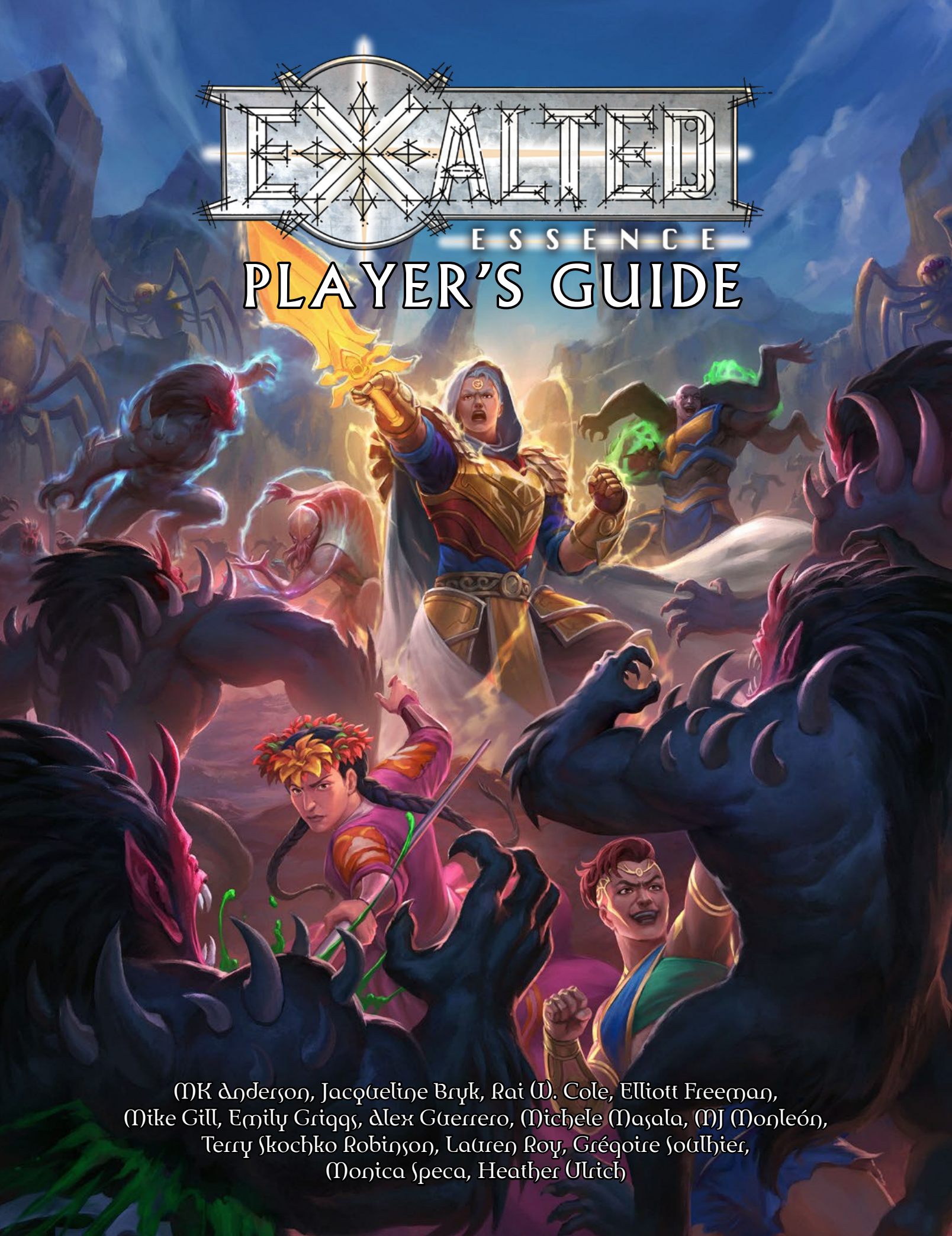

EXALTED
ESSENCE
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Introduction

The **Exalted: Essence Player's Guide** is a book chock full of player-facing content. Within, we'll walk you through how to think about playing your character, what kind of person they might shape up to be, and how to consider their strengths and weaknesses as well as Intimacies and Virtues. Beyond advice for roleplaying, each chapter also contains dozens of new Charms for characters to take, shaping the outcome of your campaigns.

Unlike other Exalted books, this does not contain any new setting material. It's all about your character and your campaigns. Most books also speak directly to the Storyteller, assuming they're the person who does most of the reading. Not so here! If you're a player in a game of **Exalted**, this book is for you. You don't have to read the whole thing cover to cover, but the section that applies to your character has so much there for you. This is *your* book. Mark it up. Highlight it. Leave comments in the margins. Make it yours. After all, a campaign of a tabletop roleplaying game is a deeply personal thing. It's yours and no one else's. With all that out of the way, let's dive in. Learn what it means to be Exalted.

How to Play Exalted

This may seem like an ambitious topic for a book's introduction, but it's actually quite simple. System mastery may dominate your mind when you think about a game like **Exalted,** well known for a vast and complex ruleset. This section won't tell you how to use the rules of the game — that's already covered in Chapter Four of **Exalted: Essence**. If you're reading this and you're in a current **Essence** game and you've never read that chapter, now's a good time to do so. Having a minimal understanding of the rules of the game you're playing helps a lot. Here are some principles to follow when you sit down to play **Exalted: Essence**.

Play to be Surprised: Exalted affords characters a lot of power over the narrative. Often the question posed when rolling is not *will the character succeed* but rather *what will happen as a result of their success?* Most of the time, your character will succeed at what they set out to do, so be excited and buy into what will happen next and the places that might lead, even if it's not what you anticipated. On the flip side, every so often your character will fail: a crucial attack will miss, you'll be unable to overcome a stubborn enemy's high Resolve, or a feat of strength will fall short by two successes. Sometimes these failures can be especially frustrating when your character was otherwise set up to succeed. Be open to sometimes accepting a failure. If you're struggling with a failure that seems out of character, propose an outcome you feel would be fun to engage with. Storytellers should be open to this level of collaboration.

Collaborate for Maximum Coolness: While individual **Exalted** characters are cool and powerful and capable of supporting an entire story themselves, a roleplaying game is played with a group of friends — or at the very least, other interested strangers. You are not an island when you play, and neither is your character. Talk to your fellow players during and after the game. Build entwining stories, encourage each other's Stunts, remind people to use their Charms or when their Advantages or Anima Effects apply. This is a game played collaboratively, share it.

Give as Much as You Take: In a game like **Exalted**, it's easy to get caught up in having and holding the spotlight. For every scene in which your character is central to the plot, make sure you're also encouraging other players to step forward, recommending scenes you could share with other people, and stepping out of the spotlight when it's not your turn. Be generous with your creativity and let other people shine, too.

Have a Deck-builder Mindset: Your Charms are an equally important part of your character. They're what allow you to do incredibly cool and impossible things. They give you control over the progression of the story itself. Charms are here to empower you. Don't be afraid of them. Make a wish list of Charms you'd like to take. Think about your milestones and your personal goals and pick a suite of Charms that will help you accomplish those things. Pick Charms you think are extremely cool. This is your deck of special abilities and the more you think of it like a hand of powerful cards you can play to do what you want, the more you'll engage with one of the game's central mechanics.

This Book at a Glance

Exalted of Creation

Chapter One: Dragon-Blooded covers everything to play one of the Ten Thousand Dragons, including non-Dynastic characters. Delve into their themes of hierarchy, family, and empire to better bring a character to life.

Chapter Two: Lunars contains expanded shapeshifting rules and deep dives into their themes of liminality, monstrosity, and identity. Find new ways to steal forms and beguile enemies with their new Charms.

Chapter Three: Sidereals contains a full suite of expanded rules for shaping destiny as well as a summary of the Constellations. Alongside exploring their themes of arcane fate, destiny, and duty, it introduces all-new Constellation modes for their Charms.

Chapter Four: Solars covers their themes of virtue, excellence, and legacy. It introduces new Caste modes to reinforce the peerless mastery of the Sun's Chosen.

Chapter Five: Exigents includes four Exigent types: the Architects, chosen of cities; God Admirals, immortal mariners whose power comes from slaying each other; March Lords, protectors of Creation's boundaries; and the Sovereigns of Uluiru, a complex dynasty with gemstone themes.

Exalted of Other Realms

Chapter Six: Abyssals discusses their themes of deathly chivalry, rulership over the dead, and dark emotions. It contains an expanded discussion of the Chivalry of Death along with an overview of the Deathlords and who they are.

Chapter Seven: Alchemicals explores their themes of artificial life, building a better future, and community. In addition to new Charms, this chapter includes an expanded discussion on the world of Autochthonia.

Chapter Eight: Getimians covers their themes of memory, reality, and things that never were. It includes a process for creating a character's Origin in addition to new Charms.

Chapter Nine: Infernals discusses their themes of vengeance, duality, and their unpeaceful livelihoods. It guides players toward thinking about a life in Malfeas as well as Creation in addition to all the other expansions.

Chapter Ten: Liminals covers their themes of undeath, liminality, and the Thread of Life. This chapter assists in creating the Thread of Life as well as all-new content.

Appendix: Contains a handful of optional rules updates.

Lexicon

Architects: Exalted of cities, chosen by both Wun Ja, Goddess of the Shining Metropolis, and a city father, the god of a single city.

God Admirals: Legendary mariners of the far West, the Chosen of six dead gods whose Exaltation holds a dark secret: killing each other grants them tremendous power.

March Lords: The Chosen of Cartography, explorers, map makers, navigators, and guardians of the edges of Creation.

Sovereigns of Uluiru: Exigents empowered by gods of gemstone and auroras in the Fount of Glories. Sovereigns rule the northwestern city of Uluiru as a complex and competitive dynastic family.

Additional Milestones

Each section includes additional milestones for the various Chosen and their Aspects or Castes. These are intended to be used alongside the original milestones in **Exalted: Essence** to offer more options for player character advancement.

Inspirational Media

Classics

***The Water Margin*:** One of the four great Chinese novels, the Water Margin tells the story of the 108 outlaws who live in Liangshan Marsh and resist the forces of the corrupt Song Dynasty government. Each outlaw has a big personality, a unique style of fighting, and special abilities bordering on the supernatural. This story is the foundation for many other kinds of storytelling that followed it, including many pieces of media that are central to **Exalted**. *Every* character is a viable concept for an **Exalted** character.

Fiction

***The Adventures of Amina al-Sirafi* (Shannon Chakraborty, 2023):** Legendary mariner, Amina al-Sirafi, is pulled from retirement to do one last job, but that job is filled with far more supernatural dangers than she anticipated. Amina leads a crew of skilled ne'er-do-wells against a would-be sorcerer and his magically transformed army. Her voyage and compatriots make for ideal inspiration for God Admiral and March Lord characters and stories.

***The Jewel in the Skull* (Michael Moorecock, 1967):** When an evil empire embeds a mind-control stone into the forehead of our hero, Dorian Hawkmoon, he must set out on a quest to find a sorcerer who can remove it without killing him. Its pulpy, over-the-top action and approach to fantasy fits **Exalted**'s tone and motifs. Each character in the novel could easily be created as an **Exalted** character. If you choose to read it, be aware that this was written in the 60s and much of the language regarding characters of color reflects this.

***Saints of Storm and Sorrow* (Gabriella Buba, 2024):** Maria Lunurin is a nun harboring a powerful secret: she's a stormcaller, one of the chosen of a vengeful storm goddess. With an almighty entity filling her mind with demands to drown colonizers, Lunurin navigates the complex political situation between an imperial power and its colonized people. *Saints* aptly demonstrates how Exalted games can be full of tension and danger with very little combat. One might be tempted to read Lunurin as a Dragon-Blooded with her elemental magic, but she's empowered by an ancient being's desire for revenge: an Infernal story through and through.

***The Water Outlaws* (S.L. Huang, 2024):** A retelling of parts of *The Water Margin*, this modern take changes the gender of all the major characters, making them women or nonbinary folks. The queerness inherent in this version of the story highlights elements that make **Exalted** characters so different from any other tabletop roleplaying game character.

Movies

***Monkey Man* (2024):** Taking place in modern-day India, one man embarks on a violent and gory quest to assassinate a politician responsible for the destruction of his village and his mother's death. The religious motifs and themes of rage, violence, and oppression make for ideal inspiration for Lunar or Infernal characters.

Television

***Apothecary Diaries* (2023):** When Maomao, an apothecary in training obsessed with poisons, is kidnapped and forced to work in the Imperial palace, she becomes embroiled in a political plot involving a prince's secret identity and the hidden reality of her own inheritance. This story has all the elements outside of combat that **Exalted** supports: politics, intrigue, inheritance, science, and medicine. Maomao can easily be built as any kind of scholarly exalt: a Twilight, an Air Aspect, a No Moon, a Chosen of Secrets, and so on.

***Judge Dee's Mystery* (2024):** Historical figure turned superheroic detective, Di Renjie, appears in this series where he solves a variety of murders while working as a magistrate in a remote part of China. Di himself fits the profile for a Dragon-Blooded character. Each episode feels the way **Exalted** games should go: a little investigating, a little dealing with other characters, and often a cool fight breaks out.

***Ranma ½* (2024):** The modern remake of this anime and manga classic embodies the absurdity that often accompanies Exalted games. Ranma Saotome and Akane Tendou, both skilled martial artists, are forced into an arranged marriage neither wants. There's also one complication: Ranma turns into a girl when splashed with cold water. It's one part romantic comedy, one part martial-arts drama, and compromises on neither. Ranma and Akane's exceptional skill at combat and athletics makes either of them an ideal Solar, but every character demonstrates what **Exalted** characters are like. You can practically hear the players Stunting while watching.



Exalts of Creation

Dauntless Aelia also called herself Audacity because she didn't fear the impossible. She'd worn that name even before the Unconquered Sun chose her, but now she laughed in the face of demon-kings and smiled as she cut down legions of the dead.

Right now, though, Dauntless Aelia felt her audacity dampened. Her daiklave was sheathed on her back, her armor stowed at the campsite, and a dozen tigers prowled around her, licking their chops. She understood what was required of her, though. She was Dauntless, not thoughtless, and so she fixed her gaze on the creature in front of her, straightened her posture, and made her face an emotionless mask. At her side, the Sidereal known as Elyntine Kesh did the same, offering a courtesy with a flourish of her saffron silks.

The creature was a Wyld thing, equal parts cat and serpent — and the size of a whale, to boot. Its smile was full of sword-sized teeth. Worst of all, though, was the man who sat just atop its head. The beast's master buffed his talons on his velvet robes as he regarded Aelia and Kesh with disinterest.

"You can't have the village," he said. "I took it fair and square, and it's not proper that you should begrudge me what I have so fully and dutifully taken."

"Like the other three villages?" Aelia asked, and Kesh elbowed the Dawn Caste gently as a warning. *No emotion*, she'd told Aelia. Both of these monsters fed on it. Aelia remembered the other villages, though, and the blank-eyed survivors. This creature had cracked their souls open like oysters and gorged himself on what he'd found inside.

"Yes, precisely," he said. "Or better, even. These villagers *invited* me, if you can believe it. You don't even have to believe it. Just watch."

The man flourished like a puppeteer, and one of the villagers was dragged out in front of Aelia and Kesh. He was eighteen, with what might have been his first patchy beard. A nerve pulsed on his forehead as he tried to regain control over his body, and his lip trembled with fear. When he looked into their eyes, he was pleading — but his mouth opened, and it spoke in a voice of false cheer:

"We love the Husk Prince. Truly, we do! Our village was so boring and hungry before he came, and we pleaded with him: please come, and bring your tigers!"

The Husk Prince shrugged and gestured again, shuffling the boy off to the side. "You see?"

"You hate boredom more than anything else, don't you?" Kesh asked, in her infuriating not-actually-a-question singsong voice.

"Oh," the Husk Prince said, "I hate it like you people hate being burned or frozen or being covered in thousands of teeny tiny ants that someone's given teeny tiny little swords. I hate it so much, and I think these people are going to be very good entertainment."

"What if we were even more entertaining than they could ever be?" Kesh asked, and broke her own rule by smiling — just a fraction. It was subtle as silk and placid as an untroubled pond, somehow provoking and reassuring. The creature took the bait.

"I know better than that," the Husk Prince said, and folded his arms like a child. "You wouldn't really entertain me. You just want me to go away and die."

"You could have so much fun with us, though! Just imagine if one of *us* died instead. That would be worth a few big laughs, wouldn't it?" Kesh asked.

"Go on," the Prince said, "I want to hear more about the part where you die."

"It's simple, really. You've got such a magnificent monster here, and it's obviously absolutely lethal," Kesh said, standing on her tip toes to pat the behemoth's cheek. "So I'd like to make a bet! I'll wager that it can't kill me, even if I walked right into its mouth. It'll have a free shot, yes? It could chew me up and spit out my bones."

"Yes, yes," the Prince said, nodding vigorously. "I like this plan. Do it."

"But!" Kesh said, clapping her hands, "if it can't kill me, then you promise my friend here can fight you and only you, no outside interference allowed — and that means no hiding behind the villagers."

The Prince thought about it, stroking his elaborate black mustache. Aelia tried to scream at Kesh with just a raised eyebrow, but the Sidereal just raised a finger to her lips.

When the Husk Prince finally agreed, the behemoth opened its wide jaws to let Kesh step inside. Its mouth closed around her, and the beast made an exaggerated, wet sound as it tried to chew and crunch and crush. It stopped, though, and tilted its head, and opened its mouth to reveal... nothing more than a single strip of yellow cloth.

In the distance, Aelia could see a flash of saffron stardust as Elyntine Kesh reappeared, balanced on the top of one of the nearby huts. The Prince hemmed and panicked and even begged, but Aelia just unsheathed her daiklave and let a thin, scouring ray of sunlight gather on its blade.

"It's not *fair*!" the Prince howled, leaping back as Aelia prodded his defenses with a few quick cuts that left him stumbling backwards. Oh, he was fast! Quick as a cat, and when he turned a blow aside with his sharp talons, she could feel the strength behind his arms. He was strong enough to put his fist through an old oak. Even without the villagers or tigers to worry about, he was a deadly foe.

But she was a Dawn Caste, and battle was her vocation. His would-be lethal blows met empty air or easy deflection. Her orichalcum blade cut strips into his false flesh, Wyld blood spilling like a pool of silver fire. Strike by strike, Aelia earned her name anew. Kesh deserved a deed-name for her courage, but Audacity was already taken.



CHAPTER ONE

The Dragon-Blooded

THEMES AND ROLEPLAY

Ten thousand princes rule every corner of the world. While many are Dynasts of the Scarlet Empire, plenty of others maintain the Dragon-Blooded rule of Prasad and Lookshy, whether through diplomacy and guile or siege and warfare. Some reign in shadows as the exorcists of the Wanaasan clan of the North. A select few strive to build paradise on earth as Forest Witches within Oriethiya, the Living Forest. Still others are born to families of all ranks across the face of Creation — so-called outcastes and lost eggs of the Elemental Dragons until found by a faction that can use their talents.

While heroes in their own right, the Dragon-Blooded of Creation are defined by their connections to systems of power. Either they are inside, sabotaging or turning of the wheels of empire, or they are outside, considered lost, untethered. To the Dragon-Blooded empires, a lost egg is dangerous, a loose cannon in the making, a question mark without a good answer. To the outcaste herself, she is free from the shackles of obligation and duty. While an outcaste wanders Creation as their whims take them without the brand of Anathema, they cannot escape the call of family and expectation. Dragon-Blooded are intrinsically a part of their social environment, no matter how free they may feel. A Dragon-Blooded not entrenched in a bastion of power is an outsider, but at least an outsider with an understandable place in the hierarchies of Creation.

While a Solar or a Lunar might enjoy being a loner, and Sidereals seek company with those who can see through their Arcane Fate, Dragon-Blooded flourish in the company of peers and favored mortals. How else can ten thousand princes rule the world if they do not interact with it?

Key themes to keep in mind while playing a Dragon-Blooded are:

Hierarchy: A place for everything, and everyone in her place. Dragon-Blooded society builds itself on knowing where someone falls in relation to each other — knowing who is your superior and who you can throw under the warstrider can prove literally life-saving. To the Dynasts, the Scarlet Empress is indisputably at the top of Creation's hierarchy, though who they imagine will succeed her varies by Great House. The clans of Prasad and gentes of Lookshy have their own noble heads to look to, though they recognize the power (and danger) of the Scarlet Empire. Stranger Dragon-Blooded arrange themselves around clan heads, powerful exorcists, or even the god of a magical forest in the East. Hierarchy, while sacred, is not solid — clever Dragon-Blooded test the weaknesses of those in positions they crave and use the manifold tools at their disposal to usurp that power. However, this simply changes their location in the hierarchy; it doesn't put them outside of it. Even where a rogue Dragon-Blooded operates alone, she becomes the hierarchy; mortals and others look to her for guidance and protection as a righteous Prince of the Earth. Play a Dragon-Blooded if you want to struggle with the demands of living in a complex society.

Family and Expectation: Every Dragon-Blooded claims a stake in a bloodline. Those in Great Houses of the Dynasty, or wealthy Gentes houses of Lookshy, find themselves bearing the weight of expectation (both spoken and unspoken) from birth. Those who find a talent for diplomacy or etiquette learn how to manage parents, siblings, children, and cousins as easily as pouring tea. Those who don't often find their close family and friends on the battlefields, at school, or in gambling halls. Regardless of whether or not they fulfill those expectations, family will always be present. Rare is the imperial Dragon-Blooded who is completely isolated from her bloodline — though some might wish they were! Play a Dynastic Dragon-Blooded if you want to deal with the convoluted expectations of family, or if the idea of being entrenched in the complexities of familial infighting excites you.

Outcastes and lost eggs find themselves burdened with a dozen conflicting expectations once they receive their Exaltations. Was he planning on marrying a rich merchant? Now he better marry the ruler of a city-state, he's worth it. Was she a simple gladiator on a path to some moderate fame to feed her family? Absolutely not, she needs to build her own mercenary company and take the world for all it's worth. These expectations may be so absurd that when the Dynasts come to offer (or strong-arm into) the Outcaste a choice between joining the Scarlet Legions or the Immaculate Order, the decision comes as a relief. Play an outcaste Dragon-Blooded if you want to be an inheritor to a legacy of incredible power, and deal with all the expectations that come with it.

Empire: The vast majority of Dragon-Blooded belong to either the Scarlet Dynasty, the Empire of Prasad, or Lookshy. Dragon-Blooded empire is inescapable, commanding every corner of world. One of the most popular military manuals in circulation on the Blessed Isle is titled *The Thousand Correct Actions of the Upright Soldier.* The upright soldier is "civilized," a beacon of virtue to the lawless Threshold. Dynasts, Prasadi, and the Gentes of Lookshy see themselves as the righteous heirs of Creation, the generous bringers of technology and magic, the heralds of progress. The Immaculate Order places the Dragon-Blooded at the top of the Perfected Hierarchy; they are divinely appointed to rule. If they are the masters of their Empire, then why should what they do be considered incorrect? Play a Dragon-Blooded if you want to buy into the idea of being the rulers of the world.

Not every Dragon-Blooded bends the knee to the institution of empire, but even those outside its reach cannot help but feel its presence. Proximity to power defines the lives of outcastes. Perhaps they have developed their own minor sect, carving out their own bastion of power. Perhaps they pit themselves against the forces of empire as a freedom fighter or an outlaw. The Dynasty offers the razor or the coin; many outcastes accept but what of those who refuse? The Immaculate Order speaks of the rightful place of the Dragon-Blooded at the top of the Perfected Hierarchy. Dynasts are raised in an environment that tells them they're the best and most important, and the most legitimate of the Exalted. Some Dynasts hate the empire and want to witness its bloody downfall. Play a Dragon-Blooded if you want to rail against the institutions of the world.

Dragon-Blooded Sects

These are other powerful groups of Dragon-Blooded beyond the Scarlet Dynasty and the Realm.

Lookshy: At the mouth of the Yanaze river stands the last jewel of the Shogunate, the fortress-city of Lookshy. Ruled by the Gentes, a multi-tiered aristocracy of military families, it rivals the Realm in sheer number and quality of Dragon-Blooded Exalts. Its rulers hold the Lookshy Directive — maintain the city as a Shogunate city under the authority of the Seventh Legion until a new Shogun emerges — as a spiritual and political truth.

Empire of Prasad: While a satrapy of the Realm on paper, the Empire of Prasad does little more than pay a yearly tithe. They treat the Great Houses of the Realm as distant cousins and instead focus on expanding their own power along the shores of the Dreaming Sea. Prasadi Dragon-Blooded follow the Pure Way, an Immaculate Order heresy, that encourages mortals to worship them as living gods and holds a place for the Anathema in the wheel of reincarnation.

The Forest Witches: Deep within the forests of the far East, hundreds of Dragon-Blooded immerse themselves in a strange religion or magical practice that cuts them off from the wheel of reincarnation entirely. The Forest Witches jealously guard the Sea of Mind, a plane overlaying Creation like a veil on a courtesan, from their more "civilized" brethren. Some engage in banditry to feed themselves and their kin, while others preach of the wonders within their order. All abide by the decisions of their honored dead within Atsiluth Eternal, a city that exists only within the Sea of Mind.

Wanasaan Exorcists: Whispers tell of a family in the North with an unmatched talent for dealing with the unquiet dead. Those who they have helped know them to be no legend, but frighteningly real. The Wanasaan are a small family who live on the Silent Isle when not traveling Creation to deal with unwanted hauntings — at least, in theory. Due to a recent coup, there are fewer than two dozen Exorcists left, and the head of the family is desperately recruiting outcastes and lost eggs to continue the bloodline.

Heaven's Dragons: A remnant of the Dragon-Blooded host moved to the heavenly realm of Yu-Shan following the Divine Revolution. These families have lived within the Heavenly City for millennia, building their own complex community in a realm unsuited to mortal lives. Heaven's Dragons work as spies, aides, officers, and assistants to the members of the Celestial Bureaucracy, including the Sidereal Exalted.

Aspect Concepts

Below are some sample player character concepts for Dragon-Blooded, as well as alternate Exalt milestones.

Air

Dragon-Blooded of the Air find themselves looking toward the possible. They are high-minded idealists, strategists always two steps ahead of their enemies, and inventors of new wonders, Air Aspects may find themselves, intentionally or not, eschewing what is for what could be. What is your highest accomplishment, and why is it not good enough? What do you daydream about? How do you push those around you to be their best selves? What about Creation do you want to change? What do you hold sacred, if anything? What relationship do you regret throwing away in pursuit of your ideals?

EXAMPLES OF AIR ASPECTS INCLUDE:

- A novitiate of the Sisterhood of Pearls ventures into the wider world, seeking to test her soul against the wanton hedonism of Creation.
- A sweet-faced hunter from the Seven Storms who only ever steals from the rich to give to the poor, to the point that her fellows are concerned about her and her new code of honor.
- A Ledaal diplomat who genuinely wants to believe the best of everyone he encounters — but is never surprised when they draw their knives of betrayal.

Additional Exalt Milestones

At the end of each session, the Air Aspect gains an Exalt milestone if they:

- Acted according to a deeply held philosophy, even to her own detriment.
- Convinced a significant character to ally with her Circle using rational arguments.
- Discovered a key piece of knowledge in an unlikely place.
- A deep focus on a topic allowed the Air Aspect to solve a significant problem.
- Made a choice between a personal Intimacy and her goals.

Earth

Children of the Earth Dragon are implacable forces, slow to move but unstoppable once in motion. Patient, calculating, and generous, Earth Aspects are prone to both slow-burning resentments and unshakeable loyalties. What decision taught you that haste is dangerous? What impulses do you still indulge? Who would you die for? Who would you *live* for? What keeps you going even on the hardest days? How do you ground yourself? Why do you struggle with that one specific authority? What feelings do you keep buried?

EXAMPLES OF EARTH ASPECTS INCLUDE:

- She calls herself Mnemon's Favorite Granddaughter. Few would gainsay her — none can order the earth to stop turning itself into mountains.
- He is one of Gens Maheka's most promising siege engineers. While he's tested his craft in the wargames of Lookshy, he's curious to see how he holds up against other strongholds of Creation.
- They were a serf but somehow the dragons blessed them with Exaltation. They were sent to Pasiap's Stair by force. Now they are an

ADDITIONAL DRAGON-BLOODED MILESTONE

At the end of each session, the Dragon-Blooded takes an Exalt milestone if she engaged in significant physical or social actions to further the wellbeing of her bloodline, secured her legacy, or bolstered the actions of those dear to her.



implacable force for the Scarlet Throne in the Lap, and the bitterness of their glare turns blood cold.

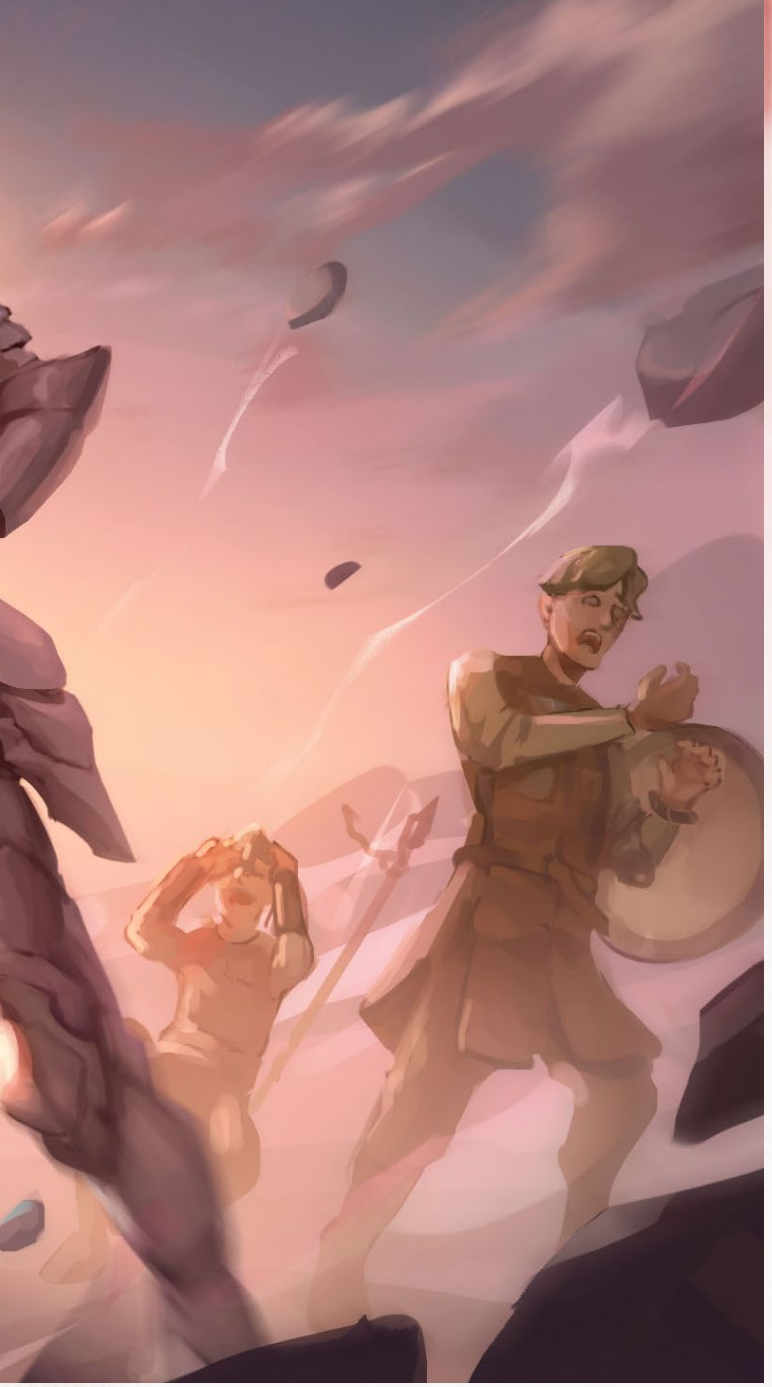
Additional Exalt Milestones

At the end of each session, the Earth Aspect takes an Exalt milestone if they:

- Refused to abandon an ally.
- Created or built something in the pursuit of a long-term goal.
- Expanded or added to a tradition or institution dear to her.
- Created something meant to last beyond this lifetime, physical or otherwise.
- Acted on a grudge, unrequited crush, or other one-sided Intimacy.

Fire

Dynamic, mercurial, and dramatic, Fire Aspects are the beating heart of Dragon-Blooded society. They love as passionately as they fight — sometimes with the same people. What passion drives you? Have you ever thrown away a relationship that you can never get back? Who is your on-again, off-again thing (romantic, violent, complicated, or otherwise)? What activity, object, or person entirely captures your attention? What burning memory



keeps you up at night? What never fails to make you lash out? How do you channel difficult emotions into something beautiful?

EXAMPLES OF FIRE ASPECTS INCLUDE:

- Perhaps a Wanasaan exalting as a Fire Aspect was some god's idea of a joke, but her family is very proud of her. Her exorcisms are all flame and salt and passion.
- While he's a general of House Cathak, his true passion lies in gambling. He's won and lost entire generational fortunes in a single night, and though he carefully sticks to his tours of duty, he knows where to find a good time.
- This Forest Witch rarely speaks, but xer eyes behind the mask communicate far better than xer words ever could.

Additional Exalt Milestones

At the end of each session, the Fire Aspect gains an Exalt milestone if they:

- Followed her heart, even to her own detriment.
- Swayed a significant character using intimidation or seduction.
- Defeated an enemy or rival with whom she has at least a Minor Intimacy.
- Launched into unnecessary or obvious danger because of their emotions.
- Initiated a fight with a romantic, friendly, or familial Intimacy, or is the first to apologize and mend bridges.

Water

Water Aspects move through the world with ease, healing and destroying in equal measure. The Dragon-Blooded can stagnate in their hierarchies and comfortable societies; a Water Aspect Exaltation encourages one to try new things, no matter how strange or unorthodox, in pursuit of better modes of being. Like their namesake, Water Aspects flow around obstacles, finding the path of least resistance. What great obstacle have you overcome? What's something about yourself you cannot bring yourself to change? What's something about yourself that you've already changed? What tradition irritates you most? What about your Sworn Kin do you wish they would agree to change? In what role do you feel most comfortable? What would you like to try in the future?

EXAMPLE WATER ASPECTS INCLUDE:

- They take on new names, faces, and genders as easily as a peasant washing a dish. They had a name once, but they no longer answer to it. All they know is House Iselsi and their vendetta, and they have made every effort to carve Intimacies out of their soul.
- Her teahouse hosts senators, generals, and doyennes of all sorts. They do not get past the threshold without paying the price: a story of something that changed their life. She keeps

them in files on paper thin as onion skin. Sometimes, she acts on them.

- He's an old Sesus spymaster who runs a boarding school for young lost eggs, raising them to choose either the razor or the coin. It doesn't matter who they were coming in. They will make that choice in the end. When he gets tired of dealing with children, he roams Creation disguised as an itinerant monk, searching for something that will make him believe in his work again.

Additional Exalt Milestones

At the end of each session, the Water Aspect gains an Exalt milestone if they:

- Created a plan or strategy around a fellow player character's preferences instead of her own.
- Convinced her Circle to ally with a former enemy.
- Achieved her goals using unexpected or unconventional means.
- Helped an ally heal or recover from a massive setback or defeat in a way that made them more powerful than before.
- Tried something new to her and enjoyed it.

Wood

Dragon-Blooded of Wood are deeply embodied, sensual, and present. They learn through practice and engagement and prefer to engage with material reality rather than theory and high-level strategy. Wood Aspects are driven to foster growth and progression in themselves and others. Who have you instructed or grown close to? What do you feel your Sworn Kin miss that you observe? What have you missed by only looking at what's directly in front of you? Which sense do you enjoy engaging with the most? Where have you never been and why do you want to go there? What about your spirituality do you struggle with? What unexpected benefit do you offer your allies?

EXAMPLE WOOD ASPECTS INCLUDE:

- As a Cynis, she challenged herself to collect one lover from each Great House, even the ones that don't exist. She's considered branching out to the Gentes of Lookshy — she loves a person in uniform.
- Wherever he walks, he does so within the Sea of Mind. He refuses to see the outside world without the thrilling veneer it provides. He is a Forest Witch and it is his life's duty to bring beauty back to Oreithiya — kicking and screaming, if necessary.
- Others might seek flashy, world-changing experiences to sate their curiosity. She is a scholar of etiquette, and finding a new or obscure method of courtesy delights her as much as any sorcerer discovering a new spell. She wields her etiquette like a weapon and opens doors for her Circle they didn't even know existed.

Additional Exalt Milestones

At the end of each session, the Wood Aspect gains an Exalt milestone if they:

- Gained closure over the death of a friend or the end of a relationship.
- Exposed a willing Circlemate to an experience that delighted them.
- Learned by doing, rather than from a book or instruction.
- Guided the subject of an Intimacy through a dangerous or difficult event that caused both characters to grow.
- Indulged in an embodied, sensory experience.

EXAMPLE CHARACTER: LEDAAL RATAN, THE BLACK BUTTERFLY MAGISTRATE

Ledaal Ratan is a sorcerer who uses bound demons and sorcery to investigate crimes and punish wrongdoers. He covers his insecurity about his social standing and poor family connections with sarcasm and ego. To play a character like Ratan, focus on Sagacity and Awareness. Take Sorcerous Initiation (**Exalted: Essence**, p. 211), Sagacity Excellency, Dragon Scale Shield, Secret Wind Revelation, Scent-of-Crime Method, and Wood Dragon's Claw as a spell.

Dragon-Blooded Charms

Athletics

DIRECTION-SPANNING ENDURANCE

Prerequisites: Athletics 4 or Navigate 4, Essence 2

Once committed, the Prince of the Earth never stops their journey, withstanding fatigue, danger, and failure through the sustaining power of the Dragons.

Commit 1 mote when the Dragon-Blooded undertakes a travel venture or attempts to outlast an opponent in a chase or race. Whenever they would suffer a consequence from failing a venture roll, the Exalt may instead take one Health Level of damage instead of dealing with the consequence or take the damage to reroll a failed opposed roll. Damage suffered this way never causes wound penalties but may not be healed until the venture or competition is over.

Air, Wood, or Water: Once per venture, end Aura to negate the consequences of cutting corners (**Exalted: Essence**, p. 155)

Earth: Ignore dice penalties up to the Dragon-Blood's Essence.

Fire: During an opposed roll, end Fire Aura rather than suffering damage to reroll all failed dice instead of the entire roll.

Righteous Dragon Path (Repurchase, Essence 3): The Exalt may commit additional motes to extend the effects of this charm to Hearthmates or battle groups under their command, one per character or battle group. If the Exalt ends Aura for this Charm's effects, all are affected by the Charm benefit.

FALLING STAR MANEUVER

Prerequisites: Athletics 5, Essence 5

The Dragon-Blood surges forward, shockwave and burning heat shroud marking her passage as she hurls herself against her enemies in a terrifying surge.

