (Highest Virtue)

- **LIMIT**
  - □ □ □ □

**ESSENCE**

- Compassion □ □ □ □ □
- Conviction □ □ □ □ □
- Temperance □ □ □ □ □
- Valor □ □ □ □ □

**WILLPOWER**

- □ □ □ □ □

**DEFENSES**

- **Evasion** ___ ___ ___
- **Soak** ___ ___ ___
- **Resolve** ___ ___ ___
- **Guile** ___ ___ ___
- **Notice** ___ ___ ___

**AVANTAGES**

- □ □ □ □ □

**NAMED CHARMS**

**GIFTS AND EQUIPMENT**

**CONDITIONS AND NOTES**

- □ □ □ □ □

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**Base**  **Bonus**  **Total**

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**ADVANTAGES**

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**NAMED CHARMS**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

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**Base**  **Bonus**  **Total**

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**DEFENSES**

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**HEALTH**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

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**Base**  **Bonus**  **Total**

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**DEFENSES**

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**HEALTH**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

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**Base**  **Bonus**  **Total**

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**DEFENSES**

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**HEALTH**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

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**Base**  **Bonus**  **Total**

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**DEFENSES**

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**HEALTH**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

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**Base**  **Bonus**  **Total**

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**DEFENSES**

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**HEALTH**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

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**Base**  **Bonus**  **Total**

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**DEFENSES**

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**HEALTH**

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**GIFTS AND EQUIPMENT**

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**CONDITIONS AND NOTES**

- □ □ □ □ □
QUIXALTED Extended
SIDEREAL

Name: __________________________  Description and features: __________________________
Sobriquets: __________________________  __________________________  __________________________
Caste: __________________________  Experience: __________________________

JOURNEYS

☐ Resistance  □□□□□  ○  □□□□□
☐ Ride  □□□□□  ○  □□□□□
☐ Sail  □□□□□  ○  □□□□□
☐ Survival  □□□□□  ○  □□□□□
☐ Thrown  □□□□□  ○  □□□□□

SECRETS

☐ Investigation  □□□□□  ○  □□□□□
☐ Larceny  □□□□□  ○  □□□□□
☐ Lore  □□□□□  ○  □□□□□
☐ Occult  □□□□□  ○  □□□□□
☐ Stealth  □□□□□  ○  □□□□□

TRAITS

☐ Craft  □□□□□  ○  □□□□□
☐ Dodge  □□□□□  ○  □□□□□
☐ Linguistics  □□□□□  ○  □□□□□
☐ Performance  □□□□□  ○  □□□□□
☐ Socialize  □□□□□  ○  □□□□□

SERENITY

☐ Archery  □□□□□  ○  □□□□□
☐ Athletics  □□□□□  ○  □□□□□
☐ Melee  □□□□□  ○  □□□□□
☐ Presence  □□□□□  ○  □□□□□
☐ War  □□□□□  ○  □□□□□

ENDINGS

☐ Awareness  □□□□□  ○  □□□□□
☐ Bureaucracy  □□□□□  ○  □□□□□
☐ Integrity  □□□□□  ○  □□□□□
☐ Brawl  □□□□□  ○  □□□□□
☐ Medicine  □□□□□  ○  □□□□□

RESPLENDENT DESTINIES

☐ Investigation  □□□□□  ○  □□□□□
☐ Larceny  □□□□□  ○  □□□□□
☐ Lore  □□□□□  ○  □□□□□
☐ Occult  □□□□□  ○  □□□□□
☐ Stealth  □□□□□  ○  □□□□□

ESSENCE

Compassion  □□□□□  ○  □□□□□
Conviction  □□□□□  ○  □□□□□
Temperance  □□□□□  ○  □□□□□
Valor  □□□□□  ○  □□□□□

LIMIT

☐ ☐ ☐ ☐

VIRTUES

Anima banner: __________________________
Anima effect: __________________________

Available motes = (Essence x 2) + (Sum of Virtues / 2)

INTIMACIES

DEFENSES

Health

Health

Gifts and Equipment

Advantages

Named Charms

Conditions and Notes

Reference (X)

Multiplied

Paced

Reaching

Supernatural

Power

1 2 3 4 5 6 7 8 9 10
Name: __________________________ Location: ______________________

DESCRIPTION: ________________________________________________________________

LOCATION: ________________________________________________________________

**QUIXALTED**

**DOMINION**

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**MAGNITUDE**

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INITIATIVE: ________

Initiative = (Government) – (Magnitude)

ACTIONS PER TURN: ________

Actions per turn = (Magnitude)

**TURN TIMESCALE:** ________

Turn = Scene/Hours + (Magnitude/2) on Paced scale

---

CURRENT CONFLICTS AND EXTENDED ACTIONS

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**MILITARY**

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CONDITIONS AND NOTES

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<td>Day</td>
<td>Month</td>
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