Spend 3 motes on Step 1. Make a rush action targeting an enemy with a decisive attack. The Dragon-Blood may cross any number of range bands to reach a target she can perceive, reflexively activating any Athletics Charms that enhance her movement, which do not count as Charm activations. The rush attack gains an additional die to attack and damage for every range band the Dragon-Blood enters. If the attack succeeds, her impact also causes an explosive one-time environmental hazard out to short range. This requires a reflexive Physique or Athletics roll to resist and deals levels of damage equal to the rolled successes on her damage roll.

FIVE-DRAGON TREAD

Prerequisite: Athletics 3

The power of the Dragons flows through each stride, elemental forces easing the Dragon-Blooded's way and hindering their enemies as churning earth, smoldering fire, or verdant growth accompanies each step.

Spend 1 mote. The character leaves a trail of difficult terrain behind them as they move, which does not affect them or their Hearthmates, and persists until the end of the scene. Gain a bonus success to any rolled actions involving movement (such as avoiding environmental hazards or rush attacks).

Air: The character freezes the ground or liquids they move across, allowing them to move across water.

Earth: The character may burrow through earth or stone, leaving a tunnel behind them.

Fire: The character may redirect flames they cross, directing fires toward or away from nearby flammable

A NOTE ON AURA.

Dragon-Blooded enter their native Aura whenever they reach active anima. They may switch their aura as described on p. 231 of **Exalted: Essence**. When a Charm requires a Dragon-Blooded character to end Aura, they lose all Aura benefits until they enter it again. They may do this by taking a miscellaneous action to reenter their native Aura as long as they're in active anima, or a different Aura by attuning to it through actively embracing the element as described in **Exalted: Essence**. When a Dragon-Blooded reaches iconic anima, they immediately enter their native aura again. While they can still end it if required to fuel a Charm effect, they cannot normally attune to a different elemental Aura until they leave iconic anima.

objects. This reduces environmental hazard damage to themselves or their allies by 1 and increases it against enemies by 1.

Water: The character may reflexively move one additional range band at the end of the round.

Wood: Vigor accompanies the growth of plants, reducing any wound, Hindered, or other physical penalties the character suffers this round by the character's Essence.

Ineffable Footstep (Repurchase): Pick an elemental aura the character may enter when activating this Charm. This may be repurchased up to the Exalt's Athletics times.

Special: All Aura effects apply to Hearthmates following the character's path.

GOD DRAGON DISPERSION

Prerequisites: Athletics 5, Essence 5

The essence of the Elemental Dragons flows through their child, and those that dare strike at her find only howling wind, burning flame, and killing cold.

Whenever the Dragon-Blooded successfully defends against a withering attack or does not suffer damage from a decisive attack while in Elemental Aura, they may transform into a form of inviolable elemental essence which scours their enemy. Make a counterattack on Step 8, which may use Athletics, granting additional effects based on their current Aura:

Air: Move their attacker and themselves up to two range bands each, in any direction.

Earth: Knock their enemy prone and blind them, inflicting a vision-based Hindered (p. XX) penalty.

Fire: Double the power gained on a withering attack (to a maximum of 10), and gain double 9s on damage on a decisive attack.

Water: Inflict the effects of the *distract* or *disarm* gambit.

Wood: Inflict the effects of *ensnare* or *reveal weakness* gambit.

Special: If the Dragon-Blooded activates a Charm to defend themselves on step 2, 4, or 5, they may immediately enter any Elemental Aura associated with that Charm without losing their Aura if they already have an active Aura. The Dragon-Blood may make the counterattack with any weapon they're equipped with, or their briefly transformed body, granting it the *artifact* tag.

HEART-OF-BATTLE ADVANCE

Prerequisite: Athletics 3

Burning their course across the battlefield, the Princes of the Earth keep pace with enemies brave and cowardly alike.

Spend 1 mote on any Step when an enemy in close range moves away or is taken out of the fight (Incapacitated or otherwise). Reflexively move up to one range band even if the Dragon-Blood has already moved, toward that enemy or another enemy within close range.

Air or Fire: If the Dragon-Blooded's next action is an attack against a character they moved into close range of, gain bonus dice as if they'd rushed the target.

Burning Footstep Pursuit (Repurchase, Essence 3): In combat, the Dragon-Blooded may activate up to their Essence in other relevant Charms to modify this reflexive movement.

Special: Using this Charm allows the Exalt to access Fire Aura.

SALVO-TO-SILT-AND-CINDERS

Prerequisite: Athletics 2

The Dragon-Blooded's anima prevents attacks from ever reaching the prince of the earth, arrows and bolts caught in living essence or obliterated by roiling elemental auras.

Spend 1 mote on Step 2 against a ranged attack. The weapon suffers −1 to its Accuracy and Damage, −2 at Active anima, and −3 at Iconic for the duration of this attack. This may reduce values to zero.

Air or Fire: On a successful defense, the character's anima may consume the projectiles, increasing their anima by 1. If a non-artifact weapon has the *Returning* tag (p. XX), it does not return.

Earth, Water, or Wood: On a successful defense, non-artifact projectiles are stuck in the Dragon-Blooded's anima for the scene. They may reflexively pluck them to ready them for an attack action, using the unmodified weapon statistics of the initial attack. If a non-artifact weapon has the *Returning* tag, it does not return.

SKY-AND-EARTH SURMOUNTING THUNDER DANCE

Prerequisites: Athletics 5, Essence 4

Moving in harmony with the elements that live within her, the Dragon-Blood moves through Creation with grace and lightness that belies her unstoppable force.

Commit 1 mote. The Dragon-Blood is immune to difficult terrain or environmental hazards related to their current Elemental Aura, gains +1 Defense, and immunity to *knockdown* and all forced movement gambits.

They may oppose all other attempts to move them with Athletics and gain their Essence in additional dice to the roll, even if this would otherwise be unrolled.

Awareness

DRAGON BODY AWARENESS

Prerequisites: Awareness 5 or Sagacity 5, Essence 5

The Elemental Dragon's essence is hers, and she can follow its flow through the world, from places of power and wonders of artifice to her own heart and back once more.

With a moment's focus, the Dragon-Blood can shift her awareness to any jade artifact or elemental demesne or manse she's attuned to. This includes any senses she wishes to experience. She gains five dice to Awareness rolls against targets in contact with the artifact or place and may target characters in contact with those places and objects as if she was there, at a cost of 1 mote per Charm or attack. When using places of power or artifacts she inhabits in this way for ventures or sorcerous workings, she may reduce the number of required obstacles by 1.

DRAGON'S DISCERNING TONGUE

Prerequisite: Awareness 3

A poisoned meal, drugged drink, or even toxic incense cannot easily be slipped past the Prince of the Earth's palate, dragon's essence burning away offending substances.

When an attempt is made to poison or drug the Dragon-Blooded, roll Awareness with their Essence in additional dice. The Dragon-Blooded is immediately aware of any mundane attempt to poison or drug them and may resist the substance with the results of their Awareness roll, or may spend 1 mote to may choose to instantly ignite the offending substance, burning it away before it can harm them regardless of their roll.

On a success, the Dragon-Blood is also aware of a supernatural poison or drugs.

You may also spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *What's the nature and effect of the substance?*
- *Who tried to poison or drug me?*
- *What's the source of the substance?*

Dragon's Stomach (Repurchase, Essence 2): Spend 1 mote to decant a dose of the substance into a ready container.

Special: Using this Charm allows the Exalt to access Wood Aura.

DRAGON-EYED VIGIL

Prerequisites: Awareness 4, Essence 4, Fivefold Resonance Sense (**Exalted: Essence**, p. 231)

The Chosen of the Dragons casts her senses through the elementals, looking upon Creation from a new perspective.

Commit 1 mote for the scene. Pick an element the Exalt has physical contact with. Until the end of the scene, the Dragon-Blooded senses through that elemental substance out to long range instead of her own senses. She retains awareness of her current surroundings when she extends her senses with this Charm. In addition to allowing her valuable points of view and the ability to easily spy on unaware targets, this grants her three bonus successes for any Awareness rolls involving targets moving through or events occurring in those elements in the case of earth, water, and wood, and three bonus dice for any rolls involving surveying the area for air or fire. She ignores concealment and similar visual penalties that don't affect the entire area of her empowered senses.

Special: Using this Charm allows the Exalt to access the Aura for the chosen element.

INVISIBLE CURRENT DISTURBANCE

Prerequisites: Awareness 1 or Sagacity 1

Attuned to invisible winds of the spirit, the Prince of the Earth knows when the passage of the unseen disturbs them.

The Dragon-Blooded is always aware when an immaterial character approaches within long range. They may spend a mote to make an Awareness or Sagacity roll to pinpoint its location.

Special: Using this Charm allows the Exalt to access Air Aura.

PASIAP PREEMPTS HASTE

Prerequisite: Awareness 3

Motionless like a stone pillar, imbued with the calm of the Immaculate Dragon of Earth himself, the Dragon-Blooded waits until the perfect moment to act.

Spend 1 mote after allowing an enemy to act before the Exalt in combat. If acting after an enemy whose Join Battle roll the Dragon-Blooded beat or if the enemy

interrupted the Exalt, the next action targeting that enemy gains their Awareness in extra dice and counts as an ambush. This applies only to the first turn and any time an enemy interrupts the initiative order.

Special: The mote is spent at the end of the enemy's turn and does not count as a Charm use for any Step.

SENSE-DESTROYING TOUCH

Prerequisites: Awareness 5, Essence 3

The Dragon-Blooded's foes finds their touch numb and nerveless, their sight cast down into darkness, their mouth full of ashes; to oppose a master of Creation is to forfeit even one's experience of the world.

Commit 1 mote when touching a target outside of combat. Make an Awareness roll against their Resolve. On a success, seal one of the target's five senses. Every two additional successes allow the Dragon-Blooded to seal an additional sense. In combat, this allows the Dragon-Blooded to make a special 2 Power *seal senses* gambit, for which they may always use Awareness. Their target suffers the Hindered penalty to rolls using each affected sense, in addition to the following penalties.

Sight: The target must Aim before making a ranged attack but gains no additional dice for it.

Hearing: The target suffers −2 Defense.

Touch: Enemies reduce all gambit costs against the target by 1 to a minimum of 1.

Taste and Smell: The target reduces rolls to resist environmental hazards by two successes. If the target has a source of Soak against a hazard, reduce it by 2.

Senses remain sealed until the end of the session, or until the target undergoes a recovery scene.

Sense-Destroying Mastery (Repurchase, Essence 5): The Dragon-Blooded may target any character they can perceive, including through Charms such as **Dragon-Eyed Vigil**.

Special: The Dragon-Blooded may always target a character already affected by the Dragon-Blooded's **Sense-Riding Technique** (**Exalted: Essence**, p. 232).

SCENT-OF-CRIME METHOD

Prerequisite: Awareness 3

Stolen goods hidden, blood washed from hands, vile deeds concealed; nothing the guilty do can keep the dragon from finding justice!

Invoke this Charm when investigating the evidence of an event, spending 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *Did something illegal occur here?*
- *Did someone try to conceal what happened?*
- *Was anything stolen?*
- *Was violence committed?*
- *Is anyone present involved in what happened?*

Gain double 9s on any rolls following leads gleaned from this Charm.

Air: Ask one question for free.

Earth: Gain double 8s instead.

SCENT OF INVISIBLE FIRE

Prerequisites: Awareness 4, Essence 2

Supernatural upheaval leaves its own spoor, which the Dragon-Blooded can taste on the wind.

When investigating a place where one of the Exalted or another supernatural creature such as a god has been during a dramatic scene, the Dragon-Blood may spend 1 mote to ask one of the following questions. Additional questions cost 1 mote each.

- *How long ago was the magic used?*
- *What category of supernatural creature was it? (Such as Exalted, god, or elemental)*
- *Was it a major exertion of power (costing 2 or more motes) or from an Exalt's anima effects?*
- *Was it a supernatural power I've seen used before?*
- *Was it a power I or a Hearthmate could learn?*

If a character has attempted to conceal their use of magic or presence, the Dragon-Blooded must succeed at an Awareness roll opposed by the target's attempt to hide their activity.

Sense the Hidden Ember (Repurchase, Essence 3): When the Dragon-Blooded enters an area where a major exertion of power has occurred, the Storyteller tells them or the player may ask if this has occurred retroactively.

Special: Using this Charm allows the Exalt to access Fire Aura.

Close Combat

DRAGON-SCALE SHIELD

Prerequisite: Close Combat 2

The Prince of the Earth channel elemental essence and anima into their defenses, insulating them from their foe's assault.

Spend 1 mote on Step 4 to gain +1 Defense against an attack and gain one of the following benefits. Pick one mode when this Charm is purchased; repurchases grant additional modes.

Deflection (Air): Gain an additional +1 Defense against ranged attacks. If the attack is with a physical projectile, increase Defense by 2 instead.

Foundation (Earth): Gain +1 Defense against gambits. If wielding a heavy weapon, gain an additional +1 Defense against all attacks.

Flicker (Fire): A successful defense against an attacker at close range reduces the attacker's overwhelming by 1, to a minimum of 0.

Undertow (Water): A successful defense inflicts −1 Hardness and −1 Defense against the attacker until their Hardness resets.

Nectar (Wood): A successful defense exposes the attack to a reflexively resisted poison hazard with a difficulty of the Dragon Blooded's Essence + 2, dealing the Dragon Blooded's Essence in damage.

Special: A character may end Elemental Aura in place of mote cost to use this Charm with the corresponding option (they must still know the specific option).

FLOTSAM-AND-JETSAM APPROACH

Prerequisite: Close Combat 2

A teacup slays an assassin, a sandal breaks the neck of a charging warrior, an ornate fan decapitates a rival; all the world's treasures break themselves against enemies when called to serve at the Dragon-Blooded's hands.

Improvised weapons do not suffer accuracy penalties when the Exalt wields them.

Spend 1 mote on Step 5 of a successful attack to destroy the improvised weapon to either gain the Exalt's Essence in additional power on a withering attack or additional damage dice on a decisive attack.

Fire or Water: This does not count as the Exalt's Charm use on Step 5.

IMMACULATE DRAGON'S ADMONISHMENT

Prerequisites: Close Combat 5, Essence 4

Seeing through weaknesses in their foe's defenses, the Chosen of the Dragons demonstrates their flaws through a lightning-fast series of blows, leaving the unfortunate enemy open for even worse punishment.

Spend 2 motes on Step 1 to make exactly three withering attacks against a single target without penalty. Power generated in this way may be given to any of the Dragon-Blooded's Hearthmates within short range. If the Exalt chooses to give the next action to a character who gained Power in this way, enemies may not interrupt the initiative.

Air: Power generated may be spent by Hearthmates out to long range.

MIRROR-ON-WATER

Prerequisites: Close Combat 5, Essence 5

Clear of killing intent, the Dragon-Blood calmly waits for their enemy's attack, turning murderous energy back on its wielder in a single perfect strike.

Spend 2 motes and end Elemental Aura on Step 2 to clash a decisive attack at any range. The Dragon-Blood adds their opponent's Accuracy as dice to the clash roll, and if they succeed, their opponent's wagered power and damage as dice to the damage roll. This Charm may be used once per session.

Special: The Dragon-Blood may reset its use by entering Water Aura and generating at least 5 Power with a withering attack.

ONCOMING CATACLYSM STANCE

Prerequisite: Close Combat 3

Power arcs from the Dragon-Blooded's weapon as they focus, lightning crawling along blade's edge or writhing growth sprouting from axe's haft, elemental essence preparing itself alongside the physical strike.

The character's *distract* and *reveal weakness* gambits last an additional round. When they make an attack against a target suffering from the results of *distract* or *reveal weakness*, they may reduce the number of rounds the target is affected to gain an additional benefit.

Pick one mode when this Charm is purchased; repurchases grant additional modes.

Storm (Air): Reduce the duration by 3 rounds. Gain 1 mote to spend on Charms modifying the attack.



Quake (Earth): Reduce the duration by 2 rounds. A *knockback*, *knockdown*, or *unhorse* gambit costs 1 Power.

Wildfire (Fire): Reduce the duration by 1 round. On a successful attack, deal Essence in dice of environmental damage to the target after the attack resolves normally.

Flood (Water): Reduce the duration by 2 rounds. Decrease the target's Defense by 1, or 2 if their Hardness has been reduced, against the attack.

Bloom (Wood): Reduce the duration by 3 rounds. On a successful attack, reduce the target's Soak by 1 for the rest of the scene. This may stack up to 3 times.

Unerring Disaster Edge (Repurchase Close Combat 4, Essence 2): The Dragon-Blood may select an additional option for Oncoming Cataclysm Stance's bonus when activating it.

Special: Using this Charm allows the Exalt to access any Aura.

SPILLING THE WORLD'S BLOOD

Prerequisites: Close Combat 5, Essence 4

Boiling essence flows from the Dragon-Blooded's anima into their attack, blows cutting lines of power into her foe that erupt with elemental fury.

Spend 2 motes and end Elemental Aura and make a decisive attack on Step 1. On a successful attack, add the Exalt's Essence in damage dice. At the end of the target's next turn, they suffer an environmental hazard as elemental essence wells up from inside of them, suffering the attack's damage dice again unless they resist with a simple Physique roll against difficulty 5. If they suffer at least 2 damage from the environmental hazard, it explodes outward, causing a second difficulty 5 environmental hazard in that range band for the rest of the scene which must be resisted again. The hazard deals the Dragon-Blood's Essence in damage dice with additional effects based on the Aura ended for this charm.

Air: Affected characters are pushed a range band in a direction of the Exalt's choice.

Earth: Affected characters are stuck in place until they successfully make a difficulty 5 feat of strength roll as a simple action and counts the area as difficult terrain.

Fire: The target of the original attack suffers Essence in levels of damage instead.

Water: Affected characters must make a simple Athletics roll to avoid falling prone.

Wood: The target of the attack suffers −2 Defense and all affected characters count the area as difficult terrain.

World Shattering Upheaval (Repurchase, Essence 5): Spend 2 additional motes to make this as an area attack out to medium range. Trivial foes are automatically defeated, and battle groups suffer 3 additional levels of damage from this Charm's hazards, which do not count against the damage cap.

Craft

EPHEMERAL FORM COMPOSITION

Prerequisites: Craft 4, Essence 3, Flawless Facet Realization

Ideas and plans become Essence-spun blueprints, allowing the Prince of the Earth to gaze upon their work in its full glory before lifting a hammer or brush.

The Dragon-Blooded may spend a dramatic scene creating or modifying plans for a new project, sculpting three-dimensional blueprints or instruction out of essence. She may draft plans anytime, anywhere, even if she does not have writing materials or adequate space to work. These plans cannot be destroyed or altered in any way, except by the Dragon-Blooded herself.

When working on the project later, she or her Hearthmates with whom she has shared her plans may reroll up to the Dragon-Blooded's Essence in failed venture rolls, taking the better result. If both rolls fail, add the successes together. Only one of the character's ventures may benefit from Ephemeral Form Composition's bonus per session.

FLAWLESS FACET REALIZATION

Prerequisite: Craft 3

Peerless understanding of their own work allows the Prince of the Earth to excise flaws and realize their plan with a gemcutter's precision.

Spend 1 mote when the Dragon-Blooded fails a Craft roll. They may immediately reroll, gaining their Essence in extra dice. This does not stack with any other rerolls; she must choose the better of the two reroll effects.

Earth: Instead of adding dice, reduce the difficulty by their Essence.

Wood: The Dragon-Blooded may voluntarily fail. If so, they may add the difficulty of the failed roll in extra dice to the next Craft roll they make this session. She may only voluntarily fail once per scene.

IMMANENT STONE KINGDOMS

Prerequisites: Craft 5, Essence 4

The Dragon-Blooded sees the secret potential of every stone and clod of dirt, and has but to command it assume its form.

The Dragon-Blooded can command stone and earth to reshape to their desire, rapidly turning raw stone and musings into solid buildings. They reduce the time scale of any architectural or landscaping venture (including manse construction) by one step. In combat, they can create heavy cover with a reflexive action on their turn as long as they have access to earth or stone.

Wood: The Dragon-Blooded may instead apply these benefits to wooden constructions and buildings instead.

Special: Using this Charm allows the Exalt to access Earth Aura.

JADE EGG HATCHES

Prerequisites: Craft 5, Essence 5

Imbuing creations with their living essence, the Dragon-Blooded master allows them to grow and flourish until their completion, bringing surprising wonders into the world.

Commit 1 mote when undertaking a crafting venture to make an artifact or manse. The creator may add additional functions or themes to the artifact or hearthstone, allowing a wider breadth of Evocations to be drawn from it, such as a white jade and behemoth bone goremaul that possesses both Evocations for shattering the bodies of the undead but also raising great fortifications when used in war. A hearthstone may have multiple inherent properties or a manse may have additional special abilities. When their creation is complete, they gain one Evocation for free, unless they gift it to a Hearthmate. If they do, that Hearthmate instead gains two Evocations for free, one from each theme.

LIVING FIRE OF THE FORGE

Prerequisites: Craft 4, Essence 3

Metal yields before the fires of the Dragon-Blooded heart and skill in their hands, allow them to smith wonders from nothing but raw material.

Commit 1 mote while doing metalworking or other craftwork that would normally require fire and coals, such as cooking or pottery. The Dragon-Blooded needs no external source of heat and removes any penalty for lacking the correct tools. If aiding another character

in a related Craft roll, the Dragon-Blooded adds their Essence in dice to any teamwork actions and may automatically complete one obstacle in a joint Crafting venture.

Special: Using this Charm allows the Exalt to access Fire Aura.

MASTER OF THE ATELIER

Prerequisite: Craft 4

With the proper tools and servants, the Dragon-Blooded can double and redouble their efforts.

Commit 1 mote when making a Mundane Item or Creative Work venture. As long as the crafter benefits from an applicable Merit (such as a skilled group of Followers for assistants or the Backing of an organization patronizing them), the first time the crafter succeeds at overcoming an obstacle in a session, they may immediately roll to overcome the next obstacle.

Industrious Dragon's Art (Repurchase, Essence 2): When buying advantages to increase the number or size of a Large-Scale Mundane crafting project, each purchase adds the initial number or amount, and there is no cap to how many times they may purchase that advantage.

Special: The aid of a Hearthmate replaces the need for an applicable Merit.

THE DRAGON'S MANY GIFTS

Prerequisites: Craft 3

Wielding the energies of the world, the Dragons' chosen never have to settle for working on a single project at a time.

Whenever the Dragon-Blooded undertakes a crafting venture, they may always take the following additional options as advantages.

Dragon's Nest Atelier (2 successes, maximum one Aura): After completing an obstacle, the Dragon-Blooded may choose to enter the Elemental Aura of their choice at the beginning of any scene until the end of the session.

Generous Maker (2 successes, no maximum): The Dragon-Blooded produces charming or surprising gifts from leftover material and scraps. Recipients of a gift gain a Minor positive Tie to the crafter unless they already possess a negative Intimacy to them.

Hearth and Forge Unity (3 successes, no maximum): The crafter or another character may treat the obstacle as a recovery scene.

Riches of the Rightful Ruler (3 successes, maximum one reset): The Dragon-Blooded resets the use of *Prince of the Earth* for the session.

Embassy

CRYPTIC ESSENCE CYPHER

Prerequisite: Embassy 2

Speech and language are the Dragon-Blooded's to command, concealing the truth of their messages from unworthy interlopers.

Spend 1 mote. The Dragon-Blooded creates a coded message that only a chosen individual can read. Alternatively, they select one of the Intimacies or Virtues they possess and make a coded message which can only be read by individuals who possess that same Intimacy or Virtue. The code is impossible to break without the aid of Charms or other magic, which creates a roll-off between the code breaker and the Dragon-Blooded's Embassy. The Dragon-Blooded immediately knows when someone has successfully cracked the code.

Savant's Invitation to Scholars (Repurchase, Embassy 4): Spend an additional mote when penning a coded message. An intended recipient who reads the message can return a reply in the same cipher, with the same protections.

FINDING THE WATER'S DEPTH

Prerequisite: Embassy 2

Attuning themselves to the flow of negotiations, the Dragon-Blooded discovers what treasures or deeds will make a bargain possible.

When making a social influence roll to *read intentions*, spend 1 mote to ask the following question:

- *What will it take for my target to agree to this deal or to perform a specific task?*

This costs 1 extra success as an additional purchase, applying to an additional deal or task each time. When acting on such information on related social influence rolls, double 9s. If the answer is "nothing," the Exalt regains the spent mote.

Water: The Dragon-Blooded applies the results and ensuing bonus to an organization their target is a member of.

Wood: If the price is a single task performed by the Dragon-Blooded, their honest agreement to perform that task gives any related social influence rolls double 8s.

Special: Using this Charm allows the Exalt to access Water Aura.

SALON-COLLECTING COURTIER

Prerequisite: Embassy 2

There is no court the Princes of the World are not welcome in, no salon that rejects their patronage.

After spending a scene being exposed to members of an organization, social group, or culture, the Exalt gains familiarity with that group, gaining +2 dice on influence actions targeting members of that group. The Exalt may maintain familiarity with up to their Essence in groups and may abandon it for an older group to replace it with a newer one.

Water: Attempts to weaken positive Intimacies, create or strengthen negative Intimacies, or cause members of a familiar group to act against the character suffer a three-dice penalty.

INTOXICATING LOTUS MANUSCRIPT

Prerequisites: Embassy 5, Essence 4

The Dragon-Blooded turns her skill in the written word into a weapon targeting a single person, writing prose or poetry so compelling to their inner world that they become helplessly obsessed with the works.

Spend 2 motes when writing a creative work, targeting the interests of a single individual. Roll Embassy against their Resolve, benefitting from double 9s if the Dragon-Blooded knows one of their target's Major Virtues or Intimacies and double 8s if they know both. On a success, the target becomes obsessed with the writing if they read it, gaining a Major Principle of "I Must Read More." The target suffers −2 dice on all mental rolls while distracted and unable to read more for the rest of the session, and to Resolve or Defense against the *distract* or *reveal weakness* gambits taking advantage of their obsession. At the end of a session where the target has been unable to read a new installment of the writing, weaken the Principle. This Charm's effects end when the Principle is destroyed, but exposure to new installments returns the Principle to Major intensity.

Soul Inflaming Venomed Words (Repurchase, Essence 5): A second use of this Charm ensures that the Principle it creates is always in line with the target's Major Virtue.

Special: Using this Charm allows the Exalt to access Wood Aura.

PEARL-AND-CORAL DIADEM

Prerequisites: Embassy 5, Essence 5

Like an inexorable tide, the Dragon-Blood sweeps away opposition to her control of an organization as she slides into its innermost workings.

Commit 2 motes and select an organization the Exalt has infiltrated. The Dragon-Blooded may reflexively make Embassy rolls against the Resolve of other characters present in a scene, instilling a Major Intimacy of belief in their legitimacy as well as benefiting from any positive Ties to the organizations for the duration of the Charm, while trivial characters treat the Dragon-Blooded as a leading figure in the organization, obeying reasonable commands. Characters may immediately make Integrity rolls to resist this effect if presented with evidence that the Dragon-Blood is not a legitimate claimant to the authority, unmodified by organization-specific intimacies. As long as the Charm is active, the Dragon-Blooded has Backing (Organization) as a Primary Merit. At the charm's end, affected characters believe they mistook the Dragon-Blooded as someone else, but retain any Intimacies toward the Dragon-Blooded gained normally. If the character has led the organization well, characters may want to employ them permanently, and the Dragon-Blood may purchase Backing for the organization with an Exalt milestone.

STONE PILLAR EDICT

Prerequisites: Embassy 5, Essence 3

Laws and instruction carved into stone carry the weight of the Dragon-Blooded's expectations, their followers both bound and uplifted by the Exalted's graven words.

Commit 1 mote. The Dragon-Blood carves a rule, order, or requirement into a stone tablet, structure, or monument, and binds members of an organization who follow her to obey it. Their subordinates gain obedience to the rule as a Major Principle. Trivial characters follow to the best of their ability unless supernaturally swayed, while significant characters must have another Major Intimacy or Virtue in opposition to the rule to resist following it. Characters who publicly leave the organization are no longer affected.

When undertaking actions utilizing their organization (such as ventures, battle group commands, or similar large-scale activities), that would benefit from the rule being followed, the Dragon-Blood adds their Essence in dice to the roll.

Shining Icon of Guidance (Repurchase, Essence 4): The Dragon-Blood may instead carve poetry, prose, or art in support of a Virtue or Principle into stone, their organization then striving to uphold that Virtue or Principle to the best of their ability in place of a concrete rule.

Special: Using this Charm allows the Exalt to access Earth Aura.

Integrity

DRAGON NEST METEMPSYCHOSIS

Prerequisites: Integrity 5 or Sagacity 5, Essence 3 or the Hearthstone Merit

Connecting her innermost self to the glorious essence of the Elemental Dragons in a place of power, the Dragon-Blooded rebirths herself at the moment of her greatest need or destruction

The Dragon-Blooded spends a dramatic scene dedicating themselves to a Virtue or Major Intimacy at an elemental manse or demesne they are attuned to. Once per story when suffering a dramatic injury, they may instead reflexively dissolve into Essence and reform at the manse or demesne in another dramatic scene after downtime appropriate to the severity of the injury, or at the end of a session. This limitation resets if they suffer a dramatic injury in support of a Hearthmate's Major Virtue or Intimacy. They may not use this in response to attacks that can permanently destroy immaterial beings. They heal the dramatic injury upon reforming.

Special: If the Exalt has access to a unique place of power that isn't a manse or demesne, such as a friendly god's sanctum, a cult's ritual space, or a forgotten First Age temple, they may instead reform there. This may replace the Hearthstone Merit requirement for this Charm with another appropriate merit, such as Backing in an organization with such a place of power. An Essence 3 character may reform at a place they have an Intimacy toward.

EMPRESS'S GARLAND

Prerequisites: Integrity 5, Physique 5, or Sagacity 5; Essence 4

In one hand, the Chosen of the Dragons holds the mountain fire, in the other, the crushing depths of the ocean, and all things yield to them.

While in Elemental Aura, if that Aura would change, the character may instead spend 1 anima to benefit from a second elemental Aura for the scene, gaining all benefits of both Auras from applicable Charms. Their anima reflects both visual and physical effects of each Aura. If an effect would end an Aura, they may choose one Aura to end and keep the other. Iconic anima does not lock the Dragon-Blooded out of any additional Auras.

Ascension Upon the World (Upgrade, Essence 5): The character may benefit from any number of individual auras in a scene, but only needs to pay the anima cost once.

HEART MAZE OPENS

Prerequisite: Integrity 2

The Dragon-Blood follows invisible paths through their own heart, tracing them to reveal the truths of others.

When beginning a scene, the Dragon-Blooded may choose to reduce the difficulty of any *read intentions* rolls they make or are the target of by the rating of the strongest relevant Intimacy or Virtue related to the subject of the *read intentions* roll. This choice remains for the entire scene.

Heart Maze Mastery (Upgrade, Integrity 3, Essence 3): Spend 1 mote when activating this Charm to apply its effects only to characters the Dragon-Blooded targets with *read intentions*.

Earth: If the Dragon-Blooded voluntarily reveals a Virtue or Intimacy when making a *read intentions* roll, they gain double 9s (for a Minor Virtue or Intimacy) or double 8s (for Major.)

Wood: Gain double 9s on one roll made to support a discovered Intimacy, Virtue, or motivation before the end of the session.

NUMINOUS ASSUMPTION OF FORM

Prerequisite: Integrity 4 or Sagacity 4

The Dragon-Blooded reshapes their very life and form around an ideal they hold as more precious and real than Creation itself, inner world now reflected outwardly in their form and abilities.

The Dragon-Blood picks a Major Principle they choose to embody and shape themselves around. They may choose to treat their embodied Principle as either a Virtue or an Intimacy where applicable, and their body shifts to reflect their principle's truths. A character with this Charm may spend a Secondary Merit to gain the Extraordinary Form or Extraordinary Heritage Advantage (p. XX), or a Primary Merit to gain both, reflecting further changes in their body and spirit from so drastically altering themselves in the pursuit of their ideal.

SLIPPERY MIND TECHNIQUE

Prerequisite: Integrity 3 or Stealth 3

Lies, omissions, and a simple refusal to reveal one's secrets keeps the truth closely hidden within the Dragon-Blooded's heart.

Spend 1 mote to increase the difficulty and success cost of *read intentions* social influence actions or other attempts to determine the Dragon-Blooded's motives or thoughts by 2. In combat, spend the mote on Step 2 to increase the cost of using the *distract* gambit against the Dragon-Blooded by 2. The Dragon-Blooded may choose whether or not to increase their anima when using this Charm.

Vanishing Mind (Upgrade, Essence 3): This may oppose even flawless magical effects that automatically succeed, granting its bonus to the roll off.

Earth: Reveal one of the character's Virtues to increase the difficulty and success cost by the Dragon-Blooded's Integrity or Stealth instead.

Water: Increase the difficulty and success cost by the character's Essence + 1 instead.

Special: Using this Charm allows the Exalt to access Water Aura.

THE MOUNTAIN STILL STANDS

Prerequisites: Integrity 5, Essence 2

Drawing upon the bedrock of her convictions as she strengthens and confirm them, the Dragon-Blooded sustains her mind and spirit in the face of immense adversity.

Once per session when the Dragon-Blooded successfully applies their Resolve against social influence that opposes their Major Virtue or Intimacies, or instills that Virtue or Intimacy in a non-trivial character, they may ignore non-self-imposed penalties to their rolls for the rest of the scene or treat the scene as a recovery scene. The limitation resets if the Dragon-Blooded defends a Hearthmate's major Virtue or Intimacy in a similar way.

Special: Using this Charm allows the Exalt to access Earth Aura.

TRANSCENDENT ASCENSION OF FORM

Prerequisites: Integrity 4 or Sagacity 4, Essence 3, Numinous Assumption of Form

Further pushing themselves into the realm of their ideals and away from their material natures, the Dragon-Blood escapes form and becomes as spirit and demon.

The Dragon-Blood may spend 5 motes to become immaterial (**Exalted: Essence**, p. 319) or 3 motes to materialize. They enjoy all the benefits and restrictions of dematerialization, but do not reduce the cost of Charm use.

Together into Nothing (Upgrade, Essence 4): The Dragon-Blood may instead commit 5 motes to allow a Hearthmate who shares the principle they embody to dematerialize along with them.

Navigate

BEAST-TAMING EMPATHY

Prerequisite: Navigate 3

Natural poise and commanding body language break down any barriers the Dragon-Blooded have for commanding Creation's natural beasts.

The Exalt may target natural animals with social influence actions without penalty, even lacking a common language. If using this during a venture to train an animal or that relies on animal cooperation, the Exalt gains double 9s.

Fire: The Exalt may strengthen an Intimacy they create in an animal in the same scene it's created.

Wood: Gain Essence in automatic successes for social influence rolls targeting animals.

CENTURY'S GROWTH ECSTASY

Prerequisites: Navigate 5 or Craft 5, Essence 4

Master of the world, the Dragon-Blooded coaxes life into explosive and sudden bloom, verdant fields or tangled jungles rising up as if decades of growth had happened in minutes,

Spend 3 motes and select an area within long range that has at least rudimentary plant life. It explodes into vibrant and healthy growth and remains for the session. It provides food, material for medicine or woodworking, or natural protective housing as the Exalt desires. At the Dragon-Blooded's option, it becomes a permanent part of the landscape, providing shelter, nourishment, or medicine to others indefinitely. Once per venture, this may immediately complete a relevant milestone (such as to provide raw resources, food, or landscaping ability). In combat, this may make up to her Essence in instances of cover, concealment, or difficult terrain within long range, as the character so chooses.

Birthday of the World (Repurchase, Essence 5): For an additional mote this may target an area with no native plant life, even if it would otherwise be fatal to growing greenery, such as inside the caldera of an active volcano. Alternatively, this may close a shadowland up to the size of a small town. Shadowlands bigger than that are otherwise reduced in size.

Special: Using this Charm allows the Exalt to access Wood Aura.

DIRECTION-SPANNING MARATHON ENDURANCE

Prerequisites: Athletics 4 or Navigate 4, Essence 2

See p. XX.

DRAGON'S NEST WELCOMING

Prerequisites: Navigate 4, Essence 2

The elements treat the Prince of the Earth and their companions kindly, blizzard snow erecting soft walls to keep out killing winds, landslides politely lining the walls of their hearth.

Commit 2 motes to ward a natural or manmade structure against the elements, no matter how flimsy. The Dragon-Blood's Hearthmates and up to their Essence in additional characters are totally protected from natural hazards and discomforts while inside and gain the *durable* quality with a rating equal to the Dragon-Blood's Essence against magical hazards or environmental damage while inside the structure. This does not protect the structure itself from direct attacks.

Shelter-and-Barracks Perimeter (Repurchase, Essence 3): A Dragon-Blood commanding a battle group may commit additional motes equal to that battle group's size to allow them to benefit from this Charm's protection.

Special: The Dragon-Blood may enter the Aura of whatever elemental force endangers the shelter's inhabitants, such as Air Aura when it repels a fierce storm or Water Aura when it splits a raging flood.

HEAVEN-CHALLENGING LEAP

Prerequisite: Navigate 2

Driving their steed to magnificent deeds, mount and rider defy gravity and other sundry laws of Creation.

Spend 1 mote to make the Dragon-Blooded's mount leap the distance it moves when moving reflexively. This avoids nonmagical difficult terrain and allows the Dragon-Blood and their mount to resist environmental hazards and magical barriers reflexively, gaining the Dragon-Blooded's Essence in bonus dice to any relevant rolls.

Air: Jump one range band vertically instead, as long as there is a place to land: i.e., the wall of a fortress or a sturdy tree branch.

Wood: This does not count as the Dragon-Blooded's Charm activation in combat.

STORM-OUTRUNNING TECHNIQUE

Prerequisite: Navigate 2

Storms, water, and the world itself part before keel or chariot wheel, as the Dragon-Blooded pilots their craft to increasingly dangerous speeds.

When piloting a vehicle outside of combat, spend 1 mote to reduce the difficulty of any rolls related to speed, racing, or outrunning an opponent or threat by the Exalt's Essence, to a minimum of 1.

In naval combat, spend 1 mote to reflexively reduce the penalty for flurrying a ship action by the Exalt's Essence, to a minimum of 0, and gain the appropriate effect if in Aura.

Air: Increase the Power gained on a successful withering Ordnance Attack by the Exalt's Essence.

Earth: Reduce the power cost of the Ram action by the Exalt's Essence, to a minimum of 1.

Fire: Increase the damage of a successful decisive Ordnance Attack or Ram action by 1.

Water: Increase the Defense bonus from a successful Position action by 1, and reduce the cost of the Escape action by the Exalt's Essence, to a minimum of 1.

Wood: Rapidly growing and grappling branches and vines allow the Boarding action to be used out to medium range.

Special: Using this Charm allows the Exalt to access any Aura.

THRASHING DRAGON STAMPEDE

Prerequisites: Navigate 5, Essence 5

As the Prince of the Earth rides across the battlefield, ablaze with Essence, even wild beasts follow them in acknowledgement of their status, in a crushing and brutal stampede.

Commit 3 motes once per story. A stampeding herd of animals native to the region follows the Dragon-Blooded as long as they ride, creating an environmental hazard covering two range bands at difficulty 5, dealing 5 dice of damage for every range band the Dragon-Blooded rides through in the turn. Outside of combat, this grants 5 extra dice for ventures involving destroying or ruining places or resources, or for moving wildlife around. The activation limit resets if the Dragon-Blooded spends a dramatic scene during downtime gathering up an enormous herd of animals.

Air: The stampede may instead be a descending flock of beasts from the air, affecting the whole battlefield out to extreme range but inflicting only 5 dice of damage.

Water: The stampede may instead be a great pod or school of sea beasts, following the character's ship as

long as it sails, and causing 5 levels of damage to ships subjected to it inside.

Performance

AUDIENCE ENCOMPASSING GENIUS

Prerequisite: Performance 3

Filling their artistic efforts with their spirit and Essence, the Prince of the Earth takes the measure of those who find themselves enveloped by their performance.

Spend up to the Dragon-Blooded's Essence in motes when performing. For each mote spent, pick one character present; the Exalt learns one of their Minor Intimacies or Virtues, or one of their Major Intimacies or Virtues if this isn't the first time they've targeted that character with this Charm.

DRAGON-GRACED INSTRUMENT

Prerequisite: Performance 2

The elements yield up treasures of heavenly quality to Dragon-Blooded performers,

Commit 1 mote to pull an instrument or theatrical prop out of an element, such as a fiddle from a bonfire, a pipa from a tree's boughs, or a costume of feathers from the winds over a plain. All Performance rolls using the instrument or prop gain 1 bonus success.

Air: Reduce flurry penalties by 1.

Earth: Reduce any non-multiple action penalties by 2 successes or 3 dice, as appropriate

Fire: Reduce the cost of the *instill* or *strengthen* social action for the roll by 1.

Water: Attempts to attack or influence the character suffer a three-die penalty as long as they play.

Wood: Reduce all flurry penalties for the Performance or Presence roll to 0.

Special: Using this Charm allows the Exalt to access any Aura.

HEART-STRENGTHENING SONG

Prerequisite: Performance 3

Words and song give those who stand with the Dragon-Blooded the will to endure and triumph against the odds, opposing even unnatural and mind warping forces.

Commit 1 mote for as long as the Dragon-Blooded performs, requiring a Performance action every round, which does not need to be rolled but may be flurried. Friendly characters gain +1 Resolve against social influence and +2 Resolve or +2 bonus successes to Integrity rolls against magical or unnatural effects. Hearthmates may reduce any non-self-inflicted penalties by the Dragon-Blooded's Essence.

Air: Hearthmates gain +2 dice for all actions targeting or opposing demons, elementals, and gods.

Earth: Affected characters ignore all wound penalties.

Fire: Hearthmates gain +1 Defense.

Water: Characters with negative Intimacies toward the Dragon-Blooded suffer a −2 penalty to actions targeting or directly opposing them.

Wood: An *inspire* Build Power action used to sustain this Charm may be flurried.

Special: Using this Charm allows the Exalt to access any Aura.

MESMERIZING SIREN CALL

Prerequisites: Performance 5, Essence 3

Words and music entrap the unwary, as the Chosen artist brings them into a world of her own Creation.

Commit 2 motes when making a Performance action against the Resolve of any number of watching characters. Affected characters are hypnotized, experiencing illusions of the Dragon-Blooded's choice as long as they continue performing, which may be flurried with other actions. If they wish to break the hypnosis to act, they suffer the Hindered penalty for the rest of the scene.

Air: Reduce flurry penalties by 1.

Earth: Reduce any non-multiple action penalties by 2 successes or 3 dice, as appropriate

Fire: Reduce the cost of the *instill* or *strengthen* social action for the roll by 1.

Water: Attempts to convince or warn affected characters about the character's actions suffer a three-die penalty.

Wood: Reduce all flurry penalties for the Performance or Presence roll to 0.

Dreadful Phantasm's Fury (Repurchase, Essence 4): Commit 2 additional motes to intensify the images to terrifyingly real visions. Characters who wish to interfere with the character must resist an environmental hazard with difficulty and damage equal to her Essence, resisting it using Integrity. However, any damage disappears at the end of the scene as the illusory wounds suffered vanish.

Special: Using this Charm allows the Exalt to access any Aura.

SMOKE ASCENDS TO HEAVEN

Prerequisites: Performance 4 or Sagacity 4, Essence 4

Prayers and burnt offers crackle with divine glory, moving spirits to hear the Chosen's petition.

Spend 2 motes when targeting a spirit with social influence, either in the character's immediate presence, or through a burnt offering or prayer. Gain double 7s on the roll and increase the intensity of any Intimacies or Virtues that support the Dragon-Blooded's social influence to Major. If they're already Major, they may instead count as a Virtue if doing so would benefit the Dragon-Blood's social influence attempt.

STRING-AND-SONG DEFENSE

Prerequisites: Performance 5, Essence 2

To interrupt the Dragon's song is to be rebuked in word and melody, destroying momentum and confidence in a single dismissive display of virtuosity.

Spend 2 motes on Step 2 to clash an attack with a Performance roll that does not count as the Dragon-Blooded's action for the turn. The Exalt must wager Power normally. If the Dragon-Blood wins the clash, they don't deal any damage, but instead steal their wagered Power plus extra successes in Power from the attacker, which the Dragon-Blood may keep or distribute to Hearthmates within medium range. If this would reduce the attacker's Power to 0, the Dragon-Blood's next attack to use social influence on them in the battle treats their Resolve as 0.

Special: If the Dragon-Blood is in any Aura, they gain 2 successes to their clash roll.

Physique

BODY CLEANSING EXERCISE

Prerequisite: Physique 3

Cycling their blood and Essence through living elemental cycles, the Dragon-Blooded's mastery of their inner world reduces poisons and disease to harmless respiration.

Spend 1 mote while the Exalt is subjected to a poison, drug, or disease. Immediately make a reflexive Physique roll against its difficulty with double 9s. On a success, every two extra successes reduce a poison's duration by an additional round or reduces a disease's severity by an additional step.

Air: Gain Essence in bonus successes against inhaled poisons or airborne diseases.

Fire or Water: Gain Essence in bonus successes against poison or disease that enter the body and blood directly.

Earth or Wood: Gain Essence in bonus successes against poison and disease transmitted by food or drink.

Wicked Exhalation (Physique 5, Essence 3 Repurchase): Upon successfully eliminating a poison or disease, the Dragon-Blooded may make an attack using Physique through clouds of toxic smoke or corrosive rains of poison and disease against a target in medium range, which counts as a medium ranged weapon with the *artifact* tag. A successful attack immediately exposes the target to the poison or disease, and they immediately suffer its effects as if they failed the initial roll to resist it.

EMPRESS'S GARLAND

Prerequisites: Integrity 5,Physique 5, or Sagacity 5; Essence 4

See p. XX.

ETERNAL TIDE ENDURANCE

Prerequisite: Physique 2

Adapting to a foe's attack, the Dragon-Blooded turns forces wielded against them into tools for their own defense.

Spend 1 mote on Step 2 of an attack targeting the Exalt. Against a withering attack, reduce Power generated by the Dragon-Blooded's Essence on Step 5. If this would reduce Power generated below the attack's Overwhelming, the Dragon-Blood gains the difference. Against a decisive attack, set the Dragon-Blooded's Hardness to their Soak + Essence, to a maximum of 10. If this increases it above the amount of Power spent on the attack, the attack becomes a withering attack, and the Dragon-Blood gains the difference in Power.

Earth: End Aura to gain +1 Soak against a decisive attack, which does not count against the dice limit.

Water: End Aura to increase the Dragon-Blooded's Hardness by their Physique instead of their Essence.

Special: Using this Charm allows the Exalt to access Water Aura.

GRANDMOTHER OAK EXERTION

Prerequisite: Physique 3

Inexorable strength can upend the world, the strength of ancient roots and oaken heart overturning fields and splitting mountains asunder.

When using Fortitude to determine if the Dragon-Blooded can perform a feat of strength, or if a feat of strength counts as lesser, the Dragon-Blooded's Fortitude counts as 1 higher. When making a feat of strength as a venture, the Dragon-Blooded may commit 1 mote to automatically succeed at an additional obstacle every time they succeed at an obstacle.

Special: Using this Charm allows the Exalt to access Wood Aura.

HURRICANE-AND-EARTHQUAKE MOMENTUM

Prerequisites: Physique 5, Essence 4

The Dragon-Blooded's fortitude is buoyed by relentless forces, enemy blows glancing off of them without ever striking true.

Commit 2 motes for the scene. Each time the character takes damage from an elemental source (such as the fire breath of an elemental or **Wrathful Winds Roar**, and including hazards) she may increase her Defense, Soak, or Hardness by 1. This Charm's effects may stack. The first time the character would suffer a dramatic injury, end this Charm instead. It can't be reactivated until the end of the session.

Dragon Body Endurance (Repurchase, Essence 5): While this Charm is active, ignore the effects of any dramatic injuries they are suffering for the scene.

SHIFTING THE WORLD AXIS

Prerequisites: Physique 5, Essence 5

The might of the elemental dragons can move even Creation, and for a moment that might is the Dragon-Blooded's.

Spend 2 motes when making a feat of strength roll, once per session. Reroll all failed dice on the roll. Outside of combat, this allows the Dragon-Blooded to make permanent changes to a landscape on a successful extreme feat of strength; rerouting rivers, pulling chasms closed, or flattening mountains are all possible.

In combat, this action may be flurried with a decisive attack action to make an attack with a natural structure the Dragon-Blooded wields as a weapon, such as an enormous tree or boulder. The result of the Physique roll sets the damage of the heavy weapon it creates to a maximum of +5, ignoring the normal accuracy penalty from the *improvised* tag.

Reset this Charm's activation limit if the Dragon-Blooded spends a dramatic or rest scene communing with the elements in a place of power or great natural beauty.

Special: Using this Charm allows the Exalt to access Earth Aura.

Presence

BURNING DRAGON VISAGE

Prerequisite: Presence 3

Fury fills the Dragon's words and mien, terrifying those who would stand against them.

Spend 1 mote to gain double 9s when making a social influence action to create or use fear against a target. On a success, the target suffers −2 dice to all social rolls opposing the Dragon-Blooded for the rest of the scene. In combat, activate this Charm on Step 3. On a success, the target also loses 1 Power, which the Dragon-Blooded may immediately gain or give to an ally.

Air: Reduce flurry penalties by 1.

Fire: The target instead loses the Dragon-Blooded's Essence in Power.

Earth: Reduce any non-multiple action penalties by 2 successes or 3 dice, as appropriate

Water: Steal an additional point of Power.

Wood: Reduce all flurry penalties for the Performance or Presence roll to 0.

Special: Using this Charm allows the Exalt to access any Aura.

ENKINDLE HEARTS AFLAME

Prerequisites: Presence 5, Essence 3

The Dragon-Blooded's words reach the very core of those she exhorts, driving them to amazing deeds.

Commit 2 motes and issue an order to take a course of action. If a friendly character follows the command, they gain +3 dice to relevant rolls during the scene.

Fire: A character gains additional dice based on any Intimacy they have in line with the command, +2 for a Minor Intimacy, or +3 for a Major.

Earth: This may also target battle groups, which also immediately rally on a success.

Burning Heart Unquenched (Repurchase, Essence 4): A character ignores all wound and dramatic injury penalties when following the command. A battle group increases its effective Drill by 1.

Special: Using this Charm allows the Exalt to access Fire Aura.

ETERNALLY ARGUMENTATIVE FLAME

Prerequisite: Presence 3

Ruling Creation leaves no time for the Prince of the Earth to rest, and so their instruction and argument continues unfettered by whatever other matters, whether painting or swordplay, would interrupt them.

Spend 1 mote to reduce flurry penalties for flurries including Embassy or Presence actions by 1.

Air: Reduce flurry penalties by an additional 1.

Earth: Reduce any non-multiple action penalties by 2 successes or 3 dice, as appropriate

Fire: Reduce the cost of the *instill* or *strengthen* social action for the roll by 1.

Water: Gain +1 Defense until the character's next action

Wood: Reduce all flurry penalties for the Embassy or Presence roll to 0.

Infinite Burning Inspiration (Repurchase, Essence 2): Spend an additional mote to allow Embassy or Presence Build Power actions to be flurried.

Special: Using this Charm allows the Exalt to access any Aura.

IRRESISTIBLE WARM-FACED STYLE

Prerequisite: Presence 3

Warmth and energy imbue the Dragon-Blooded's words and expression with irresistible attraction. Who can but be happy at a Prince of the Earth's attention?

Spend 1 mote when making a *persuade* social action. On a success, also create a minor positive Tie toward the Exalt.

Air: Reduce flurry penalties by 1.

Earth: Reduce any non-multiple action penalties by 2 successes or 3 dice, as appropriate

Fire: Reduce the cost of the *instill* or *strengthen* social action for the roll by 1.

Water: Negative Minor Intimacies toward the Dragon-Blooded do not increase the target's resolve.

Wood: Reduce all flurry penalties for the Performance or Presence roll to 0.

Special: Using this Charm allows the Exalt to access any Aura.

WARLORD'S CONVOCATION

Prerequisites: Presence 5, Essence 4



Inspiring incredible loyalty, the Dragon Warlord binds peer and subordinate to her cause.

Gain double 9s when *instilling* a Tie of Loyalty toward the Dragon-Blooded in a single target. That Tie may not be voluntarily lowered until the end of the story, unless the Charm's user directly harms them or threatens one of their Major Intimacies. Other attempts to weaken the Intimacy increase the Resolve of an affected character by +2, which does not count against the dice limit.

Ranged Combat

A SWARM, A TEMPEST, A FALLING SKY

Prerequisites: Ranged Combat 5, Essence 5

Launching an attack skyward, the perfected essence of the Dragons' chosen transforms it into an endless and terrible storm raining down upon their enemies.

Spend 5 motes on Step 1 and make a Ranged Combat attack, which may not be part of a flurry or multiple attack Charm. For the next three turns, this creates a difficulty 5 hazard of raining weapons out to medium range, doing dice of damage equal to total successes on the Ranged Combat roll, to a maximum of 15 each round. Battle groups, vehicles, buildings, and creatures of Legendary Size suffer levels of damage instead of dice. The Dragon-Blooded's allies are immune to the hazard's effects.

Earth: Any target suffering 3 or more damage is knocked prone.

Fire: Any target suffering five or more damage suffers a dramatic injury as well.

Wood: Add weapon damage as extra successes to the original roll that do not count against the dice cap.

ARMOR-RUPTURING FANG

Prerequisite: Ranged Combat 2

Hurled knife and crackling bolt strike through weak points in the target's armor or hide, allowing for ever more devastating attacks.

Spend 1 mote on Step 5 of a successful decisive attack to leave the Exalt's weapon or projectile embedded in the enemy. For the rest of the scene, or until the enemy succeeds at a feat of strength against a difficulty of the Dragon-Blooded's Ranged Combat, they suffer –1 Defense and Soak.

Air: The enemy suffers an additional penalty against ranged attacks equal to the Dragon-Blooded's essence.

Earth: Penalties from repeated uses of this charm may stack up the Dragon-Blooded's Essence+1 times.

Special: Using this Charm allows the Exalt to access Earth Aura.

DRAWING LIGHTNING, HURLING THUNDER

Prerequisite: Ranged Combat 4, Essence 2

Anima and Aura infuse the Dragon-Blood's weapons as they ready them, releasing explosive force when they finally strike home.

When in Aura or at Active anima, instead of adding to accuracy, the Dragon-Blood may add dice from the *aim* action to the Power generated from a successful withering attack or to damage rolls on decisive attacks.

Burning Quiver and Earthquake Pouch (Repurchase, Essence 3): The Exalt may end Aura to add the dice to both attack and damage rolls.

Special: Using this Charm allows the Exalt to access Air Aura.

GRASPING VINE SHOT

Prerequisite: Ranged Combat 3

Arrows twist and sprout into vines, pulling the Dragon-Blooded after them or snaring and confounding their enemies.

Spend 1 mote to turn a projectile into a grasping, living vine. This can be used to rapidly ascend or swing along the vine as either part of a reflexive move or a *sprint* action, or to make the *disarm* or *pull* gambits using Ranged Combat out to the weapon's maximum range.

Earth: A successful miscellaneous Ranged Combat action may create a durable vine bridge across an environmental hazard or difficult terrain, allowing characters to avoid it when moving.

Wood: Reduce the cost of gambits made with this Charm by the character's Essence, to a minimum of 1.

Spreading Root Volley (Upgrade, Essence 2): Commit 1 mote to make this Charm and its benefits last for the scene.

Special: Using this Charm allows the Exalt to access Wood Aura.

HIDDEN CHAKRAM METHOD

Prerequisite: Ranged Combat 3

Casting their weapons into the wind, they return when the Dragon-Blooded need them most, summoned back to their ready hands or into their enemy's neck.

The Exalt may banish up to their Essence + 1 thrown weapons or ranged projectiles. They may reflexively summon them to their hand at any time. Alternatively, at the end of a round where they haven't made more than one attack, the Dragon-Blooded may spend 1 anima to summon and make a reflexive attack with the banished weapon, which may not benefit from other Charms.

Air: Reflexive attacks made with this Charm may benefit from other Charms.

Fire: Decisive attacks made with this Charm gain the *piercing* tag. If they already had it, reduce the target's Soak by an additional point before dealing damage.

Water: When using the reflexive attack to make a gambit, end Water Aura instead of paying Power.

Wood: Spend additional anima, to a maximum of the character's Essence, adding 1 die to the attack for every anima spent.

MELA'S MANY TEETH

Prerequisites: Ranged Combat 4, Essence 4, Hidden Chakram Method

Filling their hands with weapons hidden in the wind itself, Mela's chosen release sudden and devastating attacks at the moment their enemies least expect them.

Commit 2 motes for the scene. At the end of any round in which the character made fewer than two attacks, they may reflexively make an attack with a ranged weapon. If they have weapons banished via **Arsenal Summoning Gesture** (**Exalted: Essence**, p. 191) or similar magic, they may reflexively summon one to their hand at no extra cost, or use attacks granted by Charms such as **Glorious Exalted Bolt** (**Exalted: Essence**, p. 208). If the Dragon-Blooded benefits from concealment, or if their target is under the effects of the *distract*, *knockdown*, or *reveal weakness* gambits, add the Exalt's Essence to damage dice on a decisive attack.

Air: Add Essence in attack dice as well.

Water: Decrease the target's Defense by 1 on a withering attack, until their Hardness is reset by a decisive attack.

Ten Thousand Fangs (Repurchase, Essence 5): Spend 1 anima on this Charm's reflexive attack to make it an area of effect targeting any number of enemies within range.

Sagacity

DEADLY ESSENCE FLASHPOINT

Prerequisite: Sagacity 3

Anima and Essence flow inward, sparing the world the Dragon's wrath until they release it in an explosive instant.

Commit 1-3 motes for the scene when the Dragon-Blooded's anima is at 5 or higher to instead withhold its effects. When rolling damage on Step 5, the Dragon-Blood may uncommit the motes to release the energy and immediately inflict damage from their anima on the target they hit, its difficulty and damage increased by 1 for every uncommitted mote.

Alternately, they may release 1 committed mote when making an Essence-based attack (such as **Glorious Exalted Bolt**), increasing range by one range band in addition to the Charm's other effects.

Special: The Exalt may end Elemental Aura in place of a committed mote when activating this charm.

DRAGON NEST METEMPSYCHOSIS

Prerequisites: Integrity 5 or Sagacity 5, Essence 5, the Hearthstone Merit

See p. XX.

EMPRESS'S GARLAND

Prerequisites: Integrity 5, Physique 5, or Sagacity 5; Essence 4

See p. XX.

INVISIBLE CURRENT DISTURBANCE

Prerequisites: Awareness 1 or Sagacity 1

See p. XX.

NAMELESS TOMB INTERNMENT

Prerequisites: Sagacity 5, Essence 5

Striking down a hostile spirit, the Dragon-Blood holds tight to its Essence and entraps it, binding it against any resurrection or return.

Spend motes equal to the target's Essence after defeating a spirit or other target with the Immortal quality (or any other ability to survive and reform itself) with a decisive attack. The Dragon-Blood chooses a dramatic manifestation of elemental essence, such as a cave, ancient tree, or ocean trench and seals the target away there, where they are entrapped for centuries, functionally removed from the game. External forces disrupting or destroying the location of sealing still frees the spirit, which requires either an appropriate magical venture or an extreme feat of strength.

Special: End Aura matching the elemental affinity of the chosen location to reduce the cost of this Charm by 5 motes, to a minimum of 1.

NUMINOUS ASSUMPTION OF FORM

Prerequisite: Integrity 2 or Sagacity 2

See p. XX.

TRANSCENDENT ASCENSION OF FORM

Prerequisites: Integrity 4 or Sagacity 4, Essence 3, Numinous Assumption of Form

See p. XX.

TOXIN-AND-VENOM EXORCISM

Prerequisite: Sagacity 2

Rapidly striking pressure points and vital tissues, the Dragon-Blood physician drives poison and venom from her patient, replacing it with healthy living essence.

Make a Sagacity roll as a miscellaneous action to treat a character afflicted with poison. On a success, the poison is expelled and cured, and both the Dragon-Blood and the affected character are immune to that poison for the rest of the session. On a failure, or if the target is not poisoned the affected character benefits from the Dragon-Blooded's successes as bonus dice on their next resistance roll against a poison, disease, or environmental damage this scene.

Special: End Elemental Aura to give a target the *durable (1)* quality until the end of the scene.

Stealth

ARTFUL FLOWING THEFT

Prerequisite: Stealth 5

Constant motion without visible effort or intent enables the Dragon-Blooded to take what they desire as easily and unremarkably as breathing.

The Dragon-Blood gains double 9s on all attempts to pickpocket or steal from a character's person and increases the difficulty for bystanders to notice a theft by the Exalt's Essence. Their target won't notice an attempted theft unless the Dragon-Blood fails by more than their Essence in successes.

Special: Using this Charm allows the Exalt to access Water Aura.

DRAGON SHROUD TECHNIQUE

Prerequisites: Stealth 5, Essence 4

Spinning air into a shroud against detection, the Dragon-Blooded disappears from sight.

Commit 1 mote to cloak the character in a vision evading shroud. All attempts to detect them or oppose their Stealth rolls suffer a −4 dice penalty, and they benefit from concealment in combat. While active, they may choose not to gain anima when spending motes on Stealth Charms.

Nothing But Air (Repurchase): Spend an additional mote on Step 2. Instead of the normal concealment bonus, the character may instead increase their Defense by 2. If the attack misses, they may immediately make a reflexive Outmaneuver Build Power roll.

Special: Using this Charm allows the Exalt to access Air Aura.

EXPLODING EVIDENCE TECHNIQUE

Prerequisites: Stealth 5, Essence 3

Infusing her crimes with fiery essence, the Dragon-Blooded crime lord prepares an explosive surprise for any who dare follow their exploits.

Spend 1 mote when attempting to conceal a crime, trail, or deed and roll Stealth. Anyone attempting to investigate, follow, or interfere with the Dragon-Blooded must oppose their Stealth roll; on a failure, they're subjected to a hazard requiring a difficulty 5 roll to resist, which deals the Exalt's Essence in levels of damage as the evidence violently explodes, precluding future attempts.

If a character attempts to present evidence of the Dragon-Blooded's wrongdoing, presence, or deception while the Dragon-Blooded is present, the Dragon-Blooded may spend Stunt dice to retroactively activate this Charm, immediately applying its effects to the offender.

Wood or Water: The Dragon-Blooded may instead imbue the evidence with poisonous essence, which silently harms investigators through contact poison (**Exalted: Essence**, p.146) rather than messily destroying evidence.

NAKED THIEF'S AUDACITY

Prerequisite: Stealth 3

It is nobody's business but the Dragons where the Princes of the Earth hide their personal possessions, and nobody but a Dragon would be able to find them.

The Dragon-Blooded may automatically hide up to their Stealth in small items on their person, including weapons with the *concealable* tag. Attempts to discover them not benefiting from magical enhancement automatically fail, while those benefiting from Charms or other magic the Dragon-Blooded may reflexively oppose with Stealth. They may palm or wield any such hidden item as a reflexive action.

Efficient Storage Strategy (Repurchase): Double the number of small objects the Dragon-Blooded can hide. A second Essence 3 repurchase allows an unlimited number of hidden small objects.

Dragon's Heart Hoard (Repurchase): While in Elemental Aura, the Dragon-Blooded may store items hidden with this Charm in her anima, which are undetectable to characters without All-Encompassing Sorcerer's Sight (**Exalted: Essence**, p. 188) or similar magic.

Shameless and Laughing Before the World (Repurchase, Essence 2): The Dragon-Blooded may ignore the size limits for a number of items equal to their Essence. These items may also be produced or wielded as a reflexive action.

SLIPPERY MIND TECHNIQUE

Prerequisite: Integrity 3 or Stealth 3

See p. XX.

SOUNDLESS ACTION

Prerequisite: Stealth 3

A whirling storm inside the Dragon-Blooded devours all sound they make, allowing them to go about their business in total silence.

Commit 1 mote. The Dragon-Blooded gains double 9s on Stealth rolls. Characters without magically enhanced senses cannot hear the Dragon-Blooded and suffer −2 dice to detect the Dragon-Blooded without having a clear line of sight to them. The Dragon-Blooded may choose whether or not to increase their anima when using this Charm.

Special: Using this Charm allows the Exalt to access Earth Aura.

WIND-AND-WORLD DISTRACTION

Prerequisite: Stealth 3

Sudden gusts of wind, subtle tremors, or other elemental expressions conspire to help the Dragon-Blooded's attempt to remain unnoticed.

Spend 1 mote after seeing the results of a Stealth roll. Immediately reroll it; if the reroll would also fail, add both rolls' successes together. Characters whose Awareness rolls would have defeated the lower roll know something unnatural is going on, even if they cannot detect the Dragon-Blooded.

Special: The Exalt may end Elemental Aura instead of paying the mote cost to use this Charm.

War

BLESSED DRAGON CHAMPION

Prerequisites: War 5, Essence 4

Striding forward and leading the vanguard into battle, the Dragon-Blooded general is empowered by the troops she raises to greatness.

Commit 2 motes while leading troops into battle. Gain double 9s on War rolls, +2 Defense against battle groups, and add the Size of all battle groups led as bonus dice to damage rolls against battle groups. If going into battle immediately after succeeding at a War dramatic scene (**Exalted: Essence**, p. 164), these bonuses apply against all enemies.

Immortal Dragon General (Repurchase): As long as the character is leading troops, they enjoy the benefits against all opponents.

DIVINE WIND ASSAULT

Prerequisites: War 5, Essence 5

Troops arrayed before her, the Dragon General launches a thunderously swift attack, her army upon the enemy before they can react.

Spend 2 motes when rolling Join Battle. Before any character takes their action, all battle groups the character commands may immediately make a reflexive move, and one battle group of the Exalt's choice may then make a reflexive attack. If the Dragon-Blooded's Join Battle roll had more successes than the target of the attack, they count as ambushed for the first round of combat.

Special: Using this Charm allows the Exalt to access Air Aura.

INDOMITABLE BLAZING STANDARD

Prerequisites: War 4, Essence 2

The burning essence of courage flows from the Dragon-Blooded to their troops, enabling them to perform great feats for their Exalted leader.

Spend 1 mote or 1 anima to reflexively improve a battle group's Drill by 1 until the end of the round. This allows an immediate rout check at the new Drill value if required, automatically passing if the new Drill rating would not have had to make the previous check. If the battle group already has Elite Drill, they instead gain double 9s on all rout, Build Power, and formation attack rolls for the rest of the round.

Victory's Burning Banner (Repurchase, Essence

3): Commit 1 mote to instead make this Charm last for the scene. The Dragon-Blooded may reflexively make a rout check once per turn.

PAIN-AND-TERROR-WEED TACTICS

Prerequisite: War 3

Striking at supply lines, lines of communication, and baggage trains, the Dragon-Blooded general ensures no enemy fights in comfort.

Commit 1 mote when engaging in a Warfare venture. Opposing commanders reduce their successes in each dramatic scene by 1. Enemy battle groups in combat scenes increase the difficulty of rout checks by 1.

Enemy battle groups suffer additional penalties if the Dragon-Blooded is in elemental aura.

Air: Ranged attacks gain the Hindered penalty and cannot benefit from the *aim* action.

Earth: All movement is treated as a simple action.

Fire: Close Combat attacks gain the Hindered penalty.

Water: Reduce Defense by 1.

Wood: Increase environmental hazard damage dice by 2 (or 1 level for hazards that deal levels of damage).

Special: Using this Charm allows the Exalt to access any Aura.

ROARING DRAGON OFFICER

Prerequisite: War 2

The Dragon-Blooded general's voices booms and echoes as if in a canyon, leaving no doubt to their orders.

Spend 1 mote on Step 1 to allow the Dragon-Blooded to flurry a *rally* Build Power roll with a Formation Attack (**Exalted: Essence**, p. 320). All Power from the Build Power roll must go to the battle group chosen to make the attack.

Air or Water: The target battle group gains +1 Defense until the end of the turn.

Earth: Reduce both flurry penalties by 1.

Fire: The target battle group gains +2 damage dice if it makes a Decisive attack.

Wood: The total result of the *rally* Build Power roll also apply against any rout checks the battle group makes until the end of the turn.

Special: Using this Charm allows the Exalt to access any Aura.

TIRELESS STONE MARCH

Prerequisite: War 3

The Prince of the Earth ensures harmony in their army's ranks, all troops marching and moving in unison.

Commit 1 mote. Reduce all penalties a battle group commanded by the Dragon-Blooded suffer by the Exalt's Essence and gain the Exalt's War in dice for any rolls to avoid environmental hazards or difficult terrain.

In Elemental Aura, the battle group gains the quality *durable (1)* against hazards matching the Dragon-Blooded's current aura.

Special: Using this Charm allows the Exalt to access Earth Aura.





CHAPTER TWO

The Lunar Exalted

THEMES AND ROLEPLAY

Lunars, like the Moon, are dual-natured, two-faced. The Moon waxes and wanes; is full and new — but it fades between those states gradually, defiant of simple binary categorization. Lunars are inherently both bivalent and ambivalent, human and animal, predator and prey; they incorporate elements of each of those states into the other, blurring the lines between them as often as they bring them into sharp contrast. Play a Lunar if you want to defy labels, definitions, or conventions.

Lunars are transgressive, crossing from one side of the borderline to the other and back again, examining in ever-increasing fractal detail where the lines between one thing and another lie, and then learning to move and redefine those lines. They transgress against cultural norms, rebelling against injustice and questioning tradition and authority, their voices spreading dissent that comforts the afflicted and afflicts the comfortable. They uphold cultural norms, recalling the sacred, the primordial, the instinctive, and the forgotten wisdom of the dispossessed, the silenced, and the marginalized. Play a Lunar if you want to push the boundaries of what is societally acceptable.

They are transitory, leaving their tracks across Creation in search of places to belong, territories to claim and defend, and people to call their own. They shift among cultures and cross-pollinate them in an endless sojourn of leaving and returning across a world that tells them they are not allowed there. They are transverse, at unharmonious angles to the ruling culture, standing out, standing up, and constantly under threat of being the dangerous, fearsome nail that gets hammered down. Play a Lunar if you want to lead a counter-culture movement, be a folk hero at the fringes of society, or make your mark on the world in a subtle and transformative way.

As shapeshifters, spies, and impostors, they are simultaneously part of the culture they infiltrate and apart from it, wearing layers of masks that hide their true faces while learning to question the value of truth and lies. Lunars abnegate the self, kill the ego, and become a mask with no face behind it. Their magic changes their own shapes but also the shapes of others, honoring the worthy with forms of power that express their essential natures and cursing their foes to be shaped against their wills to become other, just as they have othered. They are transformative, witches walking the borders between the material and the spiritual, maintaining the veil against harmful incursions one day and rending it with silver claws the next. They are *weird*, in the sense of standing in two worlds at once. Play a Lunar if you want to shed your human form and take on a dozen new ones.

Gender and expression, physical and metaphysical existence and transcendence are yet more binaries to be explored, exchanged, exceeded, expanded. As a divine trickster, the Lunar severs and rejoins, removing the part from the whole and restitching new wholes from old parts. They are animal instinct, foolish and feckless, hungry and hedonistic, the creature clever enough to reach into a trap and stubborn enough not to let go of the bait once they've grasped it. They are erudition and foresight, weaving spells of words and tapestries of tactics, the master artisan who hones the humblest craft to the level of art and the artist too proud to be humble. Play a Lunar if you want to mold yourself to your own desires.

They are transitional and liminal, occupying the hazy space where a thing is no longer what it once was but has not yet become what it will be. They are transmutative, flowing like quicksilver from one species to another, their skin hardening into scales or softening to slip through gaps, their evolutionary process ongoing, adaptive, and recursive. Monsters that refuse to die, red in tooth and claw, terrifying and alluring, strange and wondrous, free and caged, alone and together. Join them.

Caste Concepts

Lunar Castes are symbolized by the phases of the moon: Full Moons are indomitable warriors, Changing Moons are cunning tricksters, No Moons are enigmatic witches, and Casteless Lunars are like liquid, flowing to fit any container.

Full Moon Caste

Full Moon Lunars are mighty, implacable warriors who strike terror into the hearts of their foes for their ability to endure damage as much as their ability to deal it out. Their magic allows them to shapeshift their bodies into beautiful and monstrous forms beyond imagination, with boiling silver blood erupting from their wounds or redundant bones and organs growing to keep them alive through the most brutal battles.

Their spirit shapes are often apex species like the tiger, elephant, bison, or polar bear — those who walk the wilds without fear. Play a Full Moon if you're drawn to being a pack leader whose authority is obeyed without question, a confident charmer who snares the eyes and hearts of others with instinctive ease, or an increasingly-inhuman shapeshifter who explores the territories of body horror and euphoria.

What does your Full Moon think about Luna, and how did they encounter them? How did they come by their spirit shape? What great hardship might they have survived? How do they feel about their monstrous aspects? Do they embrace it? Have any past challenges proved beyond their strength? If so, what do they intend to do about that? If not, how does this influence their behavior?

EXAMPLES OF FULL MOONS INCLUDE:

- A warrior seeking revenge against the Realm for the destruction of their clan's homeland.
- An outcast who killed a family member in a fit of rage and seeks a way to channel her emotions.
- A popular orator who leads a double life as the leader of an underground resistance.

ADDITIONAL EXALT MILESTONES

At the end of every session, a Full Moon earns an Exalt milestone if they:

- Awed an audience with a show of raw strength or stubborn endurance.
- Embraced their monstrous nature or denied their humanity.
- Led, protected, or intimidated a group of ordinary people.
- Overpowered, commanded, or intimidated another animal or non-spirit beast or monster.
- Accomplished a noteworthy goal with the power, durability, or weirdness of their shapeshifting.

Changing Moon Caste

Changing Moon Lunars are borderline walkers, irrepressible tricksters who deceive others for their own gain and as Luna's agents of productive chaos, bringing change to stagnant societies and humiliation or enlightenment to tyrants. They have a dozen tricks up their sleeves for every possible situation, and an untamed will that delights in their use, regardless of what anyone else wants them to do.

Their spirit shapes are often animals like the hyena, spider, or raccoon — clever, playful, or sociable. Play a Changing Moon if you're interested in being a folkloric culture hero who laughs at corrupt authority, a mutable figure who freely experiments with the possibilities of gender, expression, and identity, or a cunning infiltrator who wears a thousand faces to turn their enemies against each other.

ADDITIONAL LUNAR MILESTONE

At the end of every session, Lunars earn an Exalt milestone if they got into or out of trouble by trusting their instincts, or defined themselves as an outsider from a group, or were defined as such by others.



What does your Changing Moon think about Luna, and how did they encounter them? How did they come by their spirit shape? What clever trick saved their lives? How do they feel about being a thing of manipulation and trickery? Do they embrace it or hate it? What's the most outlandish lie they've ever told? How attached or ambivalent are they about their own identity or sense of self?

EXAMPLES OF CHANGING MOONS INCLUDE:

- A con artist on the run from the Guild after a heist gone wrong.
- A spy who takes on different forms to manipulate the ongoing conflict between rival kingdoms.
- A wanderer who wears a different face at every campfire, spinning tales truer than the truth.

Additional Exalt Milestones

At the end of every session, a Changing Moon earns an Exalt milestone if they:

- Avoided or got into a tense situation through lies or stealth.
- Surprised someone important by acting in a way they didn't expect or predict.
- Suffered the pain of not belonging or helped another to alleviate that pain.
- Bonded with, manipulated, or confused another animal or non-spirit beast or monster.
- Accomplished a noteworthy goal with the mutability, beauty, or ingenuity of their shapeshifting.

No Moon Caste

No Moon Lunars are deeply connected to mystery and mysticism, witches and secret keepers who plumb the depths of reality with intellect and sorcery alike. This makes them imposing figures, able to see and learn what others cannot and to change the world with that knowledge.

Their spirit shapes are often animals like the mantis, salamander, or ibex — enigmatic, solitary, or uncanny. Play a No Moon if you're interested in being a wise but eccentric teacher, a reserved guardian of the natural world, or a skilled weaver of mystical forces.

What does your No Moon think about Luna, and how did they encounter them? How did they come by their spirit shape? When did their knowledge get them out of a bind? How do they feel about being a member of a priestly caste? Have they ever tattooed someone? Do they know how? Do they embrace or resent the isolation of their strangeness and secrecy? What riddle or lost knowledge still eludes their efforts? What do they intend to do about that? What secret do they know that they've never told a soul, and why not?

EXAMPLE NO MOONS INCLUDE:

- A seasoned elder who searches the world for his lost grandchild, taken from him by a local power.
- A scholar of ancient languages resurrecting a long-forgotten beast cult.
- A seer whose complex dreams reveal the future, including her own death at the hands of a soulmate she's never met.

Additional Exalt Milestones

At the end of every session, a No Moon earns an Exalt milestone if they:

- Impressed someone with a show of sagacity or magical prowess.
- Caused someone to regret underestimating how dangerous they are.
- Revealed or concealed information that is preternatural, lost, or world-shaking.
- Enlightened, withdrew from, or bewitched another animal or non-spirit beast or monster.
- Accomplished a noteworthy goal with the precision, subtlety, or cleverness of their shapeshifting.

Casteless

Casteless Lunars are diverse and independent, consisting of those who refused the tattooing rite for their own reasons and those who are newly Exalted and haven't yet been offered the option. Even among their iconoclastic kind, they are rebels who refuse to be sorted into neat categories, perhaps defiant of the Silver Pact's authority or isolated from other Lunars by choice or circumstance.

They can take any spirit shape, their choices as unique as they are — perhaps a jerboa, mantis shrimp, or bombardier beetle. If you read those examples and immediately decided not to choose any of them, play a Casteless. Your Casteless might be a character who's out of their depth, committed to blazing their own path without restrictions, or just intrigued by the flexibility of the mechanical choices offered by their anima abilities.

What does your Casteless think about Luna, and how did they encounter them? How did they come by their spirit shape? Why don't you have a Caste? Do you want one? Are you a free spirit or just not interested? Do you see getting tattooed as being forced into something, or is it just not a priority? What great dangers have you outwitted? Where will your own path take you? What pursuit have you decided to avoid, if any? What obstacle stands between you and what you want?

EXAMPLES OF CASTELESS INCLUDE:

- A curious explorer from a remote island untouched by the Realm or the Silver Pact.
- A once-brash youth living in fear of the Wyld Hunt after their Lunar mentor was killed before their eyes.
- A free-spirited artist who incorporates shapeshifting into his ever-changing performances.

New Milestones

At the end of every session, a Casteless Lunar earns an Exalt milestone if they:

- Freely and openly expressed a part of themselves that others would keep hidden.
- Discarded or altered a formerly important symbol or aspect of their identity.
- Walked their own path and found an unexpected moment of joy or sorrow along the way.
- Befriended, betrayed, or ignored another animal or non-spirit beast or monster.
- Accomplished a noteworthy goal with the novelty, bravery, or determination of their shapeshifting.

EXAMPLE CHARACTER: IRIA BLACKSTRIPE, THE HIDDEN ADDER

Iria Blackstripe is a saboteur and poisoner who infiltrates her enemies' strongholds in an unassuming form where she poisons her foes and slips away unnoticed. She has a dry sense of humor and is keenly observant. To play a character like Iria, focus on Finesse, Stealth, and Close Combat. Take the Stealth Excellency, Predator and Prey Mirror (**Exalted: Essence**, p. 261), Adder Fang Method (**Exalted: Essence**, p. 264), Moon's Hidden Face, and The Shadow Was Never Here.

Expanded Shapeshifting Rules

This section expands the Lunar Advantage, **Ten Thousand Forms** (**Exalted: Essence**, p. 52)

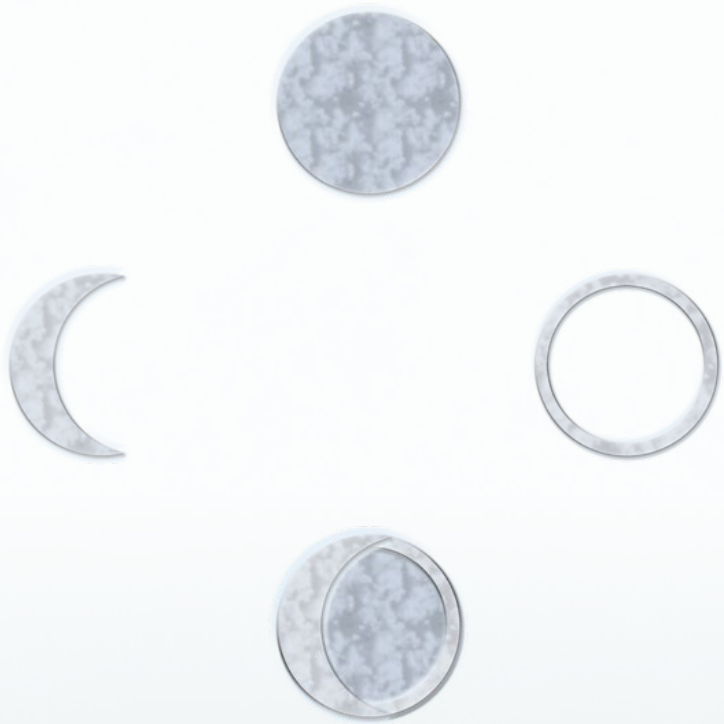
- A Lunar may treat their natural attacks as medium or heavy weapons in a form where that would be appropriate (such as a bear's furious claws or an elephant's stomping feet).

- They may add their Essence + 1 dice to their total pool for qualifying for feats of strength in a form where that would be appropriate (such as a yeddim or a gorilla) and on rolls during feats of strength ventures. These do not count toward the dice limit.

- Lunars in animal form cannot speak without the use of Charms, though they can communicate simple things, such as getting someone to follow them or pointing an ally to something they've noticed.

- When a Lunar enters an animal form, any items she was carrying or wearing that her animal form could not use vanish to Elsewhere and return to her person when she changes back. Moonsilver armor and weapons always shift to fit her form.

- Changing shape requires adequate space to complete the transformation. A Lunar cannot transform into an elephant in a mousehole. If the goal is to destroy the object or surrounding area with a suitable form, she treats that as a feat of strength with her Essence in bonus successes.



Lunar Charms

New Modes

The following modes are additions for the Charms contained in **Exalted: Essence**.

A DROP AMONGST THE OCEAN (P. 213)

One of the Herd (Lunar): The Lunar alters her body language and scent, appearing indistinguishable from the group to outsiders unless they perceive her Tell. Members of the infiltrated group take a −2 dice penalty to rolls to discover her true identity.

Shapeshifting

CONSTANT QUICKSILVER REARRANGEMENT

Prerequisites: Essence 3, Quicksilver Second Face

The Lunar flows between shapes as naturally as breathing, the elephant's trunk wrapped around her opponent becoming a striking viper.

Commit 2 motes. The Lunar applies the bonus granted by her spirit shape or hybrid form to an applicable roll. She may freely shift form between Steps, transforming into a new shape she knows at no cost. If this changes the bonus, it applies when the player rolls. She may do this to alter her natural weapon profile for accuracy and damage as well as any other relevant effects (for example, a snake form's venom). If she does this defensively, she adds the natural weapon's defense bonus to her Defense.

EVOLUTIONARY-NICHE SPECIALIZATION

Prerequisite: Hybrid Body Transformation

The Lunar's hybrid form is a continuing project to which she devotes herself, an ever-more-perfect embodiment of her essence.

Choose an Ability that the Lunar possesses at four dots or higher. Once per session while in hybrid form, she may add bonus dice to a roll with that Ability equal to the current number of motes she has committed.

Specialist In Generalization (Repurchase, Essence 2): Choose another Ability and give it the same benefit.

Apex Hyperspecialist (Repurchase, Essence 3): Choose an Ability. Its bonus may be applied once per scene.

INTERNAL FORM MASTERY

Prerequisite: None

BOND MODES

A few Lunar Charms presented here have the **Bond** mode. These are unique modes that do not require special purchase. Lunar players may create new Bond modes following the rules for creating personal modes.

In the First Age, the Lunar Exalted formed a pact with the Solar Exalted as a gesture of peace following a terrible war. This pact was sealed with rituals tying them to one another in bonds that would transcend their mortal lives. A Lunar meeting their bondmate for the first time in their current life immediately recognizes their bond and forms a Minor Tie to the person if they don't already have one.

With all of that said, there are three important facts to remember about the Lunar bond:

- Not every Lunar Exalt has a bondmate. This is a mechanic and story for the individual player to decide on.
- Not every bond is romantic. Some bonds are familial, some are intense rivalries, and some are... complicated.
- Not every bondmate is a Solar. Many of the Solars are now Abyssal or Infernal Exalted, to the Lunars' surprise and shock. Even rarer, some Lunars choose to bond to other Exalt types. Ask your Storyteller for permission if you'd like to develop such an unusual bond.

The Lunar has gained a deep understanding of one of her animal forms, embodying it so perfectly that it's nearly indistinguishable from the real thing.

The Lunar chooses an animal shape she possesses. While in that shape, she gains +2 bonus dice to actions benefited by her animal qualities. Her Tell becomes even more difficult to detect: trivial characters are never suspicious of that shape being in a place it doesn't belong, and non-trivial characters add the Lunar's Essence to the difficulty of their rolls to notice it.

Mastery of The Seventy-Two Transformations (Repurchase, Essence 2): The Lunar can have multiple favorite shapes up to her Essence + 1. In those forms, non-trivial characters no longer gain the three-dice bonus to spotting her Tell based on detecting it previously.

PERFECTED HYBRID INTERACTION

Prerequisite: None

The Lunar's ingenious transformation combines two of her animal forms; she looks upon the world as a deer-fox, a spider-octopus, or something even stranger.

The Lunar chooses two animal forms she possesses and creates a shape that combines them. In that shape, she can use the special qualities of both forms and a new special quality based on the hybrid shape.

PREY'S SKIN DISGUISE

Prerequisite: None

As the Lunar steals another's shape, she drinks in some of his strongest emotions.

When the Lunar steals the shape of a human, she automatically learns one of his Intimacies and can adopt it as her own for as long as she wears his shape.

TYRANT MOUSE DOMINION

Prerequisite: None

The Lunar shrinks even the most colossal of her forms to minuscule size.

Commit 1 mote. Choose a form the Lunar knows. When she shapeshifts into it, it gains the *tiny creature* quality (p. XX) and loses any other size-based attributes.

Repurchase (Essence 3): The Lunar may apply this to herself, rather than her forms.

Finesse

ALLURING SCENT TECHNIQUE

Prerequisite: Finesse 3

The Lunar exudes pheromones that subtly influence others, fanning the flames of positive emotions and muddling negative ones.

Commit 1 mote for the scene. Characters within short range — or up to long range, if the scene is windy — are affected based on the Ties they hold toward her or her current form.

No Tie: Characters are fascinated and intrigued and are treated as though they had Minor Ties of curiosity toward her.

Positive Tie: The Lunar gains an automatic success when rolling social influence against the target, and they suffer a −2 dice penalty to Awareness rolls that don't involve her.

Negative Tie: Characters can't use negative Minor Ties toward the Lunar to increase their Resolve against her. Characters with Major Ties become suspicious or paranoid and make irrational decisions depending on their nature: interrogating the Lunar at length, ignoring her entirely to search the surrounding area, etc., unless they use an action which cannot be flurried to shake their paranoia.

New Friend Aroma (Repurchase): *Persuade* actions against characters affected by this Charm treat the target's Resolve as though it were 1 lower.

DEVIL-QUEEN RAPTURE

Prerequisites: Finesse 5, Alluring Scent Technique

The Lunar basks in the attention of those she brings under her sway, drinking it in like heady wine.

When the Lunar succeeds at a social influence roll that involves seduction or fear, she gains her choice of 1 mote, 1 Power, or a set of banked Stunt dice.

BIRDS-FROM-FLOCK TARGETING

Prerequisite: Finesse 3

The Lunar hunter thins the herd of her enemies, felling many with one skillful shot.

Spend 1 mote on step 1 when making an aimed decisive ranged attack. The Lunar's attack targets all enemies within short range of her primary target as an area of effect. Against a battle group, it gains the aim dice bonus to the damage roll.

BOUNDING HARE EVASION

Prerequisite: Finesse 4

The Lunar knows well how quickly a wounded animal can be brought down, and knows she must first survive if she is to claim vengeance.

The Lunar gains one automatic success to her next *outmaneuver* Build Power action if she did not attack the previous turn. After taking damage from an enemy's decisive attack, she may spend 1 mote and take a reflexive *sprint* action on Step 8 as a leap up to two range bands.

CAT-FOOTED GRACE

Prerequisite: Finesse 3

The Lunar springs to her feet with feline agility.

Spend 1 mote. Rising from prone doesn't take up the Lunar's action this turn, and she ignores any effect that would make her movement non-reflexive. If the opponent opposes her *rise* action, it remains reflexive and she increases her Defense by 1 against the next attack he makes against her.

EMPRESS-GRIFTING CONFIDENCE

Prerequisites: Finesse 3 or Force 3

The Lunar lies with such utter sincerity that her words slip past her mark's defenses.

When the Lunar lies using *persuade* or *instill*, she reduces her target's Resolve by 1 for the action and chooses one of his Intimacies that she knows. He may not apply that Intimacy against this Influence, due to his belief in the Lunar's conviction. The lie must fit the negated Intimacy in some capacity, even if it's a bit outlandish.

FELLOW HOUND INSIGHT

Prerequisite: Finesse 3 or Fortitude 3

Even in human form, the Lunar's animal instincts are attuned to the unconscious signs of trust in others, allowing her to sniff out the subtlest connections between them.

While in a human shape and interacting with another character, the Lunar spends 1 mote to ask one of the following questions. Additional questions cost 1 mote each.

- *How are we emotionally connected?*
- *Does this character have an Intimacy toward this shape?*
- *What recent event have we shared?*
- *Am I indebted or beholden to the character in some way?*
- *What context might I be missing?*

FORM-SHEDDING SACRIFICE

Prerequisites: Finesse 3 or Fortitude 3, Essence 3

In the face of incoming danger, the cunning and stubborn Lunar absorbs a terrible blow, leaving behind an empty skin as one of her shapes takes it in her stead.

Once per session, when the Lunar would suffer a dramatic injury, she may spend 1 mote and lose one of her known forms instead, assuming that form just long enough to take the injury. She may not lose her spirit shape or innate human shape in this way.

FOX-TAILED TRICKSTER'S AUDACITY

Prerequisite: Finesse 3

By openly and flagrantly violating a cultural taboo, the Lunar provokes others to criticize, educate, or mock her — and to solidify their opinions on the custom.

Commit 1 mote for the scene, then choose a mode. Nearby members of the culture whose taboo has been violated notice the violation and are drawn into discussion or action in response.

Insider: If she accepts their words and is able to make appropriate amends, she and her audience gain a mutual Minor Tie of respect and audience members increase their Resolve against arguments that denigrate the custom by the Lunar's Essence.

Outsider: If she refuses their words and takes immediate action to show how little she values their norms, they gain a negative Tie toward her or her current shape whose nature and intensity are based on the specific circumstances.

LABYRINTHINE BEAST-MIND

Prerequisites: Finesse 4, Essence 2

The Lunar thwarts those who attempt to understand her by momentarily adopting the mentality of one of her animal forms, explaining away her values and goals with deceptively simple answers.

Spend 1 mote in response to a *read intentions* roll targeting her. The Lunar may replace the answers about her motivations or Intimacies her opponent seeks with simplified but non-contradictory alternatives based on the perspective of an animal form she possesses — substituting a mouse's "I plan to gorge myself on seeds" for "I plan to steal the slaver lord's fortune," or an Intimacy of loyalty to her Solar mate might read as loyalty to another mouse, etc.

Bond: When her Solar mate is questioned, the Lunar may interject using this Charm to explain his behavior or mentality based on the animal form she most associates with them, which doesn't have to be one she possesses.

Inscrutable Feline Attitude (Repurchase): When in animal form, the Lunar waives the cost of this charm.

DESIRE-REFLECTING RIVER

Prerequisites: Finesse 4, Essence 3, Labyrinthine Beast-Mind

Those who attempt to peer into the Lunar's innermost self see only a silver mirror reflecting their own thoughts and desires back.

Spend 1 mote in response to a *read intentions* or *persuade* action targeting her. The Lunar may replace (Finesse + Essence) bonus successes worth of answers her opponent seeks to reveal or coerce with identical Intimacies she knows they possess or with the answers they most desire to find. In the latter case she successfully deceives them but doesn't know what the answers are unless she reads their intentions to find out — a mirror knows not what it reflects.

BENEATH THE SILVER MASK

Prerequisites: Finesse 5, Essence 4, Desire-Reflecting River

Only the truly tenacious seek to plumb the unfathomable depths of the Lunar's consciousness. What monster will they find, at the center of the labyrinth?

Spend 2 motes when a target spends extra successes to try to read the Lunar's intentions. He is then trapped in the endless labyrinth of her enigmatic psyche until the end of the scene. While trapped within the labyrinth of the Lunar's mind, the target may not interact with other characters or objects in the scene. Other characters may also not target the victim. During this time, she may learn Intimacies of his as if she'd spent the same number of bonus successes he did on the *read intentions* roll. His Resolve is treated as two lower while trapped. The Lunar may not physically harm a trapped target but may curse, terrorize, or horrify him using any of her other magic. If she has the stalker or trickster Sacred Hunt styles, she may treat this as a Sacred Hunt. If she does not, and the target leaves her mind with any Intimacy of fear or desire toward her, she gains his shape as well. Significant characters may refuse this as if it were influence, but automatically take the refusal dice as dice of environmental damage and the Lunar automatically gains their form.

In combat, spend the motes on Step 6. Instead of trapping him within her mind she steals (Essence) Power from him and he may not target her with attacks that deal damage for a number of rounds equal to her Essence or until he escapes. Escaping while entrapped in combat requires a successful gambit with a Power cost equal to her Essence.

LIGHTNING STROKE ATTACK

Prerequisite: Finesse 3 or Force 3

The Lunar's attack is swift as lightning, catching even the quickest foe off guard.

Spend 1 mote on Step 3. The Lunar rolls twice and takes the better result for her attack. If both rolls fail to meet or exceed the target's Defense on Step 4, she adds the total number of successes together. If this total fails to meet or exceed the target's Defense on a decisive attack, he takes 1 point of automatic damage.

LIVING SYNECDOCHE EMBODIMENT

Prerequisites: Finesse 3, Essence 2

The Lunar becomes a conduit for a culture's essential truths, reminding them of who they are and what they believe.

When making a *persuade, instill, dissuade, strengthen,* or *weaken* roll, if the Lunar's Stunt invokes the words, symbols, or ideals of a culturally-significant figure to her audience — a beloved prince, guardian animal, notable philosopher, leading artist, etc. — she may apply her Excellency at no cost, but still generates anima.

If the Lunar is currently in the form of the figure she invokes, this Charm does not generate anima and any rolled 1s count as successes.

If she hasn't used Passionate Ideals yet in this story, her roll instills an Intimacy at Major intensity in her audience if she also instills it in herself.

Bond: The Lunar's mate may join her in presenting themself as similarly culturally significant. If they do so, they also do not generate anima and treat rolled 1s as successes.

Special: Usable once per story unless the Lunar interacts directly with the figure she impersonated and gains or strengthens a Tie toward them.

LOVEBIRD'S-GLANCE INTUITION

Prerequisite: Finesse 3

The Lunar is attuned to the subtlest signs of attraction in others, their scent, breathing, and body language betraying their intentions.

Spend 1 mote. When making any social influence roll against a target, the Lunar automatically learns one Intimacy related to desire, love, lust, etc. as though she had spent extra successes to do so. If they possess multiple such Intimacies, she learns either the strongest or the most relevant to the

situation — for example, a warrior's unrequited yearning for her Dynast rival might be more prominent when both are present at a court function, but her familial love for her children more so when she risks her life on the battlefield.

MONKEY TAUNTS LION

Prerequisite: Finesse 4

Even the calmest heart is stirred to blazing fury by the Lunar's displays of shameless braggadocio, shocking profanity, and unforgivable insults.

Commit 1 mote for the scene. When the Lunar rolls to *instill* a Minor Tie of rage in her target, it gains three bonus dice. If the target already has a Tie of rage, instead she gains a three-success bonus to *strengthen* it. If an existing Tie is already Major, waive the cost for this Charm and she gains an additional anima at the end of the scene. If the target takes a hard bargain or rejects the influence, the dishonor of allowing the Lunar's insults to stand *instills* a minor Tie of disrespect towards him in addition to the normal effects of the hard bargain or rejection.

Decrease the Lunar's Defense and Resolve against the target by 2 and decrease his Defense and Resolve by 2 against her allies. He may take hostile actions — attacks, social actions, etc. — against her alone, ignoring all others. Effects and actions that target her as well as others are allowed.

This Charm ends if she is incapacitated or socially humiliated by his actions.

MOON'S HIDDEN FACE

Prerequisite: Finesse 4

The Lunar is seen but unseen, as present and as imperceptible as the new moon against the dark sky.

Commit 1 mote. The Lunar — or an aspect of her identity like her Tell, tattoos, anima, or similar — fades from the awareness of observers within long range. Signs of her presence or activities are written off as coming from some other source. Significant characters trying to notice her hidden aspect must make an Awareness or Integrity roll at difficulty 7. Her Iconic anima is exempt from this effect and always reveals the Lunar for what she is.

DREAMS-AND-EXPECTATIONS STANCE

Prerequisites: Finesse 4, Moon's Hidden Face

The Lunar mimic becomes what others expect to see, only revealing her true nature when she chooses.

Spend 1 mote. The Lunar enters a scene where she isn't supposed to be, appearing in the form of someone who is supposed to be there – specifically, someone others want to see or are expecting. Characters who see her develop an instant, temporary Minor Intimacy reflecting this. Significant characters or characters with a reason to suspect Lunar infiltration may make an Awareness or Integrity roll at a difficulty equal to the Lunar's Finesse in order to see through the deception. If the Lunar possesses the shape of the person she impersonates, they roll twice and take the lower result.

Bond: If the Lunar appears in the form of her bondmate, waive the cost of this Charm, and both characters gain a set of Stunt dice at the end of the scene if her deception isn't detected.

Patient Cuckoo Practice (Repurchase, Essence 3): During an ongoing scene in which the Lunar is not present, she may, with the Storyteller's agreement, use this Charm to reveal that another character in the scene has actually been her all along, spending 1 mote to assume the identity of a trivial character or 2 motes for a non-trivial character.

LAUGHING APE DECEPTION

Prerequisites: Finesse 4, Essence 2, Moon's Hidden Face

The Lunar is wholly who she claims to be, and neither sorcery nor the stars may dispute that claim.

Commit 1 mote. Magical detection cannot discern the Lunar's true identity if she's hiding in a human shape; she reads as that person to any sort of scrying, magical reading, or identity-revealing effects. An object enchanted to only open for its owner will open for the Lunar if she is in the owner's form, for example.

She may spend a set of Stunt dice to cause a convenient accident when in a target's shape — a fortuitous encounter happens to her instead of the target, or a message meant only for the target is sent to the Lunar instead.

PENUMBRAL CRYPTID NIHILITY

Prerequisites: Finesse 5, Essence 3

The enemy's strike descends cleanly upon the Lunar's form, only to pass through it as she dissipates into mist and shadow. Was she ever truly there?

Spend 2 motes on Step 2. If she has 8 or more Power, the Lunar clashes the opponent's attack and may use Stealth to do so, wagering Power as normal. If successful, the Lunar may declare she was actually hiding in any location on the battlefield she could conceivably be. Her opponent loses the wagered Power and motes he

used on Steps 1 and 3, then his attack ends. Enemy witnesses become confused by her sudden disappearance and suffer the Hindered penalty to attacks targeting her until the start of her next turn. The Lunar may choose to take her next turn from the chosen hiding place.

Strike From Nowhere (Repurchase, Essence 4): Spend 1 mote on Step 8 to make a decisive counterattack against an opponent who missed the Lunar, with the attack counting as an ambush that doubles 9s on the attack roll and adds the Lunar's Essence in dice to the damage roll.

PLAYFUL HYENA GRIN

Prerequisite: Finesse 3

The Lunar coats her blood-chilling threats in layers of innuendo, subtext, and shibboleth, striking fear and confusion into her intended target while seeming to hold a casual conversation.

Commit 1 mote for the scene and choose a target. Whenever the Lunar makes a *dissuade*, *instill*, *persuade*, or *set up* roll against her chosen target using threats or coercion, only her target understands the sinister implications of her words. The target is paralyzed by the torturous ambiguity of the conversation, suffering the Hindered penalty on all social rolls against the Lunar until he succeeds at a *read intentions* roll against her and spends an extra success to learn her intentions for the scene.

When used against a target who is already engaged in open hostilities with the Lunar — in combat, for example — the cognitive dissonance between the Lunar's words and actions instead gives the target the Hindered penalty on a number of rolls equal to the Lunar's Essence made against her until he learns her true intentions.

Unseen Snickering Pack (Repurchase): When another character addresses her target in a way she can use to her advantage, the Lunar can spend 1 mote to use a subtle response or knowing glance to imply that they are supporting her threatening behavior, reducing the target's Resolve by 1.

Bond: The Lunar may apply the effects of this Charm to her bondmate, indicating that they are the threatening source instead. The Hindered penalty then applies to both the Lunar and her mate.

WOLVES-IN-THE-MIST INCITEMENT

Prerequisites: Finesse 4, Essence 2, Playful Hyena Grin

The Lunar infuses her every word and action with the wild-eyed terror of cornered prey, and the instinctual panic quickly spreads throughout the herd.

Spend 1 mote on Step 1. The Lunar rolls to *instill* a Tie of fear in unsuspecting targets of her choice who can see and hear her, though they don't recognize her as the source of their fear. Against targets who already possess Ties of fear, she gains the intensity of the Intimacy in bonus successes to the roll.

Affected targets believe they're in imminent bodily danger from whatever source they're most inclined to fear, and react accordingly — sounding alarms, racing to find weapons or protect loved ones, blindly following others, hiding, etc. They take the Hindered penalty on any rolls they perceive as irrelevant to the danger and reduce their Resolve by the Lunar's Essence for the scene — except against a roll to convince them their fear isn't justified, against which their Resolve is increased by the same amount once.

In combat, affected targets believe that the danger will come from hidden reinforcements, insidious magical deceptions, their enemy's overwhelming but intentionally held back ultimate abilities, etc. They react according to their nature — moving to vantage points or defensible ground, taking *full defense*, *prepare, focus, rally*, or *outmaneuver* actions, etc. — and suffer the Hindered penalty on a number of rolls equal to the Lunar's Essence that don't account for the danger.

POUNCING BEAST IMPACT

Prerequisite: Finesse or Force 4

The Lunar springs at her quarry with impossible speed and takes control of the battle's momentum, harrying him relentlessly.

Commit 1 mote for the scene on Step 1 of a rush. The rush takes the form of a mighty leap that extends upward two range bands. Choose a mode:

Predator: The Lunar steals 1 Power from her target if the rush is successful and gains 1 Power every time she rushes the same target or succeeds at a *pull* or *knockdown* gambit against him.

Prey: If the rush is successful, on Step 8 the Lunar reflexively makes another leap up to two range bands away. She gains 1 Power at the start of any turn when she is concealed from her target, and whenever she succeeds at an *ensnare*, *knockback*, or *pilfer* gambit against him.

ELUSIVE OKAPI METHOD

Prerequisites: Finesse 4, Essence 2, Pouncing Beast Impact



The Lunar stalks from shadow to shadow, never allowing herself to be brought to bay.

Spend 1 mote on step 1 when the Lunar makes an *outmaneuver* Build Power roll. She may flurry this and an *ensnare*, *knockback*, or *pilfer* gambit. Neither action suffers the flurry penalty, and she gains her Essence in bonus dice to the gambit. If the Lunar ends the turn out of sight of the targeted opponent, she gains her choice of an additional anima or a set of Stunt dice.

SILVER JAGUAR PURSUIT

Prerequisites: Finesse 4, Essence 2, Pouncing Beast Impact

The Lunar scents the blood of her wounded enemy and surges toward him, relentless in the pursuit of the kill.

Spend 1 mote on Step 7 when an enemy is dealt enough damage by an ally's decisive attack to inflict a wound penalty. The Lunar reflexively leaps up to two range bands toward him. If this puts her within close range, he adds her Essence to his wound penalty for any counterattacks he makes this turn. If she deals or dealt damage to him with her own decisive attack this round, whenever he moves away from her, she may move one range band toward him even if she has already moved that round. She gains his wound penalty in bonus dice to her next *rush, knockdown,* or *pull* gambit against him, and gains an additional anima if successful.

Bond: If the character making the triggering decisive attack was the Lunar's bondmate, whenever the target of the attack moves away from them, they may move one range band toward the target even if they have already moved that round. The bondmate gains the target's wound penalty in bonus dice to their next *rush, knockdown,* or *pull* gambit against him.

PREDATOR-PREY AMBIGUITY

Prerequisites: Finesse 4, Essence 3, Predator-And-Prey Mirror (**Exalted: Essence**, p. 261)

The Lunar embodies both snarling predator and silent prey, leaving her foe unable to tell if she will stand her ground or turn and flee at any given moment.

Commit 2 motes for the scene and choose a target. The Lunar's unpredictable nature paralyzes her target with indecision: they cannot make *persuade* or *read intentions* actions against her. The Lunar picks Predator or Prey when she activates this charm.

Predator: Treat her Defense as 1 higher and any time she successfully defends against their attacks, she

may apply the effects of the *distract* gambit as if she had her Essence in extra successes.

Prey: Treat her Resolve as 1 higher, and any time she successfully defends against their social actions, she may apply the effects of the *set up* action if she had her Essence in extra successes.

THE SHADOW WAS NEVER HERE

Prerequisites: Finesse 3

Overhearing or initiating a discussion of mysterious recent occurrences, the Lunar plants subtle seeds that draw suspicion away from her.

Spend 1 mote. The Lunar makes a *persuade* roll that ignores the penalty for multiple targets. On success, she convinces her targets to spread rumors that do not implicate her or her companions, disguising her argument as tantalizing gossip or unsourced public knowledge. Characters are compelled to look for other culprits, suffering a −2 dice penalty on rolls to convince others that the Lunar or her companions might be responsible for the circumstances. This lasts for the session.

Motionless Mantis Mimicry (Upgrade, Essence 2): The Lunar employs only the subtlest social cues and mannerisms to throw pursuers off her trail, not even needing to speak to her targets directly — in this case, the rumors spread are vague or contradictory, but this Charm and the next social Charm she uses in the same scene do not generate anima.

The Shadow was Always Here (Repurchase): The Lunar instead convinces her targets to spread rumors that *do* implicate her, her current shape, and/or her companions. This increases her notoriety, granting her four bonus dice on rolls against those who believe the rumors and increasing their Resolve against alternative explanations by 1.

The Shadow Persists (Repurchase, Essence 3): The Lunar's enemies can never be certain that she is not among them, as tales of her supposed exploits continue in the region. Choose one target character or organization affected by The Shadow Was Never Here. The effects of the Charm persist until the end of the story. She may use an Exalt milestone to gain Influence based on the effect of the rumors in a region.

WARY FOX INTUITION

Prerequisite: Finesse 4 or Force 4

The Lunar's keen senses warn of danger, alerting her to the approach of skulking assassins and invisible devils. Imagine their faces when she greets them without a hint of surprise!

Spend 1 mote. When a character the Lunar is unaware of comes within short range, she reflexively rolls *read intentions* against him. If she succeeds, in addition to the usual results she becomes aware of his presence, location, and emotional state. Additionally, she may make a reflexive social influence roll against him, which he suffers −2 Resolve against.

This Charm may only be used once per scene, unless reset by successfully revealing a target.

WOLF CRIES SHEEP

Prerequisite: Finesse 4

The Lunar disguises the evidence of her misdeeds, implicating another so that they take the blame.

Spend 1 mote. The Lunar makes an appropriate Finesse-based roll, with successes creating false evidence that increases the difficulty of any roll to uncover the truth of her actions by 1, to a maximum of +5. She may add these extra successes as bonus dice to her next attempt to deceive, manipulate, or beguile others who might try to seek the truth of her actions.

Force

ARGENT BATTLE EXEMPLAR

Prerequisite: Force 3

Bounding ahead of her own warriors, the Lunar wreaks havoc across the battlefield, creating openings for them to rush in.

Spend 1 mote on Step 8 after making a decisive attack against a battle group. A battle group under the Lunar's control makes an attack, adding the Lunar's Essence in bonus dice to their attack and damage, and increasing their Overwhelming by 1 to a maximum of 5.

When gaining Power from a withering attack, grant an allied battle group gains half that value (rounded up) as a die bonus to their next attack.

As the Beast Commands (Repurchase): The Lunar additionally gains the same dice bonus to the next rout check she makes.

Bond: The Lunar may activate this Charm on behalf of a battle group commanded by her bondmate, instead.

ARGUMENT-ECLIPSING SHADOW

Prerequisite: Force 3

The Lunar exerts pressure on others through body language alone, causing them to stumble over their words.

Spend 1 mote, which does not generate anima, when a character makes a social influence action against

the Lunar. Her alluring beauty or wordless menace distracts the speaker, and he suffers the Hindered penalty. If he botches, he forms a Minor Tie of fear or desire toward her, as appropriate.

BARK PROMISES BITE

Prerequisite: Force 3

The Lunar's words are spoken with the certainty that she will back them up with tooth and claw.

Spend 1 mote after failing a *dissuade*, *instill*, or *persuade* roll, or when the target chooses to resist the influence of one of those rolls. The Lunar gains or intensifies a negative Tie toward the target and gains two bonus successes on a withering or decisive attack against the target made before the end of her next turn.

Bond: The Lunar may activate this Charm on behalf of her bondmate, granting them the benefits instead. She pays the cost as usual.

BEAST-KING DICTATES

Prerequisite: Force 3

Speaking with the natural authority of a pack leader, the Lunar's words always reach the ears of her listeners.

Spend 1 mote after seeing the result of an influence roll involving persuasion, bargaining, or threats. The Lunar may reroll all dice that do not show successes. She may spend an additional mote to set up to three dice as successes before rerolling.

COBRA'S HYPNOTIC GAZE

Prerequisites: Force 4, Essence 2

The Lunar mesmerizes her target with her overpowering will, imparting commands that he will later enact without remembering their source.

Spend 1 mote. The Lunar maintains eye contact and speaks in a hypnotic cadence while making a *dissuade* or *persuade* roll. Each Tie of fear or desire the target possesses toward her or her current shape makes him unable to utilize an Intimacy of the same intensity to adjust his Resolve. If questioned, he remembers only vague impressions of the interaction.

If she succeeds, he believes the action he takes or avoids is of his own volition, and she specifies the circumstances and time within her Essence hours of downtime or before the end of the session that he will enact it — pouring a glass of wine on an Immaculate Monk in the middle of dinner, staying silent when a beastman with a red axe walks by his post, opening the treasury door when he hears a wolf howl, etc.

The usual rules for unacceptable influence and the limitations of persuasion still apply.

Delayed Venom (Upgrade, Essence 3): Extend the duration to the Lunar's Essence in days of downtime or until the end of this session and the next one.

SELF-ABNEGATING OUROBOROS

Prerequisites: Force 4, Essence 3, Cobra's Hypnotic Gaze

The Lunar turns her mesmerizing gaze inwards, temporarily obliviating aspects of her own personality.

Spend 1 mote. Enter a dramatic scene depicting a few minutes of self-guided meditation. The Lunar makes a Force + Awareness, Integrity, or Performance roll. She may spend successes on this roll as though making a *read intentions* roll against herself, except that each piece of information that would be learned is obscured until the end of the session instead. This doesn't change what she can do, only her knowledge of her motives — she might continue on her mission to infiltrate a stronghold, but won't know why she's there if questioned, with no discernible goal on any *read intentions* rolls made against her.

Silver Serpent Metanoia (Repurchase, Essence 4): Rather than obliviated, these aspects of the Lunar's personality are replaced as she chooses for the same duration — paying three successes allows her to replace her Major Intimacy of hatred for the Realm with a Major Intimacy of loyalty for House Peleps, for example.

DEVOURER OF FORM

Prerequisites: Force 4, Essence 4

The ravenous Lunar not only claims the shape of her prey, she consumes it entire, cursing him to walk the earth in a form she deems more fitting.

When the Lunar claims a human's shape without killing him, she may spend 1 mote to transform the target into one of her known animal shapes. Trivial targets are transformed forever. Significant characters may make an Integrity or Sagacity roll at difficulty 7 at the start of every session to transform back, reducing future difficulty by 1 every time they fail the roll. Successfully turning back immediately grants the victim a Major Tie of fear or desire toward the Lunar.

DIVINE MONSTER JUDGMENT

Prerequisites: Force 5, Essence 5

Mothers warn their children of a sacred beast that appears to punish those who transgress against the most fundamental tenets of their culture. The Lunar becomes an avatar of this beast.

Spend 1 mote. The Lunar chooses a custom of a culture she has a positive Major Tie toward, and embodies divine punishment against those who violate the custom, gaining the following benefits for the rest of the story:

- She doubles Resolve bonuses from her Ties to the culture against any influence that would cause her to violate the custom herself.
- If her Essence exceeds her target's Resolve, she automatically succeeds when reading his intentions to determine if he has violated the custom, intends to do so, or holds an Intimacy contrary to it.
- When she makes a *persuade* or *dissuade* roll against a member of the culture while invoking the custom, he reduces his Resolve by 1 and cannot refuse her influence, only make a hard bargain.
- When enemies that have violated the custom roll Join Battle against her, they suffer a three-dice penalty. If she wins the Join Battle roll against them, she treats her first withering attack against each such enemy as if she had +1 Overwhelming, to a maximum of 6.

This Charm may be used once per story, unless the Lunar accomplishes a major milestone related to the custom's importance or that benefits its culture.

DIVINITY-STEALING BEAST IDOL

Prerequisites: Force 4, Essence 3, Boundary-Marking Meditation (**Exalted: Essence**, p. 262)

When the calls of mortals go unanswered by gods and spirits, the Lunar takes them under her wing — if doing so means forcing the god to submit, so be it.

Spend 1 mote. When the Lunar learns the single goal or desire a god's followers most fervently crave — by spending time among them, eavesdropping on their prayers, reading their intentions, being asked for aid, etc. — she rolls to read the god's intentions with bonus successes equal to the strongest negative Intimacy she discovered toward him among his followers.

If she learns that he is unwilling or incapable regarding satisfying the desire — or simply believes herself more suited for the role — she may fulfill it instead. If a majority of the god's followers acknowledge and honor her actions, she strips him of his divine authority, unless his Essence is higher than hers, in which case she must fulfill an additional desire for each point of Essence that exceeds hers.

Once successful, she claims the god's most significant shrine or place of power and its surrounding area as her own territory as per Boundary-Marking Meditation.

If the god resists her efforts, she must occupy and defend the territory: she picks one environmental aspect for her new territory instead of three, gaining the second on the next moonrise and the third on the following one, at which time it becomes hers forever.

ENDLESS NIGHTMARE HUNT

Prerequisites: Force 3 or Fortitude 3, Essence 2

Those who have been marked by the Lunar's claws and words may think they have escaped her, only to find that she stalks them through their own dreams, feeding on their fear.

Commit 2 motes on Step 7 after dealing damage with a decisive attack or on step 4 after *strengthening* a Tie of Fear to Major intensity. The Lunar's target is cursed by her vicious enmity, reducing his Defense (if an attack) or Resolve (if influenced) by her Essence while she can see him and for the rest of the session, whether he knows he's being watched or not.

His dreams become horrific nightmares of being hunted by her, and if the Lunar spends at least an hour of downtime in uninterrupted concentration watching the target sleep, she may claim his shape. If she leaves unambiguous evidence of her nocturnal presence — ritually desecrating an important possession, marking him with her blood, slashing his fine clothing to ribbons, etc. — he loses motes equal to her Essence upon waking, which she gains.

This effect repeats each subsequent night that the target believes himself to be stalked by the Lunar in the same fashion — even if she delegates the task to animals or companions, deceives him into thinking an unrelated phenomenon is actually a sign of her presence, or similar.

Insidious Metamorphosis (Repurchase, Insidious Lunar Transformation, Essence 3): If the Lunar knows Insidious Lunar Transformation (**Exalted: Essence**, p. 263) and spends the night observing her target personally, she may choose not to steal motes from him upon waking. If she does so, he wakes from uneasy dreams of being pursued in the shape of an animal whose shape she possesses to find himself similarly transformed in the flesh, with the effect's duration and conditions as per that Charm.

INEVITABLE GENIUS INSIGHT

Prerequisite: Force 2

Unfamiliar disciplines and unsolvable conundrums are made trivial as the Lunar's mind blossoms with sudden insight.

Spend 1 mote. The Lunar adds bonus dice equal to her Force to a roll that involves knowledge, comprehension, understanding, or intelligence.

KISS THE SKY

Prerequisites: Force 4, Essence 2

The Lunar bestows upon her grappled opponent the glorious gift of flight. Temporarily.

Spend 1 mote on Step 1 when throwing the Lunar's opponent in a grapple, sending her opponent straight up one range band, plus one range band for every three additional successes. She increases fall damage by a cumulative 1 for each range band fallen.

Introduction to the Firmament (Upgrade, Force 5, Essence 2): The Lunar may use this Charm when she and her opponent are grappling in midair. She takes no fall damage this turn.

Welcome Back (Repurchase): If the Lunar flurries an *instill, dissuade, strengthen,* or *weaken* roll against her fallen opponent, reduce his Resolve by the number of range bands he fell.

KISS THE EARTH

Prerequisites: Force 5, Essence 5, Kiss the Sky

As her opponent hurtles skyward, the Lunar bounds upward with unfathomable speed, meeting him at the apex of his flight. Her elbow hits his spine like the beak of a swooping Sky Tyrant, returning him to the Earth's embrace with a massive crater to mark his final resting place.

Spend 2 motes on Step 1 when throwing a grappled target. Then, make a decisive Close Combat attack against the target (even if he would be out of range) that reduces his Defense, Hardness, or Soak by the number of range bands he has moved and has base damage equal to the additional successes.

When the target hits the ground below, the impact damages characters within short range as per Foe-Hammer Technique (**Exalted: Essence**, p. 191) and damages scenery as though the Lunar had completed an extreme feat of strength with a legendary result.

Sky Burial (Repurchase): If the Lunar knows Hungry Cloud Transformation or has an aerial shape or a flock of flying animal companions from another source, she and/or her flock may devour her target in midair instead of sending him crashing downwards. Her decisive attack gains her Essence in bonus dice and deals aggravated damage. If this incapacitates him, he dies and does not leave behind a corpse or must take a dramatic injury reflecting being attacked by countless birds. She gains his Essence in additional anima.

LION'S VOICE COMMAND

Prerequisite: Force 3

The Lunar's voice is a roar that none may ignore, echoing across the land.

Spend 1 mote. When the Lunar makes a *persuade, instill, dissuade, strengthen, inspire,* or *rally* roll, she gains one bonus success and her voice reaches up to her Essence in additional range bands away, audible over any other sound.

Voice-Drowning Dominance (Repurchase, Essence 2): When another character makes one of the above rolls, the Lunar may pay an additional mote to use this Charm reflexively as an opposed roll, drowning out his words on success.

Towering Behemoth Authority (Upgrade, Essence 3) In shapes with *legendary size*, she gains her Essence in bonus successes.

RAMPANT LION MAGNANIMITY

Prerequisites: Force 5, Essence 3, Lion's Voice Command

Sensing that her enemies are about to break, the Lunar offers them a choice: to submit and join her command, or die in her jaws.

Spend 2 motes when an enemy battle group makes a rout check. The Lunar reflexively contests their leader's War or Presence roll with her own, adding bonus dice equal to her Essence or the amount of damage she's personally dealt to the battle group, whichever is higher. If her roll is higher, they reform under her command, losing one Size to represent their losses and the loyalists who refuse to follow her. At the end of the battle, the battle group's members form a Minor Tie toward the Lunar as agreed upon by the player and Storyteller.

This Charm may be used once per session, unless reset when a battle group under the Lunar's command deals enough damage to an enemy battle group to reduce its Size.

TIGER'S ROAR REBUKE

Prerequisites: Force 4, Essence 3, Lion's Voice Command

Filling her lungs with thunder, the Lunar roars loud enough to shake the heavens, banishing the unworthy from her presence.

Spend 1 mote on Step 1. Make a *knockback* gambit with two bonus successes against a target within medium range, moving the target an additional range band in any direction for every three extra successes, where he lands prone. If the target is prevented from moving by a surface, his Defense is reduced for an additional round for every range band he is prevented from moving. If this causes the target to fall, increase his fall damage by 1. If this would knock the target into an environmental hazard, he must resist the damage as normal, suffering the attack penalty from being prone to his resistance roll.

If the target spends the entire duration of the effect within short range of the Lunar, he is deafened for as many rounds as he would have moved range bands, suffering the Hindered penalty as appropriate.

APEX PREDATOR'S VICTORY ROAR

Prerequisites: Force 5, Essence 3, Tiger's Roar Rebuke

Standing over her defeated adversary, the Lunar howls her triumph to the sky, striking fear into the hearts of all others who would dare to oppose her.

Spend 1 mote on Step 7 when the Lunar's decisive attack incapacitates her foe. She gains Power and anima equal to the successes remaining after filling her opponent's health track. Characters within medium range suffer the Hindered penalty on attacks or gambits against her for Essence in rounds and those who have Ties of fear toward the Lunar move one range band directly away from her if they can do so. Trivial targets who witnessed this attack immediately flee. Extras may no longer make attacks against her for the rest of the battle. Battle groups witnessing the attack must immediately make a rout check with the difficulty increased by 2.

Realm Propaganda Made Real (Repurchase): The Lunar also tears out her defeated foe's still-beating heart and devours it, claiming his shape regardless of her Sacred Hunt style. Characters who had positive Intimacies toward him suffer the Hindered penalty on attacks and gambits against her while she remains in that shape for the rest of the story.

LIVING WORLD EMBODIMENT

Prerequisites: Force 5, Essence 5, Boundary-Marking Meditation

So powerful is the Lunar's devotion to her territory that they have become one. Her blood flows in its rivers; its waters flow in her veins.

The Lunar's territory has the same number of Health levels as she does. In combat, regardless of her location, the Lunar may freely transfer damage to or from her territory at the end of any round. If her territory's Health levels are ever completely filled in this way, she must change one of its qualities to reflect its trauma, and she loses all connection to it until she reclaims it using Boundary-Marking Meditation or similar magic.

Out of combat, so long as she is within her territory, the Lunar can interact with people and things through the scenery and she recovers 1 Health level at the end of every scene; if she has half or fewer Health levels remaining at the end of a session, she heals all of them. Recovery scenes spent in her territory can heal dramatic injuries, and she may spend 1 mote each to heal the dramatic injuries of others.

Bond: The Lunar's bondmate may transfer 1 Health level to or from the territory at the end of his turn in combat, and he has the same out-of-combat benefits and capabilities she does within her territory.

MOON-MAD MONSTROSITY

Prerequisite: Force 3

The Lunar gives in to her most primal impulses and is empowered by them, an avatar of divine madness. Surely, this can only end well.

Commit 1 mote. While the Lunar has succumbed to the Great Curse and manifests her Monstrous Urge, she doubles 9s on rolls that are directly related to carrying out those urges. Whenever an effect or duration would end the Lunar's rampage, she may commit an additional mote to ignore it. If she does, she gains 1 anima and counts as succeeding at an additional Exalt milestone goal.

MOUSE'S WHISKER INTUITION

Prerequisite: Force 2 or Fortitude 2

The Lunar is attuned to the subtlest signs of fear in others, their scent, breathing, and body language betraying their innermost thoughts.

Spend 1 mote. When making any social influence roll against a target, the Lunar automatically learns one Intimacy related to fear as though she had spent extra successes to do so. If they possess multiple such Intimacies, she learns either the strongest or the most relevant to the situation — for example, a warrior's anxiety about her incompetent commander might be more

prominent on the battlefield, but her dread about her financial situation more so at the market.

Bond: The Lunar may also automatically learn any fear-based Intimacies related to her bondmate. She doubles 9s when she makes social influence leveraging that fear.

OMNIPRESENT MONSTER'S LAIR

Prerequisites: Force 5, Essence 3, Boundary-Marking Meditation

None can hide from the Lunar within her own territory, and the land itself becomes her claws and fangs at need.

The Lunar can observe anyone anywhere in her territory, regardless of her own location, and can make *read intentions* rolls against them. Characters in her territory cannot benefit from concealment against her, and she cannot be surprised. Once per scene, she may attack a target she can see in her territory using the scenery, creating a one-time environmental hazard in a short range around him with difficulty 2 per relevant quality of her territory, damage her Essence + her strongest negative Intimacy toward him.

PRIDE-SCATTERING APPROACH

Prerequisites: Force 3, Essence 2

Soldiers of the rank-and-file know that the Lunar is their natural predator, and even the well-trained feel their instincts urging them to flee as she scythes through their comrades.

Spend 1 mote on Step 5 when making a decisive attack against a battle group. That battle group checks for rout as though its Drill was 1 less than normal this turn, and the difficulty of the rout check is increased by the Lunar's Essence.

Sheepskin-Clad-Wolf Deception (Repurchase, Essence 2): The Lunar takes advantage of the chaos that follows her attack, temporarily claiming the shape of an ordinary soldier, which she may access until the end of the session, and vanishing into the ranks.

PROTEAN DREAMER'S INSIGHT

Prerequisite: Force 3

The Lunar's animal mind stalks the paths she walked when waking once again in her dreams, hunting for insights she has missed.

Spend 1 mote when the Lunar engages in a rest scene. She relives a surreal recreation of the events of her day or the session so far as if she'd been in one of her animal forms that she didn't use. Discuss with the Storyteller several opportunities for useful information to investigate based on this new perspective. When the Lunar chooses one of these, she may reroll a miscellaneous or venture roll she failed during the session prior to the rest scene, witnessing an alternate possible outcome that's filtered through her shape's unique perspective. If a miscellaneous roll, she gains insight or information based on what she dreamed (for example, if she failed an Awareness roll to discern the hidden location of a criminal's headquarters, her dream in wolf form reveals the scent of the criminal that she can track later). If a venture roll, she replaces the result of the failed roll with the results of her dream's roll, but may not purchase advantages.

Forked Tongue Discernment (Repurchase): If a character lied in the Lunar's presence during the duration of the session previously, one of her options becomes reading his intentions in her dream with three bonus dice. The answers are accurate, though filtered through her animal shape's instinctive understanding of the world. She may not purchase additional social actions in the dream. Any extra successes apply as bonus dice to the next influence roll she makes against the target.

SNARLING HOUND STRIFE

Prerequisite: Force 3

As the Lunar and her foe lunge at each other, the superior predator emerges triumphant.

Spend 1 mote on Step 1 when engaging in a clash. If the Lunar wagers equal or greater Power than her opponent, subtract successes equal to the Lunar's Essence. When subtracting the results from each other, if her successes are twice his or more, he suffers the effects of the *knockback* gambit in addition to the damage and she gains an additional anima.

Bond: When an opponent would make a decisive attack against the Lunar's bondmate within medium range, she may use this Charm to clash with their attack instead. On success, the bondmate may move into close range with the Lunar, even if she has already moved this round.

SPARKS-TO-FIREFLIES REVERSAL

Prerequisites: Force 4, Essence 2

Apparently caught off guard and outmaneuvered, the Lunar strategist reveals the trap her unwitting adversary has been drawn into with a wicked grin.

Spend 1 mote during a war scene or venture. The Lunar skips an opportunity to engage in one dramatic scene. After the opposing side rolls an action to

accumulate successes towards the war effort, she instead creates a dramatic flashback scene that reveals the *ambush, demoralize troops, espionage,* or *sabotage* action she secretly made. She gains three additional bonus dice when rolling to accumulate successes.

SPARROW-INTO-ELEPHANT MANEUVER

Prerequisites: Force 3 or Fortitude 3, Essence 2, Ant-and-Yeddim Wisdom (**Exalted: Essence**, p. 259)

The Lunar uses a nimble form to leap, crawl, or fly above her opponent, then comes crashing down upon them in her most massive shape.

Spend 1 mote on Step 1. The Lunar may shapeshift into a creature with *enormous* or *legendary size* even where she would not otherwise have room. If treating this as a feat of strength, she gains her Essence in bonus dice to the attempt. If transforming in midair, she treats this as a heavy weapon unarmed attack, gaining bonus dice to her attack equal to the number of range bands she falls. She no damage from the fall and craters the ground where she lands, knocking prone all extras within close range and damaging the ground below her. Significant characters must make a reflexive Athletics roll or be knocked prone.

SPELL-RENDING TALONS

Prerequisites: Force 4, Essence 2

The Lunar's claws blaze with silver fire that burns away sorcery, leaving flesh untouched.

Spend 1 mote on Step 7. When dealing damage with a decisive attack, the Lunar removes an equal amount of the target's Will. (For example, if dealing 7 damage, she would also remove 7 points of Will.)

Spell-Devouring Hunger (Repurchase, Essence 3): if the Lunar is a sorcerer, she may spend an additional mote to gain as much Will as her target loses.

WARY FOX INTUITION

See p. XX.

WINDING CONSTRICTOR COILS

Prerequisite: Force 4

As Lunar holds her prey close, her overwhelming presence and undeniable prowess crush his will to resist as much as his body.

Spend 1 mote on Step 1. When the Lunar performs an *overcome* or *pin* action, she gains double 9s. Additionally, her opponent suffers a cumulative −1 dice



penalty on his opposing rolls for each Tie of desire or fear he holds towards her.

On a successful pin, she may flurry to *instill* or *strengthen* a Tie of desire or fear toward her without the multiple-action penalty.

Lurking Desire Awakened (Upgrade, Force 5): The Tie created or strengthened on a successful pin is permanent, and the opponent can't attempt to *escape* on his next turn following the pin.

Fortitude

ALL-CONSUMING CRUCIBLE

Prerequisite: Fortitude 4

The Lunar gourmand samples the least-appreciated delicacies of Creation, from virulent poisons to fine jades.

Commit 1 mote. Anything the Lunar ingests cannot disease or poison her, no matter how heinous. If it's reasonable to consume or imbibe, she gains nourishment from it. If it's inedible, she destroys it as if by a feat of strength. She must qualify for this feat of strength, but if she does, she can safely consume a legendary daiklave or a magical explosive.

BLOODY-EARTH INVOCATION

Prerequisites: Fortitude 4, Essence 2, Boundary-Marking Meditation

The Lunar takes and holds another's territory by the oldest rite: marking it with her heart's blood and defending it against all challengers. What was once a Realm garrison or Guild-controlled city is hers now, and anyone who doesn't like it knows who to answer to.

Commit 1 mote and enter a dramatic scene in which the Lunar performs a ritual in her territory with her closest allies. During the ritual, the Lunar must remain within the circle and answer any social or physical challenge to her authority to her satisfaction. After the ritual, any time an enemy enters her territory she may compel them to engage her as though she had succeeded at a Call to Duel warfare venture, and she gains one anima. She may take a recovery scene immediately after defeating their champion.

DESERT BASILISC DIADEM

Prerequisite: Fortitude 4

The Lunar has learned to manipulate the spirit veins running through her body to such an extent that she can hold hearthstones within herself, powered by her own Essence.

The Lunar may socket a hearthstone in her own body rather than in a piece of jewelry. If the hearthstone must be set in a weapon, she counts as a weapon. She may hide or reveal the hearthstone at will, and it cannot be stolen from her without an opposed Stealth roll, for which she gains 3 bonus dice. She can simultaneously embed a number of hearthstones equal to 3 or her Essence, whichever is higher. Socketing or removing a hearthstone is a simple action which may be flurried.

Moonlit Radiance Jewel (Repurchase, Essence 3): The Lunar's body produces her own hearthstone based on her Virtues, caste, spirit shape, and/or Major Intimacies, which counts as a secondary Merit. This does not count toward her total number of allowed hearthstones and cannot be removed from her body.

EMBRACING THE ARGENT FLOW

Prerequisite: Fortitude 4

The Lunar's Essence courses through her bloodstream, her rage-heated blood blazing silver as her body produces more of it in response to damage. Though she may bleed from a dozen wounds, her rage will sustain her.

Spend 1 mote on Step 6. The Lunar gains an additional temporary Injured Health level before taking damage. If she possesses a negative Intimacy toward her attacker at Major intensity, she gains two Health levels instead.

Regardless of whether they're filled or not, the additional Health levels vanish at the end of the scene or if the Lunar is incapacitated.

LIMITLESS ARGENT OCEAN

Prerequisites: Fortitude 5, Essence 4, Embracing the Argent Flow

The Lunar's enemies spill her silver blood by the gallon, and still she continues implacably towards them. Can such a beast even die?

When an opponent gains Power from a withering attack made against her, the Lunar may reflexively pay up to her Essence in Health levels to steal an equal amount of the Power he gained. When an opponent damages her with a decisive attack, she may gain an amount of Power equal to the damage taken. If the Lunar would magically heal Health levels, she may instead gain that many Injured Health levels if she is currently benefiting from temporary health levels from Embracing the Argent Flow.

INDESTRUCTIBLE RECURSIVE DESIGN

Prerequisites: Fortitude 5, Essence 5, Limitless Argent Ocean

The Lunar's reflexive shapeshifting anticipates any possible danger, evolving sinew-shielded joints, regenerative muscle fibers, and a veritable cornucopia of redundant bones and organs.

Commit 3 motes on Step 2. The Lunar gains an additional Injured Health level at the start of each of her turns and whenever an enemy hits or misses her with a withering or decisive attack, to a maximum of her permanent Injured Health levels. These temporary Health levels vanish when the motes are uncommitted or if she's Incapacitated.

Once per scene, she may add her total number of Injured Health levels to her Soak on Step 2 ignoring the normal Soak limit. If she takes no damage from the attack, she gains one anima and one of her temporary Injured Health levels becomes permanent. The Lunar may have a total of new permanent Health levels equal to her Essence + 1.

QUICKSILVER SANGUINE AEGIS

Prerequisites: Fortitude 4, Essence 3, Embracing the Argent Flow

The Lunar's silver blood hardens momentarily in response to danger, allowing her to shrug off lesser blows.

Spend 2 motes on Step 2. The Lunar's Soak can't be reduced this turn, and she adds her wound penalty to her Soak and Hardness. If she possesses a negative Intimacy toward her attacker at Major intensity, she also reduces the Overwhelming rating of withering attacks by her wound penalty, to a minimum of 1.

EXPLOSIVE ARGENT EXSANGUINATION

Prerequisites: Fortitude 4, Essence 4, Quicksilver Sanguine Aegis

The Lunar's rage has reached its apex, and the silver blood boiling in her veins erupts in a pressurized spray against those who would harm her.

Spend 3 motes on Step 8. After taking damage from a decisive attack at close range, the Lunar counterattacks with a decisive attack, which may use Physique and is rolled against the target's Essence, rather than Defense. She adds her wound penalty in bonus dice to the attack roll. If she possesses a negative Intimacy toward her attacker at Major intensity, she adds its rating in bonus dice to damage. Damage from this attack is treated as aggravated environmental damage.

ENDLESS NIGHTMARE HUNT

See p. XX.

FELLOW HOUND INSIGHT

See p. XX.

FORM-SHEDDING SACRIFICE

See p. XX.

GRUDGE-NURSING RESENTMENT

Prerequisite: Fortitude 3

The Lunar embodies the bitter resolve of her kind, who have warred against a superior power for centuries without cease.

Whenever the Lunar increases her Resolve because of a negative Intimacy, she increases the bonus by 1. If she would gain a new negative Intimacy, she may create it at Major level even if she has already used the effects of Passionate Ideals this story.

INVINCIBLE GOD-MONSTER INCARNATION

Prerequisites: Fortitude 5, Essence 5

Since antiquity, there have been legends of unkillable monsters. Today, the Lunar joins their ranks, her Essence rippling with primordial power that no blade can pierce.

Commit 4 motes. Treat the Lunar's base Soak as if it were three higher. It cannot be reduced below her Essence. She may activate up to three additional Soak-increasing Charms with no mote cost when she activates this Charm. These additional activations do not count as her Charm for the Step and ignore the normal Soak limit. At the end of every round in which her tremendous Soak prevented damage from attacks targeting her directly, she gains an anima and recovers an additional mote. This may only be used once per session.

INVULNERABLE MOONSILVER CARAPACE

Prerequisite: Fortitude 5

The Lunar's tattoos flare with argent light as her Essence flows across her skin, hardening into a formidable set of gleaming armor.

Commit 1 mote. As a simple action, the Lunar creates a set of heavy artifact armor with one other tag of her choice. It shapeshifts with her, matching whatever form she wears. Its Soak cannot be reduced by weapons with the *piercing* tag. If the Lunar is already wearing armor, it fuses with it, taking whichever armor has the better traits — if fused with artifact armor, the Lunar retains its Evocations and inherent properties.

Moonlit Power Unleashed (Repurchase): The Lunar creates a property and one Evocation for her armor, adding a new Evocation with each repurchase, to a maximum of three.

Glistening Argent Shell (Upgrade, Essence 3): The Lunar creates her armor as a reflexive action and waives this Charm's cost, with her armor lasting until the end of the session.

MAGPIE'S NEST RESOURCEFULNESS

Prerequisite: Fortitude 3

The Lunar wanderer accumulates a bizarre collection of odds and ends that prove surprisingly helpful throughout her travels.

Spend 1 mote. The Lunar reveals that she already has a single mundane item on her person that would be handy in the current situation. The item must be something she could conceivably have located in the duration of the session, though she does not need to be able to afford it herself. For example, she might declare she'd stolen fine hempen rope from a merchant if the Circle passed through a bazaar earlier in the session, but declaring she has the prince's emerald diadem would not be possible if she hasn't been near the prince. Using this item grants +2 bonus dice.

Many-Pockets Meditation (Repurchase, Fortitude 4): The Lunar may spend the cost for Magpie's Nest Resourcefulness and banish or produce any person-scale object to or from Elsewhere. She must still take any actions required to use it, such as donning armor or calibrating an astrolabe. At Essence 3 she may banish or retrieve items too large to hold, up to the size of a small vehicle or craft. She cannot banish items that are not hers.

Hidden Wonders Cloak (Repurchase, Many Pockets Meditation, Fortitude 4, Essence 2): The Lunar assigns banished objects a hidden place for them to belong: a hat, a pocket, a bag. She may designate up to her Essence in characters who can perceive where the hidden items are. Others can't detect it unless they have magic such as All-Encompassing Sorcerer's Sight. She may conceal a number of objects equal to twice her Fortitude.

MAIMED BUT UNBROKEN

Prerequisites: Fortitude 4, Essence 2

Seeing the terrible wounds that she bears, the Lunar's enemies advance upon her — a mistake that may prove their undoing.

Commit 1 mote. Dramatic Injuries to the Lunar's person (which can include non-Attributes but cannot include Merits) are suppressed for the session.

Alternatively, she may spend 2 motes to regrow a severed or severely-injured limb.

MANY-PERSPECTIVES PERSISTENCE

Prerequisites: Fortitude 3

The Lunar observes her quarry through different eyes, learning more of him each time.

Spend 1 mote. When making a *read intentions* or *persuade* roll against a target, the Lunar adds one bonus success for each other shape that she's worn while observing him. If any of her human shapes have an Intimacy toward him, reduce his Resolve by 1.

MOUSE'S WHISKER INTUITION

See p. XX.

PROTECTIVE PANGOLIN POSTURE

Prerequisites: Fortitude 3

Further mastering her control over her density, the Lunar creates a sphere of armored essence at the moment the enemy's attack strikes, converting some of its energy into motion.

Spend 1 mote on Step 5. The Lunar increases her Soak by 1 against a decisive attack. Whether she takes or absorbs the attack's damage, she is knocked back up to two range bands, careening off obstacles at high speed as a sphere of Essence protects her. She may bump into another character in a range band she enters, forcing them to make a Fortitude + Athletics roll at a difficulty equal to her Fortitude or be knocked prone.

SECURE DEN TECHNIQUE

Prerequisite: Fortitude 3

The resourceful Lunar creates a secret haven to keep herself and others from harm.

Spend 1 mote. The Lunar uses a dramatic scene to create a den, a secure location that persists until the end of the session. The den cannot be detected without magic. Rolls to discover the Lunar's den suffer a three-dice penalty.

Labyrinthine Lair's Depths (Upgrade, Essence 3): If the Lunar's lair is discovered, she becomes aware of this immediately and may spend 1 mote to reflexively move it to a new location.

Rats in the Basement (Repurchase, Essence 2): The Lunar's den has multiple hidden entrances opening into other locations she's visited, which can include her territory if she knows Boundary-Marking Meditation as long as it's in the same realm of existence.

SLEEPING TIGER WAKES

Prerequisites: Fortitude 5, Essence 3, Relentless Lunar Fury (**Exalted: Essence**, p. 264)

The Lunar's fierce passions flare when those precious to her are threatened, strengthening her conviction to repay the insult with violence.

Spend 1 mote in addition to Relentless Lunar Fury's cost to activate it in response to a perceived threat or insult to one of her Major Intimacies or her Solar mate. If she rolls to Join Battle as a result of this threat, she gains her Intimacy's rating in bonus dice.

In combat, she may spend 3 Power alongside resisting social influence while her Fury is active. If she does so, she immediately gains a new Minor Intimacy of her choice toward the character who attempted to influence her and adds its rating to the next attack and damage rolls against him.

TWO WORLDS PENUMBRA

Prerequisites: Fortitude 4, Essence 2

The Lunar's footsteps have long traced the border between the spirit and material realms, and the light of her anima reflects the moonlight it has absorbed upon their residents, limning them in silver fire.

Commit 1 mote for the scene. As long as the Lunar's anima is Active, dematerialized characters within medium range become visible to all observers as shadows outlined by moonlight. At Iconic, those within short range are rendered material, the veil protecting them burned away by her power.

A character whose Essence exceeds the Lunar's and doesn't have a Tie of fear or desire toward her may spend 1 mote to avoid this effect.

UNMOVING AUROCHS DEFENSE

Prerequisites: Fortitude 3

The Lunar increases the density of her Essence, planting her feet against anything that would force her to move.

Spend 1 mote on Step 2. If an attack or Charm would force the Lunar to move, she reduces that movement by range bands equal to her Fortitude, to a minimum of 0.

WAYFARING STORYTELLER WISDOM

Prerequisites: Fortitude 3

The Lunar has walked a hundred roads in a hundred forms and shares her hard-won wisdom with those who are willing to listen.

Spend 1 mote on Step 1. The Lunar spends at least an hour of downtime or a dramatic scene recounting a folk tale, legend, historical event, or story from her own life, rolling to *instill* a relevant Intimacy in a receptive, attentive audience. Each audience member may choose to reduce their Resolve by up to her Fortitude — letting her succeed automatically if this brings it to zero. If she uses an Ability that is not Performance, she does not suffer the penalty for addressing a group. The Lunar is aware of any target that does not reduce their Resolve.

A character who learns of the instilled Intimacy gains the Lunar's Essence in bonus successes on his next roll that leverages the Intimacy or describes how the story inspired him in his stunt description.

If the Lunar witnesses this roll or if the character who made it tells her the story of his experience, she gains a set of banked Stunt dice.

Bond: If the Lunar's bondmate offers their own version of the story or provides a different perspective, they may *instill* an additional Intimacy in the same way.

Let's Tell the Story Again and Again (Upgrade, Fortitude 4): Characters who've heard the Lunar's stories more than once may choose to gain a set of banked Stunt dice instead of gaining an Intimacy to receive the benefits of listening.

YEDDIM'S BACK METHOD

Prerequisite: Fortitude 3

The Lunar's strength and endurance seem inexhaustible as she bears massive burdens without apparent effort.

Spend 1 mote. For the rest of the scene, the Lunar can easily pick up and carry anything that would usually require a greater feat of strength without needing to roll for it. If she's in a shape of appropriate size, she may carry objects that shape could lift with an equivalent feat of strength, or multiple characters instead.

UNYIELDING BRUTE'S WILL

Prerequisites: Fortitude 4, Essence 3, Yeddim's Back Method

The Lunar's strength is something out of folklore as she takes hold of an impossible burden and simply refuses to let go.

Spend 1 mote. The Lunar automatically succeeds at any feat of strength to maintain a damaged structure's integrity or to hold a moving object still, such as a holding up a collapsing temple's roof or holding fast to a rampaging river dragon. She may explicitly hold up or stop something normally impossible, such as a falling mountain or the stride of one of the ancients. She may not walk or move while holding up the structure unless the prerequisite Charm is active.



CHAPTER THREE

The Sidereals

THEMES AND ROLEPLAY

Sidereal Exalted were created as strategists, planners, and troubleshooters of the Divine Rebellion. The Maidens empower them to see all that could be: fate. Though few in number, they are tasked with guiding Heaven in determining what should be: destiny. Their schemes during the Usurpation broke the very firmament. Because of this, they slip from the minds and memories of almost all but their hated enemies. Sidereals rarely get clean victories. Play a Sidereal if you wish to make tough choices with high stakes.

Arcane Fate twists the notion of family, duty, and the Circle. Their Circlemates and Sidereal colleagues are the only allies who will remember their name, victories, and tragedies. Unlike all other Exaltations, Sidereals' are foretold from birth and their deeds are recorded meticulously. A returning Sidereal is heir to thousands of years of past selves, all assiduously documented in Heaven. Play a Sidereal if you wish to serve something much greater than you.

Arcane Fate also grants freedom, allowing Sidereals to jump into great danger and intrigue knowing few will remember the episode. Lacking direct power, Sidereals choose cunning methods, letting them hatch odd plans revolving around deception and their strange magic. Working with undying gods in a megacity bureaucracy that purports to operate Creation gives them knowledge of schemes and machinations that cross continents and span centuries. Then, there's the question of resplendent destinies. What does it mean to begin a romance under a destiny only to break it and see all associated with that identity forgotten? Play a Sidereal if you want a character who raises questions of identity, meaning, fate, justice, and destiny.

All Sidereals are invited and strongly encouraged to join the Bureau of Destiny. The bureau, located in the heavenly city of Yu-Shan, has one mission: to see that future unfolds as it should. The bureau provides constant intrigue, important work, and great reward. Internally, Sidereals loosely gather into two major factions, Gold and Bronze. Gold Faction partisans believe big change is needed to save Creation. Bronze Faction partisans think the least dangerous option is always best. Creation has faced annihilation before, and it is a tenuous, precious thing. Play a Sidereal if you wish to start as someone already important in a powerful organization and enmeshed in a web of political action where talk of philosophy is far from mere idle chat.

Sidereals' roles as Heaven's agents pit them directly against Creation's strongest threats like the Deathlords of the Underworld (p. XX), the great creatures of the Wyld that wish to unmake reality, and banished demons from their strange infernal prison seeking revenge. Not all Sidereals join the Bureau of Destiny, and a very small number actively oppose it. Those who do not join are monitored and invited back. Your character may not have made up their mind yet and wants some last adventures with a Circle before settling down. Heaven's agenda is sometimes strange. Equally, a Sidereal may be tasked with hiding all the white roses at a wedding or seeing that a particular merchant is late to work or trips on their way home. Play a Sidereal if you wish to be regularly offered opportunities to work at the extremes of Creation and places beyond while facing its largest and strangest foes.

Within a Circle, Sidereals often find themselves gathering information, unearthing threats, and helping the Circle escape peril. Sidereal magic is not as flashy or overwhelming as some other Exalt abilities, but with planning they can be quite impressive. Play a Sidereal if you wish to help a Circle play to its strengths, yet always have a trick up its sleeve.

Caste Concepts

Each Sidereal caste is closely tied to a Maiden who has a purview whose five domains combined cover the lives and lifecycles of all things. Mercury oversees their arrival, Venus the period of peace thereafter, Mars sees that those things are challenged, Jupiter records what is learned during these times, and Saturn ensures that things past their time are removed.

Chosen of Journeys

Life is a collection of paths and swift Mercury oversees that all things reach their right destination. Her Chosen, Harbingers, have a rare gift among the Exalts of rapid transportation. What would represent a months-long quest to reach an exotic location or gather a rare material is a few days' work to them.

As harbormasters, fleet captains, logisticians, cartographers, surveyors, and daredevils, what mode of transit and type of journey does your Harbinger most relish?

Chosen of Journeys are tasked by Heaven to help rebuild road and trade networks, retrieve artifacts of conveyance, or map out the very boundaries of Creation. What places does your Harbinger want to see connected?

Harbingers start life as wanderers, traders, artifact hunters, someone born to a nomadic culture or having experienced an exodus. What expeditions or travels marked your Harbinger's life so far?

EXAMPLES OF CHOSEN OF JOURNEYS INCLUDE:

- A captain driven by wanderlust who desires to show the wonders of Creation to anyone who boards their ship.
- A courier of divine missives, dispatched across Creation to deliver key messages at exactly the right time.
- An easygoing merchant who always knows exactly the right places to rest, refresh, and resupply.

Additional Exalt Milestones

At the end of each session, Chosen of Journeys gain an Exalt milestone if they:

- Visited a place significantly different from anywhere they've been before (such as a Northerner from the tundra visiting the lush forests of the far East) or used a means of conveyance that is new to them.
- Convinced a significant character to take a journey they otherwise wouldn't have.
- Solved a problem with logistical excellence that required multiple elements of a plan to come together.
- Accomplished a goal or significantly aided the Circle through a resplendent destiny tied to the House of Journeys.
- Traveled a significant distance while the Chosen of Journeys and/or another significant character maintained a destiny where breaking the destiny would have simplified the trip.

Chosen of Serenity

Venus feels all things ten-thousandfold so it's best to focus on positive ones. Venus guides all meetings and events of peace and joy. What type of event does your Joybringer most excel in hosting or arranging?

Her Chosen, Joybringers, know that life is short, even if theirs may be several millennia, and joy is fleeting. What feeling does your Joybringer feel most keenly or seek to kindle?

ADDITIONAL SIDEREAL MILESTONE

In addition to the Exalt milestone listed by caste, at the end of each session, gain an Exalt milestone if you solved a problem by displaying the power and majesty of Heaven, taking advantage of Arcane Fate, or in a strange or esoteric way.

Joybringers started life as courtiers, politicians, and the otherwise connected, often from large metropolises, but some Joybringers were hermit artists or the most dedicated of craftspeople. These agents of fate see that things come together as they should, whether it be the right meeting of two lovers, the integration of two lineages, or the growth of an empire. They have a keen eye for a person's motivations and wants and often play the role of friend, confidant, advisor, kingmaker, matchmaker, and impresario. What meeting does your Joybringer most remember or regret?

EXAMPLE CHOSEN OF SERENITY INCLUDE:

- A priest of another god now anointed by Venus, who desires to bring bodily and spiritual peace to everyone they meet.
- A poet-musician whose lyrics and prose draw the attention of important mortals and gods alike.
- A wandering sage who dispenses soothing wisdom to those in need at exactly the right time.

Additional Exalt Milestones

At the end of each session, Chosen of Serenity gain an Exalt milestone if they:

- Tried a type of indulgence, vice, or sensual experience for the first time.
- Convinced a non-trivial character to try an indulgence they otherwise wouldn't have.
- Threw a party or event for significant characters where violence didn't occur and people enjoyed themselves, leading to a successful outcome.
- Accomplished a goal or significantly aided the Circle through a resplendent destiny tied to the House of Serenity.
- Completed a performance, large social function, or carousing event while the Exalt or another significant character maintained a destiny where breaking the destiny would have avoided peril.

Chosen of Battles

Mars's domain is all strife and conflict where triumph derives from clashing with another active agent including drunken brawls, court trials, dirty politics, and market competition. Her Chosen, Shieldbearers, counsel in all things strategic. What type of conflict brings out the best in your Shieldbearer?

They ensure that the correct side wins a war, an argument, or a political office and while quite capable in combat, use misdirection and the odd magic of the Maidens to achieve their goals. They may be called on directly to lead forces against the Wyld, Malfeas, the undead, or other enemies of fate. What type of foe does your Shieldbearer love or loathe to oppose?

Shieldbearers started life in an environment of conflict in military families, political dynasties, or among refugees. How was your Shieldbearer's life marked by violence or conflict?

EXAMPLE CHOSEN OF BATTLES INCLUDE:

- A hard-bitten general who led their troops to victory through many difficult battles, only to Exalt late in life.
- A strategist whose ruthless decisions put the needs of the many above the needs of the few.
- A philosopher-swordsman equally as dedicated to the esoteric art of war as the physical aspects.

Additional Exalt Milestones

At the end of each session, Chosen of Battles gain an Exalt milestone if they:

- Engaged in conflict with a new type of enemy.
- Convinced a significant character to use direct confrontation, on the battlefield or otherwise, to solve a problem.
- Participated in combat or warfare that involved managing multiple, distinct threats. For example: multiple armies clashing or fighting someone on a lava flow while being attacked by magma-bees.
- Accomplished a goal or significantly aided the Circle through a resplendent destiny tied to the House of Battles.
- Won a fight or battle while the Exalt or another significant character maintained a destiny where breaking the destiny would have avoided peril.



Chosen of Secrets

Jupiter is the most mysterious of the Maidens, and her domain is secrets. She sifts the known from the unknown, the true from the untrue. Her Chosen, Oracles, are tasked with seeing that once Jupiter has decided something be secret, it is struck from Creation, or that once she declares something known, it rings to all ears. What type of secret does your Oracle most like discovering and what knowledge do they most regret hiding?

Oracle missions include finding evidence of treason, exposing a lying ruler, finding the hidden name of a demon, or destroying the invocation that may bring it from hiding. Mystery marks the early life of an Oracle. What secrets marked your Oracle's early life?

They may be a foundling, heir to a terrible secret, or have a life marked with discarded identities, deceptive goals, or work in spycraft, magic, thievery, or as a champion of games with hidden information. What secrets does your Oracle pursue when no one is looking?

EXAMPLE CHOSEN OF SECRETS INCLUDE:

- A sorcerer obsessed with learning the lost secrets of the First Age.
- A political strategist supporting a Circle that desires to overthrow the rule of the Scarlet Empire.
- A former criminal and con artist who uses their silver tongue to infiltrate secret, forbidden, or hidden places.

Additional Exalt Milestones

At the end of each session, Chosen of Secrets gain an Exalt milestone if they:

- Uncovered a hidden truth about a person, place, or thing.
- Convinced a significant character to share a secret they otherwise wouldn't have.
- Used secret information or the threat of secret information against someone.

EXAMPLE CHARACTER: VITAS VARNAS

Vitas turned down the Bureau's request to join them and now wanders Creation helping others and stopping evil as he sees fit. A consummate pacifist, Vitas chooses nonviolence whenever possible. To make a character like Vitas Varnas, focus on Embassy and Navigate. Take the Navigate Excellency, Equitable Partnership, Prow Mocks the Shoreline, Fortuitous Wandering (**Exalted: Essence**, p. 268), and Flickering Shadow Evasion (**Exalted: Essence**, p. 185).

- Accomplished a goal or significantly aided the Circle through a resplendent destiny tied to the House of Secrets.
- Successfully engaged in social intrigue or got someone to divulge hidden information while the Exalt or another significant character maintained a resplendent destiny where breaking the destiny would have made the process simpler.

Chosen of Endings

Saturn knows all things must end and she sees all possible endings. Her role is to see that the right end comes at the right time. Her Chosen, Reckoners, see to this in her stead. What type of ending is your Reckoner most adroit at bringing?

Sometimes an end is overdue, requiring an assassin, exorcist, or psychopomp. Other times, it is too soon, requiring a healer, protector, or sponsor. What endings do you least enjoy bringing?

Their lives are marked with death, whether it be direct, such as the death of loved ones, or indirect, such as growing up in plague-ridden times or living near a shadowland. Some start in the trades of death such as embalmer, mourner, channeler, doctor, or even necromancer. What endings marked your Reckoner's early life?

EXAMPLE CHOSEN OF ENDINGS INCLUDE:

- A former undertaker who now investigates the deaths of important people or magical beings.
- An assassin who sees killing as a sacred and necessary act.
- A doctor willing to perform risky procedures that others shy away from.

Additional Exalt Milestones

At the end of each session, Chosen of Endings gain an Exalt milestone if they:

- Witnessed a new type of ending. For example: as the death of a god, a sunset on the western-most bit of Creation, or the ritual destruction of a Linowan mask during exile.
- Convinced a significant character to bring an end to something, such as closing a business, ending a relationship, or letting go of a loss.
- Led a memorial or act of remembrance for a significant event or person important to the Circle.
- Accomplished a goal or significantly aided the Circle through a resplendent destiny tied to the House of Endings.
- Caused or prevented the destruction of something important to the Circle while the Exalt or another significant character maintained a resplendent destiny where breaking the destiny would have made the process simpler.

Resplendent Destinies

Resplendent destinies are the destinies Sidereals weave for themselves that pierce Arcane Fate. Declare the stabilizing influence of one of the constellations when creating a destiny. A Sidereal may have Essence + 3 resplendent destinies at any time and may activate one as a reflexive action, which replaces any currently in use. A Sidereal who wishes to destroy one of their resplendent destinies may do so by in some way symbolically unweaving it. Memories and evidence of that identity slowly fade from Creation.

Resplendent destinies may accrue Ties and Principles and even have a different Minor Virtue as well as being the object of another's Intimacies. These are tracked separately for each resplendent destiny. The destinies a Sidereal bestows on others are flimsier, requiring no ceremony to create, and they cannot support Intimacies. These simple destinies last until the Sidereal removes them, their use has expired, or the story ends. Narratively, simple destinies allow a Circle to blend in,

help a wanted character escape notice, or allow a group to suddenly be brief experts in a field.

Fate grants the wearing of a destiny the intuition to know how someone with that destiny should behave. Going against this breaks the destiny. Resplendent destinies are sturdier, requiring two strongly out-of-character actions. A broken destiny is immediately destroyed and the Sidereal may not create a similar destiny for the rest of the story. Reaching Iconic anima always counts as acting out of character.

The Constellations

The skies over Creation feature an array of 25 collections of stars that stand out with notable brightness. To the Sidereals, each is ascribed a name and meaning handed to them from their Maidens. The themes of a constellation guide how Sidereals craft resplendent destinies. An itinerant monk who travels simply is ruled by the Gull while a know-it-all philosopher is ruled by the Quiver. Each Maiden is associated with a House of five constellations.

Mercury — The House of Journeys

Journeys made possible by:

- The Captain, the leadership of someone in authority
- The Gull, the simple desire for travel or wanderlust, unmotivated by money
- The Mast, effort, determination, and doing what is necessary
- The Messenger, a sense of duty and obligation
- The Ship's Wheel, persistence and defiance of great obstacles

Venus — The House of Serenity

Relations defined by:

- The Ewer, love and affection
- The Lovers, imbalance and unevenness
- The Musician, contentment in life
- The Peacock, pragmatism and convenience
- The Pillar, standing the tests of time

Mars — The House of Battles

Battles won through:

- The Banner, fear and storied deeds
- The Gauntlet, ruthlessness and hard choices
- The Quiver, ingenuity, cunning, and versatility
- The Shield, courage and experiencing and causing pain
- The Spear, skill, discipline, and prowess

Jupiter — The House of Secrets

Wisdom gained through:

- The Guardians, experience and applying the practical
- The Key, cleverness and intellect
- The Mask, unearthing the concealed and secret
- The Sorcerer, encounters with the mystical and powerful
- The Treasure Trove, divination, sharing, or revelation

Saturn — The House of Endings

The end of...

- The Corpse, lives and ways of life
- The Crow, delusions and denial, recognition
- The Haywain, that which occurs in ambiguity and incompleteness
- The Rising Smoke, journeys, changes to self
- The Sword, hopes and dreams

Sidereal Charms

In addition to scores of additional Charms and additional modes for existing Charms, this section introduces **Constellation Modes**. These modes are accessed with a repurchase of the Charm.

New Exalt Modes

The following modes are additions for the Charms contained in **Exalted: Essence**.

DISTRACTING PATTER TECHNIQUE (P. 202)

Unnoticed Virtuoso Encore: The Sidereal may spend two anima to give the illusion that the performance is continuing for up to an additional hour. The Sidereal acts as if entering concealment even if none is present and the effects of Distracting Patter Technique continue.

GLORIOUS PRESENCE TECHNIQUE (P. 206)

Impose Nature: The roll to *instill* does not need to be tied to a Virtue. If it isn't, it fades at the end of the scene.

IRON KETTLE BODY (P. 204)

The Center Must Hold: The Sidereal may spend 2 anima if unarmored to increase her Soak by 1 and force the reroll of Essence + 2 damage dice against her. This does not generate anima.

MORALE-BOOSTING MEAL (P. 195)

Atelier-and-Embassy Auspice: The convening event may instead be any display of artwork or craftsmanship. Treat all negative Intimacies among participants as being one step weaker, negating any Minor Intimacies until the end of the scene. No one may initiate hostilities without succeeding at an Integrity roll, difficulty 5, or difficulty 3 if they've been insulted, harmed, or provoked.

SPIRIT-CUTTING GLANCE (P. 190)

Light of Celestial Revelation: Spend 1 mote or 1 anima to cause all detected dematerialized characters to glow visibly along with the Sidereal's caste mark.

SWIFT COUNTERATTACK (P. 193)

Instructive Riposte: So offended by the inelegance of the attack, the Sidereal's counterattack may target an attack that occurred within medium range.

WITNESS RAPPORT TECHNIQUE (P. 190)

Item Interrogation Extension: The Sidereal may also question an inanimate object like a building, piece of furniture, or article of clothing.

Constellation Modes

Constellation Modes are unique to Sidereals and are a repurchase of the Charm. These repurchases are accessed with personal milestones as normal or with Exalt milestones. During character creation, players may choose to gain a number of Constellation Modes equal to their Essence + 2.

THOUGHT-SWIPING DISTRACTION

Knowledge Like Water Off Slate (The Key): The Sidereal may instead commit 1 mote, preventing the

ENEMIES OF FATE

Enemies of fate are otherworldly beings outside of fate's weave: demons, fae, and undead, as well as Getimians, Abyssals, and Infernals. The Storyteller may deem other beings enemies of fate, while some may eventually lose that status by refraining from meddling with fate or destiny and living in Creation or Yu-Shan long enough for the Loom of Fate to account for them.

The undead Liminals are enemies of fate by nature, but maintaining their lifeline to their creator or other living character exempts them from this, serving as their thread of fate. The Alchemical Exalted hale from another world, but their Great Maker long ago integrated himself into fate, a status shared with his world-body's denizens.

target from returning to the topic, relearning the fact, or reattempting the task until the end of the next scene unless they succeed at an Integrity roll difficulty 5. Success ends the mote commitment.

UNEXPECTED DELAY

Momentum's Stubborn Insistence (The Messenger): Instead of halting an object's motion, it continues as if rolling downhill for a scene. This creates an appropriate hazard such as a boulder smashing through a string of houses where a fight is taking place. If used on a character who then takes a movement action, they must continue to make a movement action on subsequent rounds until the end of the scene unless they succeed at an Athletics or Physique roll, difficulty 5.

Athletics

CHAINS OF ADORJAN

Prerequisites: Athletics 5, Essence 2

Invoking promises to dark forces, the Sidereal summons a portion of demonic presence and contains it through pain.

Commit 1 mote and spend one Health level. The Sidereal draws sigils of blood to summon an infernal vortex that surrounds a point within medium range extending out to short range. The invisible wall of burning wind blocks all sound from entering or leaving. Characters cannot make hearing-based Awareness rolls to hear behind the wall. The wall is an environmental hazard, difficulty 4, dealing 4 damage to anyone in close range or 5 to demons. The barrier persists until the end of the scene.

A character that uses this ability more than once per session attracts the attention of some infernal power.

DEFT FUTURES ALIGNMENT

Prerequisite: Athletics 2

The Sidereal's preternatural grace aligns actions with economy.

Spend 1 mote. The Sidereal may flurry two of the same non-attack actions, including Athletics-based Build Power actions, drawing on a future version of themselves to commit the action now. She reduces flurry penalties on these actions by 2.

Companion Coordination Blessing (The Peacock): Once per round, the Sidereal may spend one set of Stunt dice reflexively to eliminate the flurry penalty for another character within short range. Gain an additional anima.

DELIGHTFUL MAIDEN MIEN

Prerequisite: Athletics 1

The Sidereal views influence as another form of attack and uses deft smiles to dodge them.

The Sidereal may calculate Resolve substituting Athletics for Integrity.

Truth's Hidden Visage (Upgrade, Athletics 4, Essence 2): Spend 1 mote to add two to the success cost of a social influence action against the Sidereal regarding one of their Ties.

DUCK FATE

Prerequisites: Athletics 3 or Close Combat 3, Essence 2

Having trained in the combat of Heaven, the Sidereal anticipates what's needed to avoid harm.

Spend 2 motes. The Sidereal may apply her Defense to avoid any hostile action against them including magic, environmental hazards, social actions, political agendas, and other events where Defense would not normally be invoked. If the action normally may be rolled against, apply Defense in successes against it. If it isn't, the Storyteller chooses a dice pool, typically Close Combat. Against ongoing or recurring effects, a successful defense grants the Sidereal immunity for the rest of the scene. To avoid the ephemeral may require a Stunt, such as to avoid a debt or an emotional entanglement.

ELUSIVE OBJECT OF DESIRE

Prerequisite: Athletics 3

Avoiding a blow, the Sidereal replaces the desire to strike with the desire to connect

Spend 1 mote on Step 2. Add 1 to the Exalt's Defense. If she successfully evades the attack, she may reflexively roll social influence to *instill* a Tie of infatuation, fascination, or hatred toward her. She may not use extra successes to purchase other influence effects. If the *instill* action succeeds, the target uses all movement actions to get closer to the Sidereal and must attack only her if possible for their next action. The Sidereal gains 1 Power each time the target moves toward her or initiates an attack against her. This does not generate anima.

Emotion's Cacophony (The Haywain, Essence 2): The instilled feelings are confusing and contradictory. If the *instill* action succeeds, spend one set of Stunt dice to have the target lose two dice on all actions, and they may not flurry, Focus Will, or Build Power for a number of rounds equal to the Sidereal's Essence.

GAMBOLING STONE'S BLESSING

Prerequisites: Athletics 4, Essence 2

The Sidereal grants still earth life and for a moment teaches it to dance.

Commit 2 motes. The Sidereal spends a scene rousing an otherwise stationary object of up to the size of a large house to rise on earthen limbs. It moves one range band per round. This can be used to have a stone slab walk away from the cave it's blocking, block pursuit by having a bridge stroll off, or flood a field by having a dam walk away. The building ignores any influence that would ask it to stop or commands that would result in its own destruction.

Moving with the structure provides light cover beneath or heavy cover within. At the end of the scene or when dismissed, the structure slowly returns to the ground.

Domicile to Tomb Transformation (The Corpse): When the effect ends, the structure leaps and drops suddenly. Enemies must make an Athletics roll or be knocked prone. Those under the structure are subject to an environmental hazard at difficulty 4 to move out of the way or take 3 damage and be pinned, requiring a difficulty 5 Force + Physique roll to break free.

LEAPING BETWEEN SECONDS

Prerequisites: Athletics 5, Essence 5, Invisible Motion (**Exalted: Essence**, p. 266)

The Sidereal sees her ideal future in the tapestry of all possibility, and leaps through Fate to reach it directly.

Spend 2 motes. The Sidereal makes a special movement action that cannot be flurried. She names a place she can perceive or directly infer the position of (e.g., the area behind a closed door she sees), then disappears. Until the next round, she cannot be perceived or affected by anything, helpful or harmful. At the beginning of her next turn, she appears at the spot she named. This travel is automatically successful if there is any possibility of the Sidereal reaching it at any point in the future. Otherwise, the Sidereal can make a difficulty 5 Athletics roll to reach it. If she cannot reach or occupy the target space, she may choose to appear as close as possible or at the exact spot she left.

Appointed End Arrival (The Rising Smoke): The Sidereal may interrupt turn order when she reappears. She subtracts 1 from the Defense of any target she attacks and adds 1 to her Defense until the start of her next turn. If she uses her action to make an *outmaneuver* action, she may roll with Athletics and gains 2 bonus successes.

Bondsman's Inevitable Appearance (The Messenger): The Sidereal may spend 1 additional mote or a set of Stunt dice to either take one willing character with her or to bring one willing character directly to her side instead of moving. This mode costs nothing if the target is the Sidereal's Familiar or Ally, but she may choose to gain an anima.

Rebounding Across Time (The Gull): At the end of the turn she reappears, the Sidereal may spend 1 mote or set of Stunt dice to use this Charm again as a reflexive action, moving to her original position.

PARADE OF VISAGES CONFUSION

Prerequisites: Athletics 4

Cloaked in the brief form of an object of obsession, the Sidereal gains a crucial moment's distraction to act

Spend 1 anima on Step 4 in response to an attack that failed to overcome the Sidereal's Defense. The Sidereal gains concealment, appearing as an object of obsession or devotion to the attacker. The Sidereal's next attack against the target gains three bonus dice, taking advantage of this obsession.

The Sidereal also gains insight into the wants and desires of the attacker and may flurry a social influence action in the guise of the illusion on their next attack. Reduce the flurry penalty to 1 die.

Mundane Cloak Sundered (The Quiver): The Sidereal instead takes the form of some terrifying or revered local spirit. All enemies lose two dice from their attacks until the Sidereal next attacks.

PRECARIOUS PASSAGE CONSEQUENCE

Prerequisites: Athletics 3

In a flurry of motion and with the aid of destiny, the Exalt is able to construct an impediment from anything on hand

Spend 1 mote. The Exalt produces a one-time environmental hazard with difficulty 3 that must be reflexively overcome to follow her in any cluttered or crowded environment like a library, shop, market, or at a gathering. At Essence 3, this increases to difficulty 5. If caught, the target may not continue to pursue the Sidereal until they succeed at a difficulty 6 Force + Physique roll to overcome it.

Foolish Pursuit Revelation (The Rising Smoke): Instead, the pursuer questions the very need to chase. The roll to resist the trap is Fortitude + Integrity and a failure indicates the target spends two rounds either pondering or attempting to convince other characters to break off pursuit by using social influence. Pondering is a simple action that may be flurried.

Awareness

FEATHERED CLOAK TRICK

Prerequisites: Awareness 2

Freed of Creation's grasp, the Sidereal gains a new vantage and sees much.

Commit 1 mote. For the duration of the scene, the Sidereal shifts into the form of a crow or similar corvid as per the Lunar Advantage, Ten Thousand Forms (**Exalted: Essence**, p. 52). She gains double 9s on Awareness rolls to observe the world while in flight.

Bold Filcher (The Crow): The *pilfer* gambit costs 1 Power while in crow form.

LUCID ENIGMA LABYRINTH

Prerequisites: Awareness 4, Essence 3

The Sidereal uses the symbol and power of dreams to drive her to unearth the truth.

Spend 2 motes and 1 anima. The Sidereal enters a dream state where each other player speaks as one of her Intimacies. They discuss the details of a mystery and propose mutually exclusive solutions. The Sidereal chooses one option and, if followed, it yields a clue no matter how tenuous the connection or disastrous the investigation. The Sidereal chooses one of her Intimacies' advice to follow and gains double 8s on applicable rolls while pursing the suggestion.

Ceaseless Pursuit of Truth (The Sorcerer): The Sidereal also adds 2 to their Resolve for the rest of the investigation for any attempt to dissuade her from pursuing it, and may explore two options provided during the dream state, each of which yields a clue.

SKILLED EXECUTION MIMICRY

Prerequisite: Awareness 2

A Sidereal mirrors the success of another by grabbing onto competence as it passes.

Spend one set of Stunt dice and choose a non-combat physical action not generated by magic performed in the previous round to copy perfectly. The Sidereal must have been able to perceive the action. She acts as though she had successes equal to the action copied to a maximum of the size of her dice pool. This Charm may emulate physical actions improved by Charms such as an infiltration roll enhanced by a Stealth Excellency.

At Essence 2, the Sidereal may copy a combat action made with the same type of weapon or the same kind of Build Power action instead, converting three or her Essence in dice to successes whichever is higher, when copying a successful attack.

Venus and Jupiter Blessing (The Key): The Sidereal may copy actions such as social influence or investigation, following all other restrictions.

THRENODY TO THE UNLIVED

Prerequisites: Awareness 2, Essence 2

The Sidereal imbues a resplendent destiny with such meaning that, for a brief moment, it needs no body to hold it.

The Sidereal, grasping a symbol of their relationship with the Maidens, exhales a breath that contains one of their resplendent destinies who now exists as a character counting as a secondary Ally for the scene with seven Health levels. The Sidereal may transfer one Intimacy to it and up to Essence + 2 levels of damage. She heals an equivalent number of Health levels transferred. At the end of the scene or if the created Ally dies, it dissolves and the Exalt gains one point of anima or Power per Intimacy the resplendent destiny had. If the resplendent destiny dies, it is considered broken and the Sidereal earns two advances toward an Exalt milestone for the Circle.

WISE CHOICE

Prerequisite: Awareness 1

The Sidereal meditates on the potential consequences of her actions, and gains advantage in anticipating likely outcomes.

Spend 1 mote and propose up to five plans of action for a desired outcome. The Storyteller indicates which is most likely to achieve the desired outcome in the short term. If the character follows one of the proposed plans, gain 1 additional anima and the option to perform one free dramatic edit while following the plan.

Heavenly Sentinel Eye (The Pillar): Spend 1 mote to ask one question about the most likely threat or impediment or how to best prepare for the plan. Storytellers should be honest but need not over divulge. "A potent adversary blocks the way" is acceptable rather than "you are meddling in the Mask of Winters's affairs."

EVERY WHISPER'S EAR APPROPRIATION

Prerequisites: Awareness 5, Essence 4

Whatever has the fate of being known, the Sidereal shall thus know.

Commit 3 motes for the scene. The Sidereal may perceive as if standing in the same position as any character

she can name or specifically describe ("a thief in Nexus" would not work but "the thief who just stole my coin purse" would), no matter where they are. This does not work on enemies of fate or characters with an Essence rating greater than hers. The Sidereal may switch this target reflexively at any time. She does not benefit from any special senses the target has, but she may enhance her own senses with magic. She is unable to use any senses the target lacks at the time she observes. Whatever the Sidereal successfully perceives, the target also learns — unaware of her involvement. If the target is engaging in any activity that they are attempting to hide, the Sidereal must roll Awareness against their Resolve. On a failure, the Sidereal chooses between missing the target's secret activity or immediately alerting the target that someone is perceiving their actions.

Dreaming the Wild Lands (The Ship's Wheel): This Charm may target animals, and the Sidereal may describe a general type and location of animal she wishes to target. These animals follow the Sidereal's will while she observes through them, as long as it does not endanger them.

Close Combat

DUCK FATE

Prerequisites: Close Combat 3, Essence 2

See p. XX.

FATE-SEVERING DEFLECTION

Prerequisites: Close Combat 5, Essence 4

As the arrow of doom closes in, the Sidereal parries possibility itself.

Spend 2 motes. The Sidereal performs a *full defense* action and declares one specific event impossible within close range of herself for the session. The event can be of any scale, but only the area within close range benefits from the Sidereal's protection. For example: the Sidereal may forbid characters from approaching the entrance to a temple she stands in front of or blocking a bridge from collapsing. Only magically enhanced actions can pass through the Sidereal's ward, and those must be rolled to activate using their parent Ability, Attribute or most appropriate pool at a difficulty equal to the Sidereal's Defense. If this roll fails, the Sidereal treats it as successfully defending against an attack. She may only ban one event at a time.

Executioner's Axe Aloft (The Crow): The Sidereal may commit the cost of this Charm until the end of the scene. When she lifts the commitment, the parried event immediately comes to pass if its occurrence had been blocked. If the event had degrees of success or severity, it occurs at the smallest possible degree.

Drifting Omen Compensation (The Quiver): The Sidereal may spend a set of Stunt dice at any time to change the blocked event to one of a similar nature (such as blocking a bridge from collapsing but allowing the slat beneath an opponent's feet to fall away or blocking a pickpocket from stealing a noble's purse but causing them to grab a scandalous letter). If this change successfully interrupts something, the Sidereal may gain an additional anima.

IMPLEMENT CONFUSION HYMN

Prerequisite: Close Combat 1

Ethereal notes move the qualities of the implements of war about the battlefield.

Spend one set of Stunt dice as a simple action. The Sidereal may move up to twice her Essence in tags between any weapons within short range. This can result in *concealable* daiklaives, *flexible* chakrams, or *pulling* flamepieces. Additionally, the strange physics of these items causes a defender's Defense to be reduced by 1 unless the weapon could normally have that tag. This effect lasts until the end of the scene. The effect may extend to the session if the Sidereal instead spends a dramatic scene in discourse with the items.

LIFELINE-SEVERING STRIKE

Prerequisites: Close Combat 5 or Ranged Combat 5, Essence 5

When the Sidereal's strike is written into reality, nothing more is left to chance.

Spend 4 motes on Step 6 of a decisive attack. The Sidereal converts all dice from Power into automatic successes. Effects from this charm do not count against the die or success cap.

Perfect Ending Form (The Spear): Spend an additional mote. Convert up to 5 damage dice from extra successes to successes.

Axe Upon Bowed Neck (The Crow): Spend an additional mote. The target resists damage from this attack with the lower of Resolve or Soak. Their Resolve may be modified by their Intimacies.

SEVER THE THREAD

Prerequisites: Close Combat 4, Essence 2

The Sidereal leverages a position of advantage to deliver a terrible blow.

To use this Charm, the Sidereal must have at least 6 Power. Spend 1 mote on Step 1 of a decisive attack. On Steps 3 and 5, the Sidereal may convert the maximum of three or their Essence in dice to successes. Against an enemy of fate, the Sidereal may instead covert the maximum of three or their Essence + 1 dice to successes.

SOMEONE WILL DIE

Prerequisites: Close Combat 4, Essence 3

The Sidereal delivers a strike destined to draw a foe's blood, even if not the one first intended.

On Step 5 of an attack that failed to overcome the target's Defense, spend 2 motes and 2 Power to name another target within long range. The player controlling the target of the original attack chooses whether the Sidereal's attack continues as though the attack had succeeded with no extra successes or immediately begins a decisive attack starting at Step 3 against the named target wagering whatever Power the Sidereal chooses. If used on a decisive attack, the Power cost of the Charm is paid from wagered Power. This reduces damage dice but does not prevent the character from making a decisive attack if the wagered Power would be less than the target's Hardness.

Failed Blow's Redemption (The Shield): Instead, spend 2 motes, 1 anima, and 1 Power to begin back at Step 1 with the same target. This Charm may only be used against a given target once per scene.

UNOBSTRUCTED BLOW

Prerequisite: Close Combat 2

The Sidereal sees the true essence of violence and ignores all impediments to it.

Spend 1 mote on Step 3. Ignore wound and Hindered penalties and cover, and increase accuracy, damage, and overwhelming of the attack by 1. If the cover is total with no possible way the attack could come through, the target receives +2 Defense. If the Sidereal is unarmed, she also gains +2 damage.

At Essence 2, any damage above what is required to kill or incapacitate the target is converted into Power. If gaining Power would increase it above 10, instead gain anima.

Iron Brute Fist (The Gauntlet): If the attack deals at least two Health levels of damage, the target receives a disfiguring or painful injury that they attempt to conceal or nurse reducing their Defense by 2 until healed. All influence actions taken by the target except those based on fear or intimidation require two extra successes and the target's Resolve is reduced by 1.

WEARING RED TO A WEDDING

Prerequisite: Close Combat 3, Presence 3, or War 3

Practiced posture and battle grace make even battle-worn war implements appear appropriate for any social milieu.

Commit 1 mote. The Sidereal raises no suspicions nor incurs social roll penalties by openly wearing armor, brandishing weapons, nor displaying stains and signs of combat. Trivial characters carry on as if nothing is off. Significant characters who wish to respond normally must make an Awareness or Integrity roll at difficulty 5.

This charm ends if the Sidereal attacks or otherwise causes physical destruction.

General Cloaks the Battalion (The Banner): The effect extends to a battle group associated with the Sidereal.

Craft

DESTINY-KNITTING ENTANGLEMENT

Prerequisite: Craft 1

Just as Venus may tie together two lovers' futures, so can the Sidereal entangle.

The Sidereal may spend an action interacting with an object and spend 1 mote to bind her and the object's destiny together. By spending a mote at any time later, the Sidereal gains a general idea of the location of the object and its circumstances, such as whether it's locked up or guarded. By spending another mote, if the item is not in some way secured and is within long range, she sets off a set of wild coincidences that return the item to her possession by the end of the scene. Alternatively, she may spend the mote to cause the item to rebel against its owner, imposing a −2 dice penalty whenever the object is in use.

PRAYERWRIGHT'S SNARE METHOD

Prerequisites: Craft 2, Essence 2

Fashioned from ambrosia, the enchanted stuff of prayer, the Sidereal crafts a perfect lure for the mortal and magical.

Spend 2 anima and spend a scene crafting a lure from solidified prayer. The Sidereal may declare a class of beings as wide or as narrow as they wish that the Exalt could evaluate themselves, such as "all demons" but not "all who seek to dominate the Realm." Any being of the selected class who sees the lure must succeed at a Fortitude + Integrity roll, difficulty 5, to avoid gaining a Major Tie of possessiveness toward the object. The lure

lasts for a day before its attractive quality fades or until the end of a scene where blood is spilled over it.

At Essence 3, if the declared class consists entirely of enemies of fate, gods, or spirits, the difficulty to avoid the Intimacy is 7.

Consuming Obsession Distillation (The Lovers): Once in possession of the object, the owner is oblivious to the outside world, ignoring duties of office and station. Stealth rolls to pass the possessor automatically succeed, attacks against the owner are granted surprise, and the possessor will quickly agree to plans that allow them more time to gaze at the lure.

PULLING THREADS CLOSED

Prerequisites: Craft 5, Essence 4

The Sidereal weaves her vision into Fate as she works, realizing her it with a throw of the shuttle.

Spend 1 mote. The Sidereal retroactively completes an interval of a crafting venture with a scene time scale in the past, even if she would never possibly have found time to do so. The Sidereal may spend 1 additional mote to use this Charm on a venture with a session scale, or 3 additional motes on a venture with a story scale. The Sidereal cannot use this Charm to alter the circumstances of the current scene, such as constructing a building on the ground where the characters are currently standing.

Embracing Life Method (The Key): The Sidereal may use this Charm on an information-gathering venture.

Spectacular Tailfeathers Drawn (The Peacock): If the Sidereal completes a project with this Charm and immediately presents the crafted object as a gift, for the rest of the scene she may roll any influence actions against that character with Craft and gains an anima when she uses Stunt dice to benefit enhanced influence actions.

RIGHTFUL APPURTENANCE TRANSFORMATION

Prerequisite: Craft 2

Calling on the constellations to change an object's destiny, stick becomes sword and stone becomes key.

Commit 1 mote. One object gains the properties of another non-specific object: a restaurant menu becomes a generic warrant or a dinner plate becomes a shield. Using the object for its newly appointed role grants double 9s. Noticing the ruse requires succeeding at a difficulty 5 Integrity-based roll. Objects must be roughly similar in size to be transformed. Mundane weapons may be created this way and do not have the *improvised* tag. This effect lasts until the end of the scene or for a dramatic scene at which point it's destroyed.

Appointment of Inanimate Superiority (Upgrade, Essence 2): An object may instead become an exemplar of its own type. This lasts until the end of the scene before wearing out. Non-combat objects grant double 8s on appropriate rolls. Combat objects gain the *balanced* tag or increase damage or Defense by 1.

SWAN-AND-DUCKLING PARABLE

Prerequisite: Craft 2

Time auguring that which will be coupled with time among the tailors of Yu-Shan give the Sidereal a preternatural insight into the best look for any occasion.

Spend one set of Stunt dice. The Sidereal spends a dramatic scene trying on clothing, shopping, tailoring, or helping another do so to craft the perfect look for a specified event. The outfit is so stunning as to cancel any appearance or social class-based penalties on social rolls and granting double 9s. The Charm lasts for one social, diplomatic, bureaucratic, or dramatic scene. Non-magical beings overlook minor breaches of etiquette and assume actions are taken in good faith unless they succeed at an Integrity-based roll, difficulty 5.

Perfect Diplomacy Regalia (The Messenger): The outfit is so perfect that guards and functionaries usher the wearer past on whatever business they state unless they succeed at an Integrity-based roll, difficulty 5. Additionally, breaches of etiquette are overlooked by all characters unless they succeed at an Integrity-based roll, difficulty 6.

SWORD-QUEEN'S FORETOLD BLADE

Prerequisites: Craft 4, Essence 2

Sometimes the hero of legend is late and one must improvise.

Spend 1 anima to commit a resplendent destiny to an object that becomes an artifact holding that destiny. Anyone in possession of it assumes the resplendent destiny gaining memories and insights into the destiny's role and behavior. This destiny is not broken by acting out of character. The imbued item may be attuned to the wielder who gains access to one evocation related to the destiny or the constellation informing it that generates an appropriate ongoing effect. Characters with Essence 1 or higher gain access to an additional evocation and the Exalted gain access to a third evocation.

If the object is destroyed, the resplendent destiny is considered broken.

CLAIM EXCLAVE PROJECT

Prerequisite: None

Time scale: One session

Base obstacles: 3

Common obstacles: Otherworldly Arbiters (opposed), Deadly Environment (difficulty 5-7), Arcane Legalities (difficulty 3-5)

Common advantages: Expanded forfeiture (one success to increase the radius by one mile, plus one per each previous purchase of this advantage), local ambassador (three successes to attract a friendly native spirit), preserved magics (four successes to retain features of a secondary hearthstone's demesne, or increase it to Primary), migration treaty (five successes to establish a method of moving back and forth from Creation)

Common consequences: Heavenly audit; lingering dangers; term limit; vengeful refugees

WARP-AND-WEFT HANDIWORK

Prerequisite: Craft 3

Bits of magic and essence weave into a project, granting it wonderous utility.

Commit 2 motes for the duration of a venture or spend 1 mote for a single roll during a Crafting project. The Sidereal converts her Essence in dice to successes on each roll. She may spend 1 anima or Stunt dice to instill the created object with a magical but non-hazardous property. The object grants the user double 9s to relevant rolls and has a useful, minor magical property such as a water bladder that can hold 10 minutes of air or a cloak that can conceal a large weapon.

Impossible Materials Mastery (The Sorcerer): Additionally, spend one set of Stunt dice. The Sidereal may craft with any material like a cloak made of sea foam that prevents drowning or a table of still-living wood that produces endless kindling. In addition to their other properties, if such objects are given as a gift, they grant the giver double 8s on their next social influence roll with the recipient. These objects are lesser wonders and may serve for a scene as a tertiary Artifact. A character may use a milestone to secure this Artifact permanently, as normal.

Embassy

CELESTIAL EXCLAVE ACQUISITION

Prerequisites: Embassy 5, Essence 5

Affixing a prayer strip to the sky signifying the contract, the Sidereal makes a cunning deal on Creation's behalf, forcing a parcel in another realm to obey Creation's laws for a paltry price.

Spend 1 mote. The Sidereal undertakes a special project to create a 10-mile-radius area (out to extreme range) of Creation's rule inside another realm, such as the Underworld, Malfeas, or the Wyld. This Charm has no function in Yu-Shan. Rolling to complete an obstacle in this venture costs 1 mote. Once the venture is complete, the area behaves under Creation's laws, though only the stars shine in its sky.

This Charm can be used once per story.

Conning Chaos Technique (The Guardians): The Sidereal chooses one character native to Creation and rolls Embassy or Stealth against their Resolve. On a success, the target is sold to the Wyld as prey. The Sidereal may bypass one obstacle of the venture by engaging in a dramatic scene in which she leads Fair Folk hunters to the target. The curse ends when the venture is complete, and the portion of the Wyld permanently rejoins with Creation.

Saturnine Satrap Appointment (The Corpse): The Sidereal appoints one willing ghost as the suzerain of a shadowland she wishes to return to Creation. A ghost empowered in this way increases all dice pools by one, adds "Ruling the Shadowland" to their primary dice pool, and gains *materialize* if they do not already have it. This ghost no longer counts as a creature of darkness. They count as a tertiary Ally invested in the venture. At the end of the venture, the ghost is released from their duty and reincarnates. Ghosts who performed their duty exceptionally well may return as heavenly spirits.

CIRCUMSTANCE-CONTRIVING RESPLENDENCY

Prerequisites: Embassy 4, Essence 2

Not only may the power of the constellations write a destiny into being, but also its trappings.

When creating a resplendent destiny, a Sidereal may choose two tertiary, or one secondary Merit out of Allies, Backing, Command, Contacts, Followers, Influence, or Resources for that destiny to access. These Merits are considered part of that destiny and appear as fast as necessary to support the Sidereal.

EQUITABLE PARTNERSHIP

Prerequisite: Embassy 2

The constellations guide the Chosen to a person with needed resources and the steps needed to gain their backing.

Spend 2 motes. The Sidereal specifies a Merit from Allies, Backing, Command, Followers, or Resources and spends a dramatic scene canvassing an area for potential sources of that Merit. She shares a plan explaining how she and the source share motives such as profit, revenge, or freedom. At the end of the dramatic scene, the Sidereal gains backing from someone who grants access to that Merit (or becomes the Merit, in the case of Allies) for the story. They gain a positive Minor Intimacy regarding the Sidereal or the plan.

The Storyteller stipulates the exact form the Merit takes. The Merit's level is determined by Essence (**Exalted: Essence**, p. 184). This does not generate anima.

FOLLOW THE BLUE STRING

Prerequisite: Embassy 2

Peering into the substrate of emotion, the Sidereal reads a room as if it were a map.

Spend 1 mote to learn any Intimacies between two people. This does not generate anima. Alternatively, spend 1 anima to learn the dominant Principle, Tie, or Virtue among a group. When using either, the Sidereal may make an Embassy roll at difficulty 3 or the manipulator's Essence to detect any magical influence on the targets. The target does not find it suspicious if the Sidereal brings it up.

Cantarella Kiss Intrigue (The Lovers): When using *read intentions* to discover an Intimacy, the Sidereal learns the most effective way to break or injure the Intimacy, reducing the cost of any social influence action against it by one (to a minimum of 1). The Sidereal also learns how to best skirt around the targets' Intimacies and Virtues, reducing the target's Resolve by 1 and reducing the effective strength of an Intimacy by one level. Minor Intimacies reduce their Resolve modifier to 1.

MAIDENS' MANDATE ASSUMPTION

Prerequisites: Embassy 5 or Sagacity 5, Essence 5

The Sidereal calls upon the greatest of emergency powers within the Celestial Bureaucracy, circumventing all but the highest of laws in the Maidens' name.

Commit 3 motes for the scene. The Sidereal assumes absolute authority over any gods and elementals in the scene with an Essence rating of 6 or lower. When she influences spirits under her authority, their Resolve is penalized as if by a Major Intimacy. In combat, she may influence spirits under her authority reflexively once per turn. Spirits under her authority cannot spend motes while dematerialized without her permission except to materialize, and while materialized, must still spend 1 extra mote on unauthorized expenditures. If the Sidereal approves for a spirit to materialize or dematerialize, it is free. The Sidereal may reflexively spend a set of Stunt dice to add or subtract two dice to the roll of a spirit under her authority.

Spirits who are present form or strengthen negative Intimacies against a Sidereal if they do not approve of her use of the Charm, and one powerful god in Yu-Shan always gains a negative Intimacy against the Sidereal no matter how justified her actions.

Celestial Intervention Appeal (The Haywain): When this Charm is used, the Sidereal summons an Essence 6 dragon. If the dragon believes her cause justifies their presence, they may choose to bring with them a Size 1 battle group of Essence 3 celestial gods or elementals with veteran Drill.

Fate is All Things (The Sorcerer): The Sidereal assumes authority over all spirits while within Creation and Heaven's borders. Outside those realms, she retains the ability to penalize Resolve and spend her stunt dice to affect spirits' actions. If used in a scene where no gods are present, this does not incur Heaven's judgment.

ORGANIZATION WOOING OVERTURE

Prerequisites: Embassy 3, Essence 3

Skilled at navigating heaven's manifold bureaucracies, the Sidereal goes to the heart of power to influence an organization.

Commit 2 motes. The Sidereal goes to a location representing the bureaucratic heart of an organization such as library's catalog, a merchant house's ledgers, or a monastery's store of sacred texts. The Sidereal writes, sings, or performs an ode of love or adoration to the organization and gains double 9s on all interactions within the organization tied to the structure. Low-level functionaries perform

simple administrative tasks without question and high-level functionaries are treated as though they had a Minor Tie of affection toward the Sidereal. This effect lasts for the maximum of a dramatic scene, a venture, or Essence + 2 days of downtime. Additionally, for the duration of the story, gain a secondary Merit such as Allies, Backing, Contacts, Resources for rolls related to that organization's mission.

Efficacious Emanation Invocation (The Key): In addition, the organization manifests as an embodied form with a Minor Tie of loyalty to the Sidereal and is immune to their Arcane Fate. They act as a primary Ally for interactions with the organization. At the end of the effect, if the Sidereal strengthened the Tie to Major, they may take on that form as a resplendent destiny with encyclopedic knowledge of the organization's history and operations. The Sidereal may spend 1 mote to learn anything not intentionally hidden or to get a clue toward uncovering a hidden fact about the organization.

Integrity

AEGIS OF BORROWED PURPOSE

Prerequisite: Integrity 2

Tugging on the thread of a resplendent destiny, the Chosen blocks an assault on her beliefs.

Commit 1 mote. This does not generate anima. Choose one:

Substitute — The Sidereal may reflexively substitute one Virtue or Intimacy with one held by one of her resplendent destinies for a scene.

Reinforce — The Sidereal may borrow the same Virtue or Intimacy from a resplendent destiny, increasing her Resolve by 2. The borrowing lasts for the scene and may be used multiple times.

COMMENDING TO FATE'S HANDS

Prerequisites: Integrity 5, Essence 4

The Sidereal plucks an ideal from her heart and stitches it into the fabric of Fate.

Commit 3 motes for the scene. The Sidereal selects one of her or one of her resplendent destinies' Major Intimacies. All allied characters gain double 8s on rolls made to uphold or defend the Intimacy, and treat influence against it as unacceptable. When this Charm ends, she loses the Intimacy completely. If this Intimacy belonged to one of the Sidereal's resplendent destinies (p. XX), this counts toward her limit of acting out of character.

Last Hope Salvation (The Sword): When choosing a Principle, the Sidereal removes it permanently, never able to regain it again. When the Sidereal spends Stunt dice on dramatic edits during the scene, she always gains an anima and may introduce elements that defy plausibility and even causality.

Dream-Sacrificing Maneuver (The Gauntlet): The Sidereal keeps the upheld Intimacy and instead loses a different Major Intimacy immediately and treats upholding or defending that Intimacy as unacceptable influence. Fate writes a cruel miracle, causing an immediate and drastic event opposing the sacrificed Intimacy in whatever manner the Storyteller deems appropriate.

FARMER REFUSES PLOW

Prerequisites: Integrity 4, Essence 3

Role and duty are melodies that, when reversed, discard the shackles of expectation.

Commit 1 mote and choose a target. For as long as the Sidereal spits invectives against Heaven, the celestial bureaucracy, and the role of the Exalted, the target may not perform any act in accordance with its expected role without succeeding at a Force + Integrity roll, difficulty 7. A guard will stop no trespassers, an assassin will not kill, a tiger may not attack, a creature of the Wyld may not change forms. The effect ends if the target is attacked and otherwise lasts up to a scene.

Obligation Jubilee Banter (The Corpse): The effect extends out to medium distance against all trivial characters of the Sidereal's choosing and may affect all beings of a given class.

ICY ADJUDICATOR'S MIEN

Prerequisite: Integrity 3

World-weary and burdened, the Sidereal is unmoved by hope and magic.

Commit 1 mote. For the scene, the Sidereal's Resolve is increased by 1 and cannot be reduced below 4 or its base value plus 1, except by Intimacies or Virtues. Social influence actions against her cost an additional success.

Oath of the Sword (The Sword): Additionally, instead of taking a hard bargain or refusing influence, the Sidereal may instead take a Health level of damage or spend a pair of Stunt dice to cancel the influence. The Sidereal may also use this on behalf of any member of their Circle within medium range.

SHARED DENIAL CANTICLE

Prerequisites: Integrity 3, Essence 2

The Sidereal is such a paragon of peace and denial another cannot hope but to mirror

Commit 1 mote and choose a target of equal or lesser Essence within long range. The Sidereal enumerates a list of things they could but will not do and the target is prohibited from doing the same unless they succeed at a Force + Integrity roll, difficulty 7. This may include prohibitions such as using a specific Charm, casting sorcery, eating, moving, engaging in violence, or lying. If the target succeeds, the Sidereal may also resume performing the prohibited behavior. For each day of downtime or session the Sidereal wishes to extend the effect, they must commit an additional mote. Continuing this Charm is an exception to any such prohibition.

UNINTENDED APPLICATION PROHIBITION

Prerequisite: Integrity 2

All things have a purpose. To use them otherwise invites Heaven's wrath.

Spend one set of Stunt dice. Except for those chosen by the Sidereal, all objects within medium range may only be used for their intended and proper purposes for the rest of the scene. Improper uses for objects fail such as: climbing a tree or wall without a rope or ladder, using goods to bribe or barter if a society uses money, barring doors with anything other than its own lock, and using anything other than a weapon to inflict harm. Using the object improperly requires an Integrity roll, difficulty 5, unless the improvisational use is permitted by magic (such as a Charm that allows a character to use an object as a weapon). Anyone attempting to do so, successful or not, is struck by fate, taking two Health levels of damage. This damage is only taken once per scene.

Inviolable Functionary Extension (The Peacock): The effect may be extended to functionaries and trivial characters who may be asked to do nothing besides their job. Gossips divulge all their information, marketgoers do not attempt to stop a fleeing thief, and law enforcement or bureaucratic officers ignore no crime or law no matter how small.

Navigate

FIEND-HUMBLING HORSEMANSHIP

Prerequisites: Navigate 5, Essence 3

Heavenly tack bends those beyond Heaven's remit to the Sidereal's service as a humbled steed.

Spend 1 mote and 1 anima. The Sidereal summons a bridle made of starlight that transforms an enemy of fate (p. XX) into a horse. Placing the bridle on an unwilling target requires a successful gambit with a Power cost equal to the target's Resolve. The Sidereal may roll (Attribute + Navigate) to make the attack.

The transformation has the following effects:

- The horse has a physical appearance reflecting its true nature. A demon horse may bristle with fire while a fae horse may leave flowers in its tracks.
- The horse must serve faithfully as a steed and may not attack, throw off, or ignore the simple commands of the rider if they could also be performed by a horse.
- Once per combat, reduce the cost of a mounted gambit by two instead of one, taking advantage of the supernatural nature of the mount, to a minimum of 1.
- The horse may not use magic without the Sidereal's permission.

Breaking the effect requires an Integrity roll difficulty 5 after the horse has taken damage at the Sidereal's direction such as by entering combat or traversing harmful terrain.

The transformation is permanent for non-Exalt targets with Essence equal to or less than the Sidereal's and, for Exalted or targets of greater Essence, the greater of 2 + Sidereal's Essence days in a dramatic scene or one session.

At Essence 4, the Sidereal may use this Charm reflexively after besting any demon, undead, or fae in battle, debate, commerce, or other competition and lasts a year and a day or until the end of the story.

MAIDEN'S PARADE PROCLAMATION

Prerequisites: Navigate 5, Essence 4, Prow Mocks the Shoreline

Creation itself stands aside and bows before the passage of that which has the honor of bearing such precious carriage as the Sidereal.

Commit 2 motes. The Sidereal's mount or vessel parts anything it encounters as easily as still waters, moving through bustling cities, over armies, and even cleaving mountains. Living beings are pushed aside gently, and inanimate objects rejoin seamlessly when parted. Natural forces never block or threaten the Sidereal's course. The Sidereal may choose to climb or descend along encountered obstacles. A mount ignores difficult terrain, and is immune to *ensnare*, *pull*, *knockback*, and

knockdown gambits. When it enters a target's range band, the Sidereal may make a reflexive *knockback* gambit using Navigate. A ship can never be run aground, and attacks bounce off its hull like waves, increasing its Defense and Soak by 1. It may reduce the Power cost of the *ram* maneuver by 1 by giving up the Soak reduction effect, and can move its target a range band by giving up the entangling effect. If this Charm ends while the mount or vessel is interposed with a solid object, it is ejected violently with no immediate damage to the object, suffering 5 unsoakable levels of damage.

Brazen Carriage Elopement (The Ewer): A mount can reflexively roll to escape a grapple or other effect that prevents movement once at the beginning of the Sidereal's turn. A vessel can *escape* for 3 Power.

Ship-Defining Figurehead (The Quiver): By committing 1 additional mote, the Sidereal may use this on an inanimate object she is in possession of that is not otherwise mobile or seaworthy (such as an expensive mahogany writing desk, or a statue of the Scarlet Empress), giving it stats as a mount or naval vessel, appropriate to its size.



METICULOUS DISASTER AGENDA

Prerequisites: Navigate 4, Essence 2

A wise traveler knows all unpleasantness cannot be avoided but knows best how to choose that unpleasantness

Commit 2 motes. For a travel venture about to be undertaken, choose a single great obstacle such as "the Fair Folk" or "a natural disaster" in consultation with the Storyteller; the Storyteller then crafts an encounter on that theme to replace the first venture roll. For example, a battle against a colossal water elemental to represent a typhoon, or a game of wits played against a prince of a Fair Folk court.

If the group successfully overcomes the challenge, negate all future obstacles for that trip and reduce the time scale to rounds or scenes as appropriate to the disaster's scale. Escaping the Fair Folk may take mere seconds while fleeing the aftermath of a tidal wave may require scenes. If the group does not overcome the challenge, they continue the journey at the normal time scale, but reduce the difficulty of each future obstacle by 1.



PROW MOCKS THE SHORELINE

Prerequisite: Navigate 3

Wagon, ship, and balloon are artificial divisions. A Sidereal sees them all as temples to Mercury whose beneficence is all any trip needs.

Commit 1 mote. A vessel suited for one environment is now suited for all. A boat may glide across roadways, a wagon moves easily over snow drifts, and a light skiff glides along treetops. The vessel continues to travel at its average speed as it does in its regular medium and functions as an appropriate vehicle of similar quality. Additionally, the Exalt may spend 1 mote during Step 2 of an attack against the vessel outside its native element to increase Defense by 1 as the attacker is befuddled by the strange craft.

Mirror-Shattering Method (Upgrade, Navigate 4, Essence 3): The vessel may undertake a trip to Malfeas, the Underworld, Yu-Shan, or any location within the Wyld. The journey always takes five days. The vessel is immune to environmental hazards once it arrives. No immunity extends to its passengers.

Peculiar Medium Navigation (The Captain): The Sidereal may commit an additional mote to navigate on or through destructive or alien terrain such as a magma flow, along the sea floor, or over a lake of acid or oil. Passengers are protected from environmental hazards and may breathe safely.

STONE-SKIPPING SPIRIT

Prerequisite: Navigate 2

By speaking of a vehicle's great destiny, the Sidereal grants it the power to withstand all peril.

Commit 1 mote. The Sidereal spends a dramatic scene blessing a vessel. Spend one set of Stunt dice to make the blessing a reflexive action. While the mote is committed, the vessel operates perfectly as if it were in new condition and suffers no penalties on venture rolls due to its condition or obstacles tied to visibility or the environment such as winds or rain. All on board are

immune to environmental hazards. During naval combat, increase Soak and Hardness by 2.

Endless Galley Endowment (The Mast): Additionally, the vessel has unending provisions for all onboard, rest comes easily, and a spirit familiar with the vessel accompanies the trip providing entertainment and answering questions about anywhere the vessel has been. During a venture, the ship is immune to obstacles related to fatigue, exhaustion, or running out of mundane supplies.

Performance

BEAUTY IN MISFORTUNE

Prerequisite: Performance 4

A hero who never fails will never live in the hearts of those who need her.

After a notable failure for the Exalt or their Circle pertaining to their Caste or Aspect, the Sidereal spends a dramatic scene retelling the defeat as a story containing a lesson on how they may win in the future. Each Circlemate may immediately earn a major milestone purchase via instant training (**Exalted: Essence**, p. 128) without paying Stunt dice or the Circle may immediately gain a minor milestone. This Charm may not be used again until reset by achieving a minor milestone another way.

Heed the Parable (The Shield): Against the same foe or challenge, each Circlemate gains double 8s on one roll of their choosing. This selection may be made retroactively after the roll, but before the narrative outcome is determined. When this benefit is used, they may choose to gain 1 anima.

CORRECTION-DEMANDING MISREMEMBRANCE

Prerequisite: Performance 3

The quickest way to find a truth is to tell a slightly wrong tale to the proud.

Commit 1 mote and choose up to her Essence in targets within hearing distance. The Sidereal begins speaking falsehoods and half-truths the targets must loudly correct unless they succeed at an Integrity or Embassy roll, difficulty 5. This may divulge personal secrets or sensitive plans or other hidden information and makes it known to all within earshot. Anyone who shouts a correction has their Resolve reduced by 1 for the scene.

THE MAIDEN STUMBLES

Prerequisites: Performance 3 or War 3, Essence 2

Lashing out with terrible beauty, the Sidereal reverses harm with artistry.

Spend 1 mote. During Step 7 after Soak is applied, make a Performance-based roll against the attacker's Defense as the Sidereal lashes back in a moment of terrible expression. For each success, cancel one damage from the attack and if all damage was canceled, gain the Sidereal's Essence in Power. Use only once scene unless reset by the Exalt being reduced to her Critical Health levels.

TWIRLING ON BLUE SASHES

Prerequisites: Performance 5, Essence 5

The Sidereal walks the steps of the blue maiden's first dance, supplanting the world's ideal form with her own image.

Commit 3 motes. The Sidereal instills a Major Intimacy of love or fascination toward herself in every character who perceives her while this Charm is active, ignoring Resolve. Characters may take a hard bargain to resist by averting their senses in her presence, suffering a −3 dice penalty on all actions directed at her and −1 to Defense and Resolve against her.

Harmonic Completion (The Musician): When the Sidereal attempts to *instill* or *strengthen* any positive Intimacy, or to weaken a negative one, she can always leverage a positive Intimacy toward herself.

Faceless Idol Obsession (The Lovers): Characters who had no previous Intimacy toward the Sidereal do not gain immunity to Arcane Fate from this Intimacy, instead becoming obsessed with an ideal person they cannot identify. The Sidereal may leverage this Intimacy even after the Charm ends.

UNEARTHLY HERALD PERFORMANCE

Prerequisite: Performance 2

Sublime dance and song transmit truth directly to their audience.

Spend one set of Stunt dice. For a scene, spirits appear to play otherworldly music to accompany an interpretative dance that allows the Sidereal to broadcast information to all who can see or hear her out to long range. Her message is understood by all, regardless of language. Additionally, if used to support a social action, Performance actions may target specific members of an audience and Presence actions suffer no dice penalty for multiple targets.

Span-Shattering Spectacle (UpgradePerformance 4, Essence 2): Borrowing the voice of Heaven, the effect extends out to extreme range.

WARFARE-SLOWING DIRGE

Prerequisites: Performance 3 or War 3, Essence 3

The battlefield is filled with a tide of music so thick that weapons and warriors slow to its beat.

Commit 2 motes and spend 2 anima. The Sidereal begins chanting a slow drone or (if unable to sing) stomping and clapping an achingly slowly rhythm. Out to medium range, characters with Essence equal or less than the Sidereal's move as though they are in difficult terrain and increase Defense by 2. Affected characters may not perform flurries or rushes and effected battle groups lose two Overwhelming. In addition, all light weapons and unarmed attacks reduce their accuracy bonus by 1, and medium and heavy weapons reduce their damage bonus by 1 to a minimum of 0.

Physique

BROKEN IDOL DESPAIR

Prerequisite: Physique 3

The Sidereal recognizes the tie between physical symbol and inner belief and shatters ones to break the other.

Spend 1 mote. The Sidereal performs a feat of strength tied to the destruction of a symbol such as destroying a grave marker, a religious statue, or a marker of political power. If the Sidereal succeeds, reduce positive Intimacies to the institution, entity, or idea by those who saw it by one level if it was a lesser feat, two if it was a greater feat, and suppress Virtues if it was an extreme feat. This lasts until the end of the session or a day of downtime, whichever comes first.

Shattered Shackles Empowerment (Upgrade, Physique 4, Essence 2): The Sidereal may also combine the above with a special *instill* action creating an Intimacy in witnesses not tied to a Virtue.

BUTTRESS OF PRINCIPLE

Prerequisite: Physique 3

Conviction and purpose provide strength to resist enemies of fate.

When purchasing this Charm, choose an Attribute. Commit 1 mote for one scene or dramatic scene per session. Choose a Virtue or Intimacy. Increase the Sidereal's chosen Attribute by 4 if choosing a Virtue, 3 if choosing a Major Intimacy, or 2 if choosing a Minor Intimacy for any action that supports that Virtue or Intimacy, which may temporarily increase it above 5 but the increase counts as added dice. While active, if the Sidereal is incapacitated, retreats, or otherwise fails in the task the Attribute was applied to, the Sidereal takes levels of damage equal to half the bonus gained rounded up and loses anima equal to the bonus granted. This cannot reduce the Sidereal below one Health level or zero anima.

CATACLYSM-BEARING POSTURE

Prerequisites: Physique 5, Essence 4

The Sidereal stands between Creation and doom itself, taking the world's pain upon her back.

Commit 2 motes. On Step 7 of any decisive attack she can perceive, the Sidereal may choose to replace the target and take the damage, which does not count as her Charm use for the step.

Typhoon-Drinking Sail (The Mast): The Sidereal may divert damage inflicted on structures and landscapes to herself, resisting it as an appropriate environmental hazard. If the damage would be recurring, she may spend 1 mote or set of Stunt dice to make her resistance last the full scene.

Twisted Shield Strike (The Shield): The Sidereal may sacrifice any amount of Soak on Step 7 of an attack she receives. The character making the attack suffers the damage with the Sidereal, up to a number of Health levels equal to the sacrificed Soak. If this incapacitates the attacker, the Sidereal suffers no damage.

HUNGRY TOUCH

Prerequisites: Physique 4, Essence 2

The Exalt brings all future blows against an object to the present, rendering it to dust

Spend 1 mote to destroy a mundane stationary object that would normally be up to a greater feat of strength to destroy or demolish.

During combat, spend 1 mote to make a special unarmed gambit. The gambit can target any item visibly on the target and costs Power equal to the target's Defense. If successful, the object is destroyed. If the object is an artifact, it is de-attuned from the target but not destroyed. The target loses access to the artifact's inherent properties and Evocations until the end of the scene.

At Essence 3, the Sidereal may break artifacts in combat by making a reflexive feat of strength roll converting their Essence in dice to successes. They must be in possession of the artifact in some manner, whether stolen or disarmed from their opponent.

LOOM-SHIFTING NUDGE

Prerequisites: Physique 4, Essence 3

Rather than gripping an object, the Sidereal grabs at their connection to it, twisting until it breaks.

Commit 2 motes for the scene. The Sidereal may grapple with *legendary size* creatures and battle groups of up to her Essence in size, and may attempt feats of

strength against objects she couldn't normally grab onto, such as throwing a tower or shifting a river. Creatures grappled this way lose one Defense from sheer confusion. Attacks made with gigantic objects should receive an appropriate Overwhelming as though it were an area of effect attack, to a maximum of 5.

ONE WAY FORWARD

Prerequisite: Physique 4

Seeing the geometric perfection of the line as transit path, the Sidereal ignores all barriers.

The Sidereal declares a direction or destination and commits 1 mote. The Sidereal moves in the straightest line possible toward it. The Sidereal may make reflexive feats of strength to walk through impediments such as walls or doors and may make reflexive *knockback* gambits to push interlopers to the side. She must qualify for the feat of strength and must have available Power to make the gambit. If the Sidereal is moving toward a destination in accordance with a Virtue or Intimacy, add two bonus dice.

If the feat fails, she may move up to two range bands in any direction, such as jumping over a castle wall. The Charm ends if the Sidereal chooses to stop moving, her motion is halted by magic, or the scene ends.

Forward-Thinking Technique (The Ship's Wheel): Commit 1 additional mote to increase Defense by 1 or by 2 if unarmored. Increase Soak against ambushes or attacks from concealment by 1 and Hardness by 3. Noticing that the Sidereal is moving in a straight line requires succeeding at a difficulty 4 tracking roll.

Presence

ARBITRARY DIVISION DECLARATION

Prerequisites: Presence 3, Essence 2

The Maidens see the only division of importance as that between agents of fate and its enemies, the Sidereal adds one more.

Commit 2 motes and declare an arbitrary division within a crowd such as pet preference, favorite color, or time of day at which a person is most active. The Sidereal moves about the crowd unnoticed stoking division between these groups for several minutes. She may spend a set of Stunt dice to do this instantly. All trivial characters burst into a shouting match and vicious shoving but cause no bloodshed. The quarrel continues and forms an environmental hazard of difficulty 4, dealing the Sidereal's Presence in damage. This Charm lasts for a scene, until someone succeeds at a difficulty 5 roll to take control, or magic is used to calm or soothe the crowd. This does not generate anima.

BALEFUL SLAUGHTER OMEN

Prerequisites: Presence 4, Essence 3

Crimson stardust hangs in the air as the Sidereal traces out The Shield, which she then blows away, taking her enemy's will to fight with it.

Spend 2 motes. The Sidereal makes a gesture to perform a threatening *persuade* or *dissuade* roll against all enemies within medium range, ignoring the multiple target penalty. Characters must flee, if possible, escaping out to long range and lose three dice on any unrelated rolls. Battle groups make a rout check at +2 difficulty or +3 if it has regular or poor Drill.

Footfall of Mars Eminence (The Crow): Instead, commit the motes to have the effect persist toward any enemies that can see the Sidereal.

IMMINENT PROPHECY PRONOUNCEMENT

Prerequisites: Presence 5 or Sagacity 5, Essence 5

The Sidereal declares a dire prophecy for all to hear, bending Fate and souls under its weight.

Commit 3 motes. The Sidereal describes the end of the scene as any remotely plausible conclusion it could reach. Every character chooses to believe in the prophecy or contest it. Characters who believe in the Sidereal's prophecy, including the Sidereal, gain one bonus success on all rolls that follow her vision, and add two to the difficulty of all rolls that defy it. If any characters contest the prophecy, the Sidereal rolls Presence or Sagacity against their Resolve. Characters whose Resolve she beats add 2 to the difficulty of all rolls defying the prophecy. Until the end of the scene, the Sidereal may reflexively make a free dramatic edit supporting the prophecy once every round, which she may pass to any believer in the prophecy.

Doom Shines Forth (The Treasure Trove): The Sidereal may instead prophesize the worst possible result of the scene as a warning, empowering those who would fight it. Characters who heed her warning gain a bonus success to fighting their doom and increase the difficulty of actions hastening it by two. Characters who ignore her warning suffer a difficulty increase of 2 on all rolls if she beats their Resolve. The Sidereal gains an anima if any character makes a dramatic edit supporting the prophecy.

Chosen Hero Proclamation (The Banner): The Sidereal declares another character as the hero of the

scene. The hero may spend a set of Stunt dice or use the free dramatic edit to automatically succeed any unopposed roll. The automatic success does not have any extra successes unless it is used to resist the extra damage of a hazard, which it does completely. The Sidereal gains an anima when the hero automatically succeeds at a roll.

POWERMONGER'S AURA

Prerequisite: Presence 3

With a prayer and a handful of graven ash, the Sidereal dismisses such trivialities as love and compassion from decision making.

Commit 1 mote. Increase Resolve by 1 to resist social influence based on love, hatred, or other desires not related to simple duty, position, status, power or wealth. She gains double 9s on social influence actions tied to the same and reduces the target's Resolve by 1 if employing a Virtue or Intimacy related to power and gain.

Venus's Blessed Kiss (The Ewer): Instead, the Sidereal blows out a handful of rose petals to mirror the above effect above but resisting influence based on power and gain and improving social influence tied to love, joy, and attraction.

PRESENCE-IN-ABSENCE TECHNIQUE

Prerequisites: Presence 3

The Sidereal rearranges the cards in the deck of someone's subconscious, making a hand played at the time of her choosing.

Spend 1 mote or one set of Stunt dice. The Sidereal chooses a target and an influence roll she wishes them to make when a condition obvious to the target occurs. Examples include "when next before the queen" or "in three days." Roll social influence against the target's unmodified Resolve. If successful, the target does the appointed action at the appointed time if able. The target may reject as unacceptable influence if against their Virtue or a Major Intimacy by accepting a hard bargain.

WEARING RED TO A WEDDING

See p. XX.

Ranged Combat

ARROW-LIGHTNESS EMULATION

Prerequisite: Ranged Combat 3

As the Lunar learns to emulate the beast so the Sidereal learns to emulate the projectile. She consumes a small, anointed dart and becomes a weapon.

Spend 1 mote. The Sidereal gains the properties of a personal projectile of her choosing, gaining her choice of any three tags: *concealable, piercing, thrown, pulling, mounted, powerful*. She may then be thrown or fired with an appropriate weapon doing damage as normal. Outside of combat, the Sidereal may be fired up to the weapon's normal distance, crashing through a stained-glass window as a crossbow quarrel or fired between the bars of a prison cell as a blowgun dart. This does not change her size, shape, or weight, but allows her to behave as a dart, bolt, or arrow does, and does not harm the weapon or the thrower. The Sidereal takes no damage from either use.

Cloak of Boulder's Likeness (The Ship's Wheel): Instead, the Sidereal gains the qualities of a non-magical projectile larger than herself such as a ballista bolt, trebuchet shot, or boulder by marking her anima on it. Regardless of how she lands or how far or powerful the shot, the Sidereal takes one Health level of damage but deals damage as if a shot of the appropriate type.

Arrow-of-the-Self Stance (Upgrade, Essence 3): Add *artifact* and *flame* to the list of tags. The character may apply her own Ranged Combat Charms to an attack made by someone else. The attack uses the character making the attack's dice pools, Power, and weapon profile. This attack is still limited to only one Charm per Step, but either character may use their Charms.

Special: The Sidereal may use this Charm on Step 1 of any character's action, so long as they intend to use her as a projectile for that attack. This does not count as a Charm for the Step, for either the attacker or the Sidereal.

EMPTY SKY TRANQUILITY

Prerequisite: Ranged Combat 2

The Sidereal fires an arrow upon the notion of a full quiver, destroying it, guaranteeing empty palms on the next reload.

Spend 1 mote on Step 1. The Sidereal makes a special gambit with cost of 2 Power. The target opposes the attack with Finesse + Awareness divided by two (rounded up) instead of their Defense value. A Storyteller character uses their most appropriate pool halved and rounded up. If successful, the target has run out of ammunition and cannot make ranged attacks with that weapon until new ammunition is found. The Sidereal gains Power equal to the extra successes. Reloading from a known cache or from an aide may not be flurried with an attack, and scavenging a battlefield for ammunition is difficulty 4.

Scorned Projectiles' Angry Return (Upgrade, Ranged Combat 3, Essence 2): Instead of disappearing, the target's ammunition flies to the Sidereal for not being selected by the target. If the gambit is successful, the Sidereal may spend a set of Stunt dice to declare their next attack is a return volley where all of the ammunition is fired back at the target. This attack ignores penalties for cover, gains Overwhelming 3, and converts the Sidereal's Essence in dice to successes on Step 3. If the target is removed from combat before the return volley may be fired, the Stunt dice are refunded and the ammunition falls harmlessly to the ground.

FIVE SEASONS APPROACH

Prerequisites: Ranged Combat 4, Essence 2

Skill and training are useful tools but the Sidereal entrusts her shot instead to the world who wishes her to succeed.

Spend 2 motes on Step 1 when making a decisive attack against a target within range. The shot treats Hardness as if it were 1 and on Step 5 converts the Sidereal's Essence in dice to successes. If there are remaining dice after converting dice to successes, on Step 6 treat the attack as if a successful *reveal weakness* gambit had just occurred. The Soak reduction lasts a number of rounds equal to the Sidereal's Essence.

Several Arrows of Reason (The Crow): Spend 1 set of Stunt dice to have unlimited ammunition for the scene. In addition to the benefits above, attacks against enemies of fate, convert the Sidereal's Essence in dice to successes on Step 3 and on Step 7 any damage is aggravated.

FLOWN BEYOND THE WORLD

Prerequisites: Ranged Combat 5, Essence 4

Sending her projectile along a mercurial parabola, the Sidereal flings herself and her opponent beyond Creation to the arena of their fated duel.

Spend 2 motes. The Sidereal makes a special gambit with a cost of 5 Power. She and her target are both removed from the scene, unable to target or be targeted by any character except each other. They are moved to a mysterious, uninhabited space, which the Sidereal may immediately add features to by spending one extra gambit success or set of Stunt dice per feature. The characters do not return to the scene until either one character is incapacitated, one character spends 10 Power to end it prematurely, or both characters agree that the duel is finished.

Pelican Aloft Departure (The Gull): If the Sidereal wishes to end the duel prematurely, it costs her 5 Power.

Carry the Beast's Head (The Banner): If the Sidereal ends the duel by victory or mutual agreement, she makes a reflexive *inspire* Build Power action with 2 extra successes as soon as she returns.

Wedded at World's End (The Lovers): During the duel, the Sidereal gains 2 bonus successes on rolls to *instill* or *strengthen* positive Intimacies toward herself, and to *persuade* the target on mutually beneficial actions. If the duel is ended by agreement, the Sidereal may gain an additional anima.

LIFELINE-SEVERING STRIKE

See p. XX.

PARALLAX STRAFING METHODOLOGY

Prerequisite: Ranged Combat 4

Casting her mind's eye about the battlefield, she instills a vision of space so strong arrows follow it.

Spend 1 mote on Step 1. The Sidereal may attack as though she were anywhere within two or her Essence in range bands, whichever is greater. This allows the Sidereal to ignore cover or concealment and make an attack beyond the range of her weapon. Reduce the cost of any gambits by 1.

SHOOTING STAR FLARE

Prerequisites: Ranged Combat 4, Essence 3

The Sidereal draws her corona of power into a missile that she may share with the world or another Exalt.

Choose a willing target or declare on Step 1. Make a special gambit that costs 1 Power. The Sidereal forms their anima into a dart of Essence and fires it. If the target is willing or the gambit succeeds, the Sidereal transfers any amount of anima to the target and chooses one of the following effects:

- The target may not use anima effects for the Sidereal's Essence in turns.
- If an enemy of fate, instead reduce the target's anima by the amount of transferred to a minimum of zero.
- If the transferred anima is greater than the target's anima, the Sidereal may choose for the target to appear as non-specific type of being of the Sidereal's choosing such as a fae, demon, ghost, or a specific Exalt type.
- The target gains the anima effects of the Sidereal's caste up to and including Iconic.

- The target blazes with an understanding of the Maiden's goals and may convert the Sidereal's Essence in dice to successes each round.

If the target cannot normally accrue anima, the transferred anima burns off at a rate of one point per turn.

Alternatively, she may fire it into the air in a blinding flash, causing enemies to make an Integrity roll at difficulty 5 or suffer the Hindered penalty (p. XX) to vision-based rolls for a round per point of anima discharged.

Sagacity

BENDING THE MIRROR

Prerequisite: Sagacity 4

A Sidereal knows they are never alone, supported by everyone to have ever held their exaltation.

Upon purchase, detail a past life the Sidereal had and take on one of its Minor Intimacies. The Sidereal has access to any languages the past life had as well as any general knowledge. Stipulate two areas of expertise the previous life had. These should be narrower than an Ability, like climbing rather than Athletics or debate instead of Presence. Double 9s on a roll pertaining to the expertise of that past life. Spend 1 mote to strengthen the gained Intimacy to Major for the scene.

Echoes of the Past (Repurchase): Describe another past life and take on another Intimacy. This may be repurchased up to Essence times.

IMMINENT PROPHECY PRONOUNCEMENT

See p. XX.

MAIDENS' MANDATE ASSUMPTION

See p. XX.

OF THINGS DESIRED AND FEARED

Prerequisites: Sagacity 3, Essence 3

Past and future are connected by a path of pain and sacrifice. The Sidereal sees a path that leaves nothing to chance.

Spend 2 motes and state a goal. The Sidereal meditates for a scene glowing in the raiment of astrology. The Storyteller provides a tradeoff, allowing for the goal to be achieved in a dramatic scene requiring no rolls but with a guaranteed cost ranging from "a Health level of damage" to "the death of millions." The entire play group decides if they wish to pay the cost for guaranteed victory. If the task is impossible, the motes are refunded. If the task is detrimental to the game, negotiate a possible avenue. If another avenue is taken, each player may reflexively gain double 8s on one roll in the goal's pursuit.

The Exalt may not use this Charm again until they have achieved a major milestone.

PROPHET-SPIDER SNARE

Prerequisites: Sagacity 5 or War 5, Essence 4

The Sidereal follows her target's tremors in the web of Fate, and lies in wait with a cunningly woven trap.

Spend 2 motes. The Sidereal makes a special *predict* gambit that costs 4 Power and must be rolled with Awareness, Sagacity, or War. This gambit can be rolled against Resolve instead of Defense. If successful, the target declares the next action they intend to take, including the action's targets if applicable. The target suffers a −3 dice penalty on this action on their next turn, plus one additional turn per extra success. If the action would normally be unrolled, it must be rolled against difficulty 3 with the most appropriate pool. The Sidereal imposes an additional cost of 3 Power on every other action. Targets who cannot afford the Power or perform their intended action must pay all their remaining Power and take a −3 dice penalty on any action they take. The gambit's effect ends after the intended action is taken, or at the end of the target's next turn after their intended action becomes impossible.

Rapid Aversion Tactic (The Spear): The target is forced to go last each round until they take their intended action or the gambit's duration ends, but they do not determine who goes first at the start of the following round. Antagonists with a quality that gives them multiple turns per round instead lose one turn per round.

Struggling Fly Entanglement (The Treasure Trove): If the target takes their intended action, the Sidereal may use this Charm against them on Step 8 for 1 mote or 1 set of Stunt dice, which does not count against the action limit. The *predict* gambit costs 3 Power when it is used this way.

SOLEMN PSYCHOPOMP DUTY

Prerequisite: Sagacity 3

The Sidereal knows that thought the cord of life is cleaved, she may prevent the strings of obligation from being lost.

Spend 1 anima and choose a target who the Sidereal has seen die or reach a stage where they are unlikely to recover. When that target dies, they do not return as a hungry ghost and avoid any soul-trapping efforts made at



death. The Sidereal learns any Intimacies the target had and may choose one last task likely resolvable before her next minor milestone. Until completed, the Sidereal may choose a new Ability for which to gain an Excellency they may use in pursuit of that resolution. She also gains any appropriate memories useful to resolving the Intimacy. If resolved, this counts as completing an Exalt milestone. The character's ghost may be summoned as a secondary Ally for a scene once per session.

Stealth

A WORLD WITHOUT STRIFE

Prerequisites: Stealth 5, Essence 5, Shun the Smiling Lady (**Exalted: Essence**, p. 271)

The Sidereal binds the target's Fate to the ultimate peace in life — solitude.

Commit 3 motes. The Sidereal curses a target to live without conflict. They find it impossible to make



meaningful contact with others, with people coincidentally absent wherever they go or else too preoccupied to make any time for them. The target must succeed at a difficulty 5 roll with an applicable dice pool to appear in a scene with an allied character. All characters other than the Sidereal and her companions who wish to appear in a scene with the target face the same obstacle. Characters cannot voluntarily form Intimacies toward the target, and characters increase their Resolve by 3 against *instill* actions regarding the target.

Nemesis Evasion Smile (The Ewer): The Sidereal may choose to align the target's stars or cross them. Targets with their stars aligned change the difficulty to 3 when the character rolling to meet has a positive Intimacy toward the other, and to 7 when they have a negative Intimacy. Targets with their stars crossed endure the opposite. The roll is against the highest difficulty if multiple characters are sought.

Gift of a Broken Mask (The Mask): Characters with no Intimacy towards the target must overcome this Charm's difficulty to perceive or touch the target, and vice-versa. This roll happens the first time each scene the target and other characters encounter each other. The target cannot roll to progress in a venture that requires interacting with others unless another character helps them. If the target manages to greatly aid or harm a character in spite of this, they may roll to instill an Intimacy without this Charm's penalty. The Sidereal may reflexively make this roll if the target does not.

LAMP-COVERING SHROUD

Prerequisites: Stealth 4, Essence 3

The Sidereal is secretive, which extends to her anima, a radiance hidden by the splendor and terror of the world.

Commit 1 mote to conceal an active anima banner, commit 2 motes to conceal an iconic anima banner. This does not generate anima. Anima effects still occur. Characters may attempt to notice the dimmed anima with an Awareness roll against difficulty 5 in concealing active and 4 if concealing iconic. This prevents entering iconic anima from counting as acting out of character while in a resplendent destiny.

LEGEND-DIMMING OBSCURITY

Prerequisite: Stealth 2

The hug of Arcane Fate is so strong only Essence may breach it.

Characters automatically fail attempts to pierce Arcane Fate unless assisted by magic or they have a Major Tie to her. Those attempts receive a −2 dice penalty.

The Sidereal must break character three times in a story while wearing a particular resplendent destiny to destroy it.

The Sidereal is also automatically aware of attempts to use magic to pierce her identity.

Discerned Identity Replacement (The Banner): If a character attempts to pierce the Sidereal's Arcane Fate or resplendent destiny and would need to roll, they

do so against difficulty 6. If the roll fails, the Sidereal may choose to instead reveal her identity to be a generic character of her choosing such as another Exalt type, a demon, ghost, spirit, fae, or a sorcerous mortal.

TANGLE TO SNARL EXCHANGE

Prerequisite: Stealth 3

Replacing a problem with a smaller problem is often a type of success.

Spend 1 mote or a set of Stunt dice on a failed attempt to bypass a physical barrier whether mundane like a lock, magical like a ring of arcane runes, or a being such as a guard. The attempt works but the Sidereal shortly encounters another complication of slightly smaller magnitude but a different nature. Tools break, a guard notices, or bypassing the runes summons an angry elemental. This may not be used to bypass a barrier where the Sidereal has no dots in an appropriate Ability to bypass it.

Inevitable Consequence Delay (The Gauntlet): That negative consequence takes at least a scene to manifest. The Sidereal may take a hard bargain first instead of allowing the Storyteller to create a follow-up complication.

SIDEREAL SHELL GAMES

Prerequisite: Stealth 3

Sidereals can infiltrate strange vaults such as the mind to pilfer competence.

Spend 1 mote. The Sidereal makes a Stealth roll against the Resolve of an enemy within short range. For each success, impose a −1 dice penalty on a broad class of actions such as combat, social actions, or ritual performances to a maximum of −3 which persist until the end of the scene or until the target fails a roll, whichever comes first. The Sidereal may convert up to the total penalty in dice into bonus successes when attempting that class of action herself. Any successes above three may be banked to grant double 8s on one action opposing the selected class of actions, one for one. The benefit for the Sidereal lasts until the end of the scene or until she succeeds, whichever comes first.

Threats Worn Thin (The Key): The Sidereal may instead make the same roll to steal Soak, adding it to her own for the scene. The effect ends if the Sidereal is incapacitated.

War

ALL AS BATTLE VISION

Prerequisite: War 3

The Sidereal knows how to wage battle not just against armies but inefficiency, disaster, and disorder.

Spend 1 mote or set of Stunt dice. When the Circle attempts a venture that could be improved by the mass mobilization of people, the Sidereal spends an interval (the time between obstacles) recruiting help. During one future interval, instead make a War roll explaining how the Sidereal's command of all possible assistants, expertise at coordination, and/or boosting morale furthers the task. If the roll succeeds, the venture gains a +2 dice advantage on the next interval. Alternatively, use to negate a consequence that could be mitigated by the same mass mobilization. Once per venture.

FUTURE FATE VEIL

Prerequisites: War 3

The Sidereal commander knows that death can be glorious and powerful and pulls the powers of the grave to their troop's benefit

Choose a battle group and commit 1 mote per half of its Size, rounded up. The battle group gains The Gifts of Undeath (**Exalted: Essence**, p. 65) and ignores rolls to resist mundane deprivation including during battle ventures. They do not need to sleep or take breaks, tripling their effective marching distance in a day. This blessing of Saturn does not cause the battle group to be affected by sources that do special damage to the undead nor do they count as enemies of fate.

Grave-Beckoning Countenance (The Mask): The blessing of the grim visage is now visible to the eyes of their foes. The battle group gains three Health levels, +1 Overwhelming, and resists rout checks as if one level of Drill higher. Opposing battle groups resist rout checks as if one level of Drill lower.

HEROIC EXPLOIT PROPAGATION

Prerequisites: War 4, Essence 3

Remembered deeds endure, albeit from a forgotten Exalt.

Spend 2 motes at the end of a battle. Anyone within up to 10 days of travel on foot (either during downtime or a dramatic scene) who sleeps in the next day dreams vividly of the battle. The Sidereal chooses one of the following:

- If the battle upheld a Major Intimacy, those who dream of the battle gain the Intimacy at Minor intensity unless they resist with an Integrity roll at difficulty 5.

- One group, side, or person is designated as the hero and another as the villain. Those who dream of the battle gain it at minor positive Intimacy toward the hero and a minor negative Intimacy toward the villain unless they resist with an Integrity roll at difficulty 5.

- Negate two consequences or complications during a battle venture related to lacking support from the local populace or poor morale.

Use once per story with a given set of combatants until reset by gaining a Minor or Exalt Milestone through combat or warfare.

THE MAIDEN STUMBLES

See p. XX.

UNFAIR THEATER REFUSAL

Prerequisite: War 2

Mars' blessing reveals signs of trickery or deception on an otherwise-fair battlefield.

Commit 1 mote. Spend a dramatic scene reviewing a place where a battle is anticipated to happen. Traps, hazards, ambushes, and magical areas of effect become dimly outlined with bright-red dust for all to see, decreasing the difficulty of avoiding or resisting such trickery by two. Using magic to create these impediments, create environmental hazards, or summon reinforcements through magic must overcome an appropriate roll at difficulty 5 or fail.

During a war venture, the leader defending against tactics like *ambush*, *sabotage*, or *espionage* gains two automatic successes.

VENUS TRUMPS MARS STRATAGEM

Prerequisites: War 4, Essence 3

Tiring of bloodshed, the Sidereal replaces her crimson banner with an ewer and casts warfare away, if but for a day.

Commit 2 motes and spend a dramatic scene containing a sleepless night of frenzied prayer and astrology. For the next day, anyone within extreme range who would be reduced to incapacitated by combat-related activities, including from environmental hazards incurred on a battlefield, instead may choose to be restored to their last critical level in exchange for swearing off violence for at least the Sidereal's Essence in weeks of downtime, or until the end of the story. Battle groups recover no health and shrink in size due to desertion rather than deaths. Trivial characters take the offer and return to their pre-war life. Significant characters may overcome the prohibition with an Integrity roll at difficulty 6. Doing so causes them to be marked by Venus and immediately take three levels of aggravated damage.

WARFARE-SLOWING DIRGE

See p. XX.

WEARING RED TO A WEDDING

See p. XX.

PROPHET-SPIDER SNARE

See p. XX.

STRATAGEM FORGERY BRAIDING

Prerequisites: War 5, Essence 4

The Sidereal weaves a perfect copy of her foe's plan and interlaces it with her own.

Spend 2 motes after the tactic roll of a warfare scene. If the Sidereal won the roll, she gains the dramatic scene bonus of both chosen tactics, and the higher venture bonus of the two if she succeeds at either goal. If she tied or lost the roll, she only gains the bonuses of the opponent's chosen tactic.

Selfsame Command Assumption (The Captain): The Sidereal may roll War against the Resolve of an opposing battle group to issue orders.

Swift Castling Rook (The Guardians): On a winning roll, the Sidereal may change her selected tactic.



CHAPTER FOUR

The Solar Exalted

THEMES AND ROLEPLAY

The Solar Exalted are raised up by the Unconquered Sun, god of virtue, sunlight, and excellence. These themes are seen not just in their Charms, but in the stories they help to shape.

Virtue doesn't mean morality. Solars are pure-hearted saints and wicked sinners alike. For them — and for the Unconquered Sun — virtue means the Solars devote themselves to principles like courage, compassion, and loyalty. Whatever virtues they feel most deeply, they embody in everything they do. Play a Solar if you want to be a paragon of virtue and pour the entirety of yourself into your deeds.

The Solar connection to sunlight is both literal and metaphorical. They shine brightly and those who stare too long might be blinded by their majesty. Solar Charms bring light to dark places and cleanse corruption, but they also overwhelm. Their light is gentle and compassionate but other times cruel and unyielding, especially when deployed against creatures of darkness. Play a Solar if you want to embrace the power of light, whether gentle and guiding or harsh and overwhelming.

Their final theme of excellence means the Solar Exalted excel in all fields of human endeavor. An individual Solar has specialties, but as a collective, the Solars excel in everything from swordplay to sailing. As their Essence blossoms, they remain fundamentally human in their understanding of themselves. Play a Solar if you want to be the best at whatever you choose to focus on.

In the Time of Tumult, the Solar Exalted have little to no built-in infrastructure. Unlike the Silver Pact of the Lunar Exalted, the Fivescore Fellowship of the Sidereals, or the Scarlet Realm of the Dragon-Blooded, the Solars begin as independent folk heroes. Their early journeys see them building an identity, growing from a village legend into a culture hero who'll define the legends of the people she saves for generations to come. This disconnection gives the Solar space to decide what they want to do and who they want to be. They'll inevitably become entangled in the legends of other Exalts over time, but they do so without a greater context telling them what they have to be. This gives Solars immense personal freedom in how they interpret the meaning of their Exaltation, creating a vision for themselves based on their virtues. Play a Solar if you want the freedom to be who you are and do what you want.

If Solars represent an inevitable change to the status quo of Creation, it is because their light raises up those around them. Solars build meaningful institutions and societies at a stunning speed, transforming backwater hamlets into valiant kingdoms in a matter of years. When Solars share their gifts, they become beacons of prosperity — needs are met, people flourish, and the world can dream of better days. But this isn't always the case. Sometimes, Solars shine not to share their light, but to blind all lesser beings. In the First Age, Solar godkings set themselves up as tyrants, putting their fulfilment (or even *amusement*) above the common good. Every Solar risks repeating that cycle, becoming the Anathema that the Immaculate Order proclaims them to be. Play a Solar if you want to embrace a hidden dark side lingering beneath incredible heroic power.

While the Solars don't have a single, Creation-spanning culture, they do have a few common touchstones. Many have Lunar mates who seek them out to challenge, support, or otherwise engage with this new Solar heir. Others connect to the First Age through their ancient tombs, uncovering secrets of their previous lives and reclaiming powerful artifacts. They may inherit other legacies as well, such as gods and spirits indebted to them — or who want to hold them to their forebear's debts. Play a Solar if you want to explore the forgotten annals of your history.

Caste Concepts

The Solar Exalted are divided into five castes, each reflecting a facet of the Unconquered Sun's virtue and excellence. The following guidelines offer insight into the role and history of these five castes, as well as alternative milestones that highlight common story beats each caste might experience.

Dawn Caste

Dawn Castes are the preeminent warriors and generals of the Exalted Host. They study battle in all its forms, whether cutting a swath across the battlefield, peppering their foes with blazing arrows, or training formidable legions with supernatural cunning. They are mercenaries, strategists, wandering heroes, and war chieftains who win acclaim at arms in the name of the Unconquered Sun.

While many Dawn Castes are focused on combat and feats of personal prowess, they are diverse in their methods and priorities. Some are frontline fighters leading from the vanguard; others are strategic prodigies, issuing carefully considered orders to legions trained to their exacting specifications. Not all are hungry for battle, but every Dawn Caste knows that sometimes there is no other recourse than violence. Their tombs contain powerful weapons and armor still dimly remembered in ancient myths as the panoplies of war gods.

When creating a Dawn Caste, ask yourself: what battles has she already fought, and which are still ahead of her? What does she fight for — justice, revenge, glory, honor? Who are her enemies? How does she conduct herself in battle, and how does this translate in other aspects of her life? Most of all, ask: what is her relationship to violence, and how will her new station in life complicate it?

EXAMPLE DAWN CASTES INCLUDE:

- A military officer who resigned his commission after Exaltation, now leading a company of legendary swordfighters who defected out of personal loyalty to him.
- A Marukani horse-archer who trains warriors from the Threshold in her cavalry tactics.
- A mendicant martial artist who challenges gods and Exalted to one-on-one combat in order to integrate their fighting styles into her own.

Additional Exalt Milestones

At the end of each session, Dawn Castes gain an Exalt milestone if they:

- Helped inspire someone else to a feat of martial excellence or bravery.
- Outwitted an enemy with clever tactics.
- Faced great personal danger to protect their Circle or others under their protection.
- Won decisively against an enemy, despite the cost.
- Reckoned with the cost of war, violence, and bloodshed.

Zenith Caste

The Zenith Caste serve as the foremost priests of the Unconquered Sun. Many serve him as spiritual guides who enlighten others, preach against injustice, or defend the weak from the wickedness of mortal, god, and demon alike. They are itinerant prophets, wise teachers, and ardent politicians who use their charisma and rhetoric to change the world for the better.

Upon Exaltation, every Zenith Caste receives a vision from the Unconquered Sun himself. These may

ADDITIONAL EXALT MILESTONE

Legacy is a key element of Solar stories. In addition to the Exalt milestone listed by caste, at the end of each session, any Solar may gain an Exalt milestone if they reckoned with their own past, the legacy of the First Age, or their previous incarnations.

be as simple as him laying his hand upon their brow to anoint them with a few words of righteous advice, or an ecstatic fever-dream of conflicting images and imperatives. These visions shape their early days, with young Zeniths seeking mentors and spirits who can help them interpret their meanings. Others understand (or think they understand) immediately, and set out to right the world's wrongs with religious fervor. Their tombs contain holy relics — weapons and armor forged for righteous warriors, priestly vestments, and sacred tools to defend the faithful or punish wrongdoers.

When creating a Zenith Caste, ask yourself: what convictions drive her? How has she dealt with gods and spirits in the past? What hardships has she endured that she wishes to protect others from? What did the Unconquered Sun reveal to her in her vision of Exaltation? How has she embraced or resisted this mission? Where is her faith strongest, and where is it weakest? Most of all, ask: what does being holy mean to her?

EXAMPLE ZENITH CASTES INCLUDE:

- A priest who has rejected his former god after Exaltation, and who now wanders the Threshold punishing hypocritical spirits who prey on mortals.
- A philosopher who sails the West in search of new teachings, speaking out against tyrants in every port.
- A holy knight who anoints herself in the Unconquered Sun's name, seeking out lost relics of his ancient worship to build a new faith.

Additional Exalt Milestones

At the end of each session, Zenith Castes gain an Exalt milestone if they:

- Did something difficult or dangerous in the name of honor, justice, or righteousness.
- Endured physical hardship or resisted significant temptation.
- Brought corrupt gods in line or helped correct spiritual imbalances.
- Dramatically invoked their vision from the Unconquered Sun to reveal something about their character.
- Reckoned with their own moral and ethical failures.

Twilight Caste

The Twilight Caste is renowned for its geniuses, including supernatural prodigies in every field of study. They are the premiere scholars and sorcerers of the Solar Exalted, but they are so much more — detectives who see through all falsehood, artisans creating peerless masterpieces, and physicians fighting valiantly against infirmity and death.

The Twilights seek, invent, and discover. Of all the castes, they are the ones most synonymous with ambition and inquiry, sometimes to the point of hubris — myths are rife with stories of those corrupted by forbidden lore. Still, they are not blind to the dangers they face, making preparations to ensure that they meet danger armed with protective enchantments, powerful artifacts, and enough information to make informed decisions. Their tombs contain powerful sorcerous implements, ancient tomes, and wondrous inventions in various states of completion or disrepair.

When creating a Twilight Caste, ask yourself: what is she obsessed with? What has she already discovered, and what is she currently investigating? What price has she paid for secret lore, and who has she paid it to? Who wants what she knows, and why? What is she willing to sacrifice? What is she *unwilling* to sacrifice? Most of all, ask: what drives her to learn more?

EXAMPLE TWILIGHT CASTES INCLUDE:

- A historian who seeks to compose a full and accurate history of the Age of Sorrows, comparing records across millennia in search of the truth.
- A Haslanti artificer who seeks to discover and recreate the great flying vessels of the First Age.
- A sorcerer from Ysyr who sabotages the spells of the city's ruling princes, undermining their ancient mystical engines in the process.

Additional Exalt Milestones

At the end of each session, Twilight Castes gain an Exalt milestone if they:

- Learned something new or discovered forgotten lore.
- Designed, created, or repaired something.



- Healed someone in need.
- Dealt with the consequences of new or unfamiliar magic.
- Reckoned with their own dangerous ambitions.

Night Caste

Though they reign over that which happens in the dark, the Night Caste is no less righteous or glorious than any of their Solar brethren. They are spies and saboteurs who undermine corrupt systems from the shadows, thief-kings who steal from the undeserving, and ne'er-do-well tricksters who act outside of the law to bring justice.

There's a contradiction in the Night Caste: they can shine just as brightly as the other Solars but do their work in the shadows. While many come from criminal backgrounds, their Exaltation by the god of virtue provokes them to reflect on their ethical codes. They are keenly aware that "legal" and "moral" aren't synonyms, and so it falls to them to subvert unjust laws or use corrupted systems for ethical purposes. Some begrudge the way that the other castes work in the open, but most understand that subtlety can be power. Their tombs contain forgotten treasures — knives sharp as shadow, ever-shifting cloaks, and keys to every kind of lock.

When creating a Night Caste, ask yourself: how has she transgressed law and custom in the past? What code, if any, does she cling to? What's her reputation, and who knows it? What methods does she use to achieve her goals, and which does she refuse to consider? What does she feel about her Circlemates, who get to act more openly? Most of all, ask: how does she embrace or reject her caste's mission, which pushes her towards shadows and secrecy?

EXAMPLE NIGHT CASTES INCLUDE:

- A masked and nameless hero who infiltrates the prisons of the Immaculate Order to release their Exalted prisoners.
- A Dajazeen spy who pretends to be a feckless merchant-prince while she gathers secrets in order to blackmail the rich and powerful.
- A former Dynast and archeologist who explores lost Solar tombs and liberates stolen artifacts from the treasure houses of his former family.

Additional Exalt Milestones

At the end of each session, Night Castes gain an Exalt milestone if they

- Outwitted a significant foe using subtlety and stealth.

EXAMPLE CHARACTER: ARTHUR MORNINGSTAR

A doctor and a brawler, Arthur Morningstar is as tough as they come. He approaches problems with directness, keen intelligence, and grit. To make a character like Arthur, focus on Close Combat and Physique. Take Ox Body, Ferocious Jab, Fury-Fed Ardor, Malady-Resisting Meditation (**Exalted: Essence**, p. 204), Healer's Boundless Grace (**Exalted: Essence**, p. 276).

- Noticed something important that could have gone overlooked.
- Were forced to weigh, reconsider, or adjust their moral and ethical standards.
- Helped someone accomplish a secret or illegal task.
- Reckoned with their place among the Solar Exalted.

Eclipse Caste

Just like their namesake, the Eclipse Caste understand the value of harmony when opposites are brought together. In the First Age, they were the emissaries of the Exalted, conducting diplomacy between kings and spirits to ensure prosperity for all. They are often well-traveled, learning a little bit of everything in their journeys — including tricks of spirit magic.

One of the foremost roles of the Eclipse Caste is bringing others to the bargaining table. They serve as mediators, able to understand the view points and needs of others and help forge compromise. This sets them apart from the Zeniths, who inspire (or overwhelm), allowing the Eclipses to focus on making deals, reaching compromise, and living up to those obligations.

When creating an Eclipse Caste, ask yourself: what deals has she already forged? Which deals are still in progress? Does she have a reputation as a mediator, judge, or purveyor? Who trusts her, and who doesn't? Where has she been already, and where does she dream of going next? What oaths has she already sanctified? Most of all, ask: what would it take for her to abandon diplomacy in favor of other solutions, including violence?

EXAMPLE ECLIPSE CASTES INCLUDE:

- A Randani merchant who deals in unique treasures to bribe wayward gods and spirits for promises of support.
- A mercenary ambassador who works on behalf of kingdoms in the Scavenger Lands to maintain local treaties.
- A mediator who travels across the North, arbitrating ancient feuds in order to put an end to the custom of revenge killing.

Additional Exalt Milestones

At the end of each session, Eclipse Castes gain an Exalt milestone if they

- Interceded between mortals and spirits.
- Learned something by listening closely to someone else or reading between the lines.
- Made a difficult or important journey.
- Sought out a differing perspective to a problem.
- Reckoned with what it means to make compromises.

Solar Charms

This section includes new Charms for the Solar Exalted.

Caste Modes

This section contains Charms with Caste Modes. These unlock automatically for Solars of corresponding Castes. Though these serve to create a unique, focused Solar identity, players may take any Caste mode that fits their character, even if they are not the specific Caste. If another player is playing that Caste, verify that they don't mind before taking it.

General

SUN-BLESSED PERFECTION

Prerequisites: Essence 5, Ability Excellency

No one outshines the Solar at her chosen skill.

The Solar may spend 1 mote to double the dice added by an Excellency, ignoring the cap. This may be purchased a number of times equal to the Excellencies the character possesses, each applying to a specific Excellency. Each purchase is a full Charm and not a re-purchase. This may only be used once a session.

When benefiting from this Charm, for the rest of the scene, the Solar faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

Athletics

FOE-DESTROYING RUSH

Prerequisites: Athletics 3

The Solar bears down on her enemies with murder in her eyes.

Spend 1 mote and immediately rush two range bands. On a decisive attack, the bonus dice from rushing apply to the damage roll as well. On a withering attack, treat the attack as if it were a *knockdown* gambit with a cost of 0 in addition to gaining Power.

INCANDESCENT LIGHTNESS ASCENSION

Prerequisites: Athletics 5, Essence 4

The Solar's grace and speed is unparalleled.

Commit 2 motes. The Solar may reflexively activate any of her scene-long Athletics Charms with a prerequisite of Essence 2 or lower without additional cost. She may choose not to gain anima from this Charm.

Night: Night Castes may apply Incandescent Lightness Ascension to scene-long Athletics Charms with a prerequisite of Essence 3 or lower.

OUTNUMBERING SPEED

Prerequisite: Athletics 3 or War 3

Blurring into violent motion, the Solar fights like ten soldiers.

Commit 1 mote and choose one of the benefits to last until the end of the scene: The Solar gains the Deadly Ground Outnumber quality (**Exalted: Essence**, p. 320) as if she were a battlegroup with elite Drill or all battle groups fighting the Solar lose the benefit of Opportunistic Threat while engaged with her in combat.

NIMBLE REAVING WIND

Prerequisite: Athletics 2 or Close Combat 2

The Solar whirls across the battlefield like a violent dust-devil.

Spend 1 mote on Step 5. Move one range band toward another character, even if the Exalt has already moved this turn. If the Solar ends her turn within close range of an enemy that has not yet acted this round, gain 1 Power.

Dawn: Gain two bonus dice to the next attack against the enemy she moved near.

REFINEMENT OF FLOWING SHADOWS

Prerequisites: Athletics 5 or Awareness 5, Essence 4

None shall surpass the Solar's defenses.

Describe a Stunt on Step 2 when a significant character targets the Solar with a decisive attack. If her Defense succeeds, the Solar may commit 1 mote to seal her defense against that type of attack. Choose one of the following and add +3 to Defense against similar attacks for the scene. Enemies cannot remove or negate this bonus.

- Attacks using the same Ability or Pool.
- Attacks with the same weapon.

IDENTICAL TARGETS

An enemy targeting the leader or commander must succeed a difficulty 5 roll to identify her out of the group. On failure, he attacks the battle group instead. If he holds a Tie to the commander, reduce the difficulty of the roll to identify her by its intensity.

Phantom Images	Size 1	Drill 1	Extras, Harrier, Mindless, Opportunistic Threat

Weapon: Identical to the Solar's, without the *artifact* tag and magical properties

- Attacks benefiting from the same Charm, Evocation, Quality, martial arts technique, or spell.

Once per character per scene.

Divine Witness of Utter Safety (Upgrade, Essence 5): The Solar may enshrine her defense against this type of attack from a significant character by immediately forging a Major Tie to that character of her choosing, increasing the duration of this Charm against that character to indefinite. If the significant character also forges a Major Tie to the Solar, each character mutually decreases Resolve by 1 against the other's influence until both Intimacies have been removed, which also ends this Charm.

SPEED OF LIGHT APPROACH

Prerequisites: Athletics 5, Essence 2

The Solar's unparalleled speed keeps her safe from harm.

Spend 2 motes on Step 1 when declaring a decisive attack, or Step 8 when declaring a counterattack to take a reflexive Sprint action before or after the attack resolves. She may sprint even if she has moved this round. Until the start of her next turn, the Solar adds +2 to her Defense; this effect stacks up to two times. This may be used during a clash and grants the Solar four bonus dice that do not count towards the limit.

Faster Than Self (Upgrade, Essence 3): Activating Speed of Light Approach multiple times in a scene creates a battle group of the Solar's phantom images that act autonomously to distract her enemies. On the second activation, this battle group is Size 1; Size increases by 1 with each subsequent activation in the scene. The battle group cannot make decisive attacks or otherwise deal physical damage. In addition to the stats listed in the table, the battle group gains the Identical Targets Outnumber Quality. The phantom images vanish at the end of the scene or when a round passes without the Solar taking a *move* action.

Awareness

DEIFIC VANTAGE STANCE

Prerequisites: Awareness 4, Essence 3

The Solar perceives as her patron does.

Spend 1 mote and cast the Solar's perception into another area within long range or outside the confines of the current scene (such as *in a neighboring house* or *a hidden chamber beneath the current floor of this First Age tomb*). This can be in any direction, granting her an aerial perception of a location or allowing her to plumb hidden depths. She makes Awareness rolls as if she were present in that location and suffers no penalty from perceiving multiple locations at once. She may only perceive one extended area at a time.

All Beneath the Sun (Upgrade, Essence 5): The Solar may observe up to her Essence in locations at once.

Twilight: When activating this Charm, you may ask the Storyteller: *What hidden thing have I failed to notice?* and receive an honest answer.

INNER-EYE FOCUS

Prerequisite: Awareness 1

In the midst of sensory deprivation or overload, the Solar still perceives the world.

Choose a sense when purchasing this Charm. The Solar never suffers the Hindered penalty (p. XX) to perception-based rolls involving that sense and reduces the difficulty of all rolls involving the sense by 1 to a minimum of 0. If this would reduce the difficulty below a reasonable threshold for rolling (**Exalted: Essence**, p. 117) she succeeds automatically. This Charm may be repurchased for additional senses using a personal milestone as normal.

Twilight or Night: Choose two senses when taking this Charm.

LIVING PULSE PERCEPTION

Prerequisite: Awareness 3

With a moment of centering focus, the Solar senses everyone around her — their breath, their pulses, and the smallest of their movements.

Commit 1 mote for the scene. While this Charm is active, characters attempting to hide or pass unnoticed within the same scene as the Solar do so at a difficulty equal to the Solar's Awareness. The Solar is automatically aware of all trivial characters and characters not attempting to hide within long range or the perimeter of a scene (for example: inside a house), their location relevant to the Solar, and a general summary of their activities (cooking, cleaning, tending to a garden, etc.) Characters who have already hidden before the Solar activated this Charm must immediately make a roll off using Stealth versus the Solar's Awareness.

Eclipse or Zenith: If a new character enters the scene after this Charm has been activated, immediately learn that character's motivations as if the Exalt had succeeded on a *read intentions* roll.

ORACULAR MAGISTRATE UNDERSTANDING

Prerequisites: Awareness 4, Essence 2, Meditation on Rivalry (**Exalted: Essence**, p. 272)

The Solar knows her enemies' moves before they do.

The Solar can intuit a criminal's state of mind, motives, and next steps. Every successful Awareness roll made to investigate or track a significant character also allows the Solar to make a special *read intentions* action against him, adding the extra successes on her Awareness roll as a dice bonus. Against trivial characters and those previously profiled with Meditation on Rivalry, the Solar automatically gleans the strongest Intimacy contributing to her target's criminal motives.

Mortifying Knowledge Infliction (Upgrade, Awareness 5): When her target is present in the scene, the Solar reflexively opposes his larcenous actions, adding the number of his Intimacies she has discovered as a dice bonus. Once per scene, when she incorporates her understanding of the target's psyche into a Stunt, her opposition suffers a 3-dice penalty to his next action.

WITNESS OF DIVINE LIGHT

Prerequisites: Awareness 5, Essence 5

All is revealed beneath the Solar's gaze.

Nothing in Heaven and Creation can be concealed from the Solar if it is illuminated by light brighter than a single candle — not only material objects and people but also censored information and covert actions already taken. After a dramatic scene of meditation, ritual, or prayer to her patron, the Solar intuits the location and state of the subject of her investigation, or as it was when last illuminated. When the subject is concealed with magic, the Solar opposes with a bonus appropriate to the light source: 3 successes for candlelight, 4 successes for bonfire light, and 5 successes for direct sunlight. These do not count toward the dice limit.

In a venture, this Charm may be used to cut corners with no consequence when the next obstacle could be addressed by gathering knowledge or acquiring hidden





resources, or when the Solar has already overcome an obstacle with those approaches.

For the rest of the scene when the Solar invokes this Charm, she faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

Twilight: Invoking Witness of Divine Light adds 1 to the Twilight's Sagacity rating for the session. If this raises her Sagacity to 6 or higher, it also increases the dice limit by 2 dice and 1 success when making Sagacity rolls. Sagacity increased in this way cannot go higher than 7.

Close Combat (Attack)

ARMOR-SHATTERING STRIKE

Prerequisite: Close Combat 4

Even armor yields beneath the Solar's might.

Spend 1 mote on Step 5 of a successful attack to weaken and destroy armor worn by the target. The target suffers −2

Soak until the end of the scene if they rely on natural or artifact armor, while mundane armor explodes from his body, creating a hazard that affects others in his range band, and is destroyed. The hazard is resisted reflexively with Athletics or Physique and deals damage equal to the armor's Soak rating.

Attunement-Disrupting Fist (Upgrade, Essence 2): Artifact armor loses its attunement, and the wearer cannot benefit from its inherent property or Evocations until it is reattuned.

Might-Severing Edge (Repurchase, Essence 3): On a successful decisive attack against armor created by magic (such as Glorious Solar Arsenal), this ends the effect as if the user had ended the committed effect.

Zenith: If using this Charm against a creature of darkness (**Exalted: Essence**, p. 61), the damage from the environmental hazard is aggravated.

FEROCIOUS JAB

Prerequisite: Close Combat 3

With swift fury, the Solar's blow crumples her opponent.

Spend 1 mote on Step 3. On a withering attack, roll three additional dice and add the successes to the total Power gained on Step 5. If using the alternative Hero's Trick rule (p. XX), roll these dice to extend the effects of any gambit used. On a decisive attack, add three bonus dice to the damage roll instead. This may be used in a clash.

Dawn: This may be activated on Step 6 for decisive attacks only.

GOD-SPEAR OF ALL-SEEING NOON

Prerequisites: Close Combat or Ranged Combat 5, Essence 4

With a mighty shout, the Solar summons the greatest of weapons: the God-Spear of All-Seeing Noon.

Spend 3 motes and use a *draw or ready weapon* action to draw the God-Spear of All-Seeing Noon from a ray of sunlight. If sunlight is not available, the Solar may spend 2 anima instead to draw it from her anima banner or caste mark. At the end of the scene, or when a character other than the Solar attempts to wield it, the God-Spear fades like the last glow of twilight.

For the rest of the scene, when the Solar drew the God-Spear of All-Seeing Noon or invoked its Evocations, she faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

Dawn: Once a session, a Dawn Caste may channel Wrath Beyond Measure through any orichalcum artifact weapon she is attuned to.

THE GOD-SPEAR OF ALL-SEEING NOON

Type: Medium Melee Weapon

Tags: Artifact, Balanced, Melee, Piercing, Reaching, Thrown (extreme)

The God-Spear and its Evocations deal aggravated damage to creatures of darkness. The Solar can choose not to kill enemies reduced to Incapacitated by the God-Spear; otherwise, those killed are burned to a fine ash and cannot be affected by necromancy or other effects that would raise the dead. The souls of targets slain this way pass immediately into Lethe.

The God-Spear grants the following Evocations:

WRATH BEYOND MEASURE

The Solar may activate this Evocation on Step 1 to make an area-of-effect attack against targets out to long range. Withering attacks supplemented by this Evocation grant the Solar additional Power equal to the number of significant creatures of darkness struck by the attack. Decisive attacks set the Soak of all targets to 1. Creatures of darkness cannot use magic or abilities tied to their dark natures on any step of this attack — this includes anima effects and spirit and activated supernatural qualities. Alternatively, the Solar may use the God-Spear in an extreme feat of strength, reducing the difficulty by 2 and rolling Close Combat or Ranged Combat instead of Physique. Once per scene.

HEART-EATING FIST

Prerequisite: Close Combat 5

With a murderous grin, the Solar makes a grim showing of her power that demoralizes onlookers.

Spend 1 mote. On a decisive attack, this is spent on Step 7. On a withering attack, Step 5. If the decisive attack slays or incapacitates the target or the withering attack generates 8 or more Power, all other combatants must pass a reflexive Integrity roll with a difficulty equal to the Solar's Essence + 1. If they fail, they gain a minor Tie of terror to the Solar and suffer the hindered penalty to attack rolls targeting the Solar unless they flee or spend an action centering themselves.

If the withering attack generates more than 10 Power or the decisive attack deals damage equal to the

target's health + half their Health levels total, regain a spent mote and gain an additional anima.

Dawn or Night: This may be used in a clash.

Eclipse or Zenith: After the attack resolves, make a reflexive *inspire* Build Power action.

Twilight: If this kills the target, learn one hidden detail about their life.

PEONY BLOSSOM TECHNIQUE

Prerequisite: Close Combat 5

The Solar's blade unfurls into a single cutting stroke, like a flower opening to face the sun.

Spend 1 mote. Make an attack against two targets within range of her weapon as if it were an area-of-effect attack (**Exalted: Essence**, p. 146). Gain an additional anima.

Radiant Fury of the Dawn (Upgrade, Essence 2): Spend 2 anima as an alternate cost and make an area-of-effect attack against all enemies within close range.

NIMBLE REAVING WIND

See p. XX.

WORLD-SCARRING SOLAR GLORY

Prerequisites: Close Combat 5, Essence 5

The Solar's weapon burns with a wrathful light, magnifying her implacable fury.

Spend 3 motes on Step 5 of a decisive attack targeting a significant character, when the damage pool is larger than the target's total Health levels. The attack bypasses Soak on Step 6; instead on Step 7, the Solar inflicts as many levels of damage as she likes, to a maximum of half the pool, rounded up. Against creatures of darkness, this damage is aggravated.

The Solar may opt to inflict no damage and instead choose up to two of the following effects:

- Instill a Major Tie of awe or terror in her target as he realizes what he was spared from. At the end of the scene, targets with Resolve 5 or higher may weaken the Tie to Minor and adjust its context (for example, a Tie of terror becoming a Tie of contempt).
- Destroy the environment behind the target, creating hazardous terrain in a straight line out to extreme range. She may choose to leave certain features or edifices merely damaged instead of obliterated.
- Demoralize enemy battle groups who bear witness to the Solar's mastery, immediately forcing all of them to make a rout check with a 5-success penalty.

This may only be used on each significant character once per fight. It may not be used again against a target who already has a Tie of awe or terror as a result of this Charm unless that Intimacy has been altered or removed.

Dawn: A Dawn Caste may commit the motes to "store" this Charm, unleashing it on a later Step 5 without using her Charm action for that step.

Close Combat (Defense)

BARRING THE GATES OF HEAVEN

Prerequisites: Close Combat 5, Essence 5

Nothing gets past the Solar's defenses.

Commit up to the Solar's Essence rating in motes. For every mote committed, the Solar may invoke an Evocation or Close Combat Charm that enhances her Defense rating or the *full defense* and *defend other* actions at no cost, and these effects do not use up her Charm action for their steps. The motes do not return to her pool until she has invoked that number of Evocations and Charms; she may reflexively end the commitment at the cost of losing any potential uses of Barring the Gates of Heaven. Once per scene.

CORONA OF RADIANCE

Prerequisite: Close Combat 2

The brilliance of a Solar anima is a shield against harm.

Commit 1 mote on Step 5 after being hit with a successful decisive attack. For the rest of the scene, increase Defense by 1 against enemies who have dealt damage to the character and all creatures of darkness whether they have attacked the Solar or not. Gain an additional anima.

Daystar Shield (Upgrade, Essence 2): The Defense increase applies automatically when the Solar reaches 5 or more anima.

Twilight: While in Active anima, increase Soak by 1.

SLY DUELIST'S PATTER

Prerequisites: Close Combat 3 or Performance 3, Essence 2

The Solar calls her enemy to a duel and keeps him occupied.

Commit 2 motes. The Solar readies her weapon and chooses a significant character as her dueling partner. The Solar cannot deal decisive damage to her dueling partner, and he can only interrupt or attack other player's characters if he flurries his action with social influence targeting the Solar. The Solar gains her weapon's Overwhelming rating as a success bonus to her social influence and may spend Power to gain additional successes at a rate of 2 Power to 1 success. Successes purchased with Power do not count toward the cap.

Additionally, as long as the Solar's stunts incorporate insightful banter, clever quips, or flashy acrobatics, she may follow her partner through difficult terrain unimpeded and environmental hazards unharmed.

Vengeance-Swearing Promise (Repurchase): If the Solar holds an Intimacy toward defeating her dueling partner or witnessed him take an action in violation of her Virtues, she adds the intensity of the Intimacy or Virtue as a success bonus to all actions that support exacting her vengeance or bringing him to justice.

Favorite Foe Invitation (Upgrade, Close Combat 4 or Performance 4, Essence 2): While Sly Duelist's Patter is active, extras cannot deal damage to the Solar and she gains +2 to Defense against attacks from any enemy that is not her dueling partner. Her dueling partner cannot target her with decisive attacks unless he flurries them with a social influence action.

The Revelation of Concealed Advantages (Repurchase, Essence 3): When the Solar earns 7 or more extra successes on social influence while Sly Duelist's Patter is active, she may reflexively end the Charm to generate 10 Power and gain surprise on her dueling partner, even if it is not the first turn.

Craft

BEAUTIFUL ESSENCE-BORN RUNE

Prerequisites: Craft 4 or Sagacity 4, Essence 3

Encoding magic into a hidden word, the Solar bestows her magic upon others.

Spend 3 motes and encode a Charm or spell into a talisman, ward, or fetish. The Charm may only be activated by a secret phrase created by the Solar and shared only with the recipient of the object. Recipients must have a pool reflecting the encoded Charm's Ability requirements (for example, a Close Combat Charm requiring Close Combat 5 gifted to her Lunar mate who has Close Combat 5, or to a Storyteller Character Sidereal whose Primary pool reflects prowess in melee combat). Spells may not be cast by recipients without the requisite Charms to use sorcery. The holder of the rune pays the cost for activating the encoded Charm or spell.

Anyone wishing to learn the activation phrase must spend at least a day of downtime in a dramatic scene studying the rune and make an opposed Craft, Awareness, or Sagacity roll against the Solar's Craft or Sagacity.

Dawn: Activating Close Combat, Ranged Combat, or War Charms encoded into the talisman cost 1 mote less to a minimum of 1.

Eclipse: Activating Embassy, Integrity, or Navigate Charms encoded into the talisman cost 1 mote less to a minimum of 1.

Night: Activating Awareness, Athletics, or Stealth Charms encoded into the talisman cost 1 mote less to a minimum of 1.

Twilight: Activating Craft, or Sagacity Charms encoded into the talisman cost 1 mote less to a minimum of 1. Sorcerous Twilights may allow characters without a sorcerous initiation to cast spells but pay the cost as usual.

Zenith: Activating Performance, Physique, or Presence Charms encoded into the talisman cost 1 mote less to a minimum of 1.

CLAY AND BREATH PRACTICE

Prerequisite: Craft 4

The Solar's reward for the excellence at his craft is a rush of power.

During any crafting venture with a time scale of scenes or greater, whenever the Solar rolls five or more successes above an obstacle's difficulty and did not cut corners, she recovers an additional mote during any scene changes or when characters take a brief rest between scenes (**Exalted: Essence**, p. 183). Whenever this would apply, gain one anima as if the Solar had spent a mote.

GOD-FORGE WITHIN

Prerequisite: Craft 2

Shaping a workstation from intention and light, the Solar can build anything she wants, wherever she desires.

Commit 1 mote for the scene. Summon tools, workspaces, and other personal-scale items that would assist with crafting, shaped from the Solar's anima. They glow softly, illuminating the space around her like a small campfire that allows the Solar to work in the dark. While she uses her superlative tools, she decreases the

difficulty of venture rolls by 1 to a minimum of 1 and may cut corners a number of times equal to her Essence without suffering consequences.

If she knows Efficient Crafting Technique (**Exalted: Essence**, p. 195) and it removes penalties while using God-Forge Within, she adds the penalty as a dice bonus instead.

KEEN UNDERSTANDING OF THE CORE IMPERFECTION

Prerequisites: Craft 4, Essence 3

Even impervious things can be broken.

Spend 1 mote and enter a dramatic scene studying an object which may be as small as a handheld item or as large as an entire building. At the end of the scene, the Solar gains a perfect understanding of how to destroy the item. A small object can be destroyed with a single action following the use of this Charm, but bigger or magical items require a venture. Reduce the difficulty and number of obstacles on the venture by two. If this reduces the difficulty of venture-related rolls below 3, the Solar must still spend the narrative time but does not need to roll, bypassing the obstacle as if she'd succeeded with her Essence in extra successes for the purposes of purchasing advantages. If the venture would be feat of strength related, she may substitute Physique with Craft for the purposes of determining what she can destroy. If the item is impervious to destruction, the Solar instead learns a secret (determined by the Storyteller) that would cause the item to break temporarily, removing it until the end of the story, or long enough to allow something like temporary passage through an unbreakable barrier.

Dawn: When using this Charm for a feat-of-strength venture, the Solar may use Close Combat or Ranged Combat in place of Physique but must Stunt this as a devastating attack.

LEGEND-SPIRIT CONVOCATION

Prerequisite: Craft 4 or Sagacity 4

Kindling the fires of awareness within a mundane object, the Solar awakens it to Essence-filled power.

Spend 1 mote and enter a dramatic scene handling a mundane, personal-scale object. At the end of the scene, the Solar may learn an Evocation from the object, as if it were an artifact and she had spent a minor milestone on it. The Storyteller and player should work together to design an Evocation that fits the purpose of the object. For example, touching a fine set of clothing awakens an Evocation that reduces a target's Resolve against *persuade* actions meant to impress or awe them. This Charm may only be used once per session.

Embassy

BY THE SUN'S AUTHORITY

Prerequisites: Embassy 3, Essence 3

The Solar is the ultimate representative of the Unconquered Sun's will and may make requisitions as such.

Commit 1 mote for the duration of a venture or until the end of the session, whichever comes first. Treat all the Solar's Merits — temporary or permanent — as if they were primary, so long as the Solar can justify their relevance to her status as an agent of the Unconquered Sun. While this Charm is active, the Sanctity of Merits applies to any applicable temporary Merits empowered by this Charm, and any applicable permanent Merits empowered by this Charm that may have been reduced as the result of a dramatic injury heal back to their normal state when the Charm's duration ends. Gain an additional anima.

While using this Charm, treat the Solar as if she had 5 or more anima for the purposes of stealth and identifying her magical nature. If the Solar uses this Charm for personal gain or abuses her role as a Lawgiver, she may be sanctioned by heaven — presuming she ever goes to Yu-Shan.

Eclipse: Add a bonus die to all invested Merits.

DIVINE SANCTION

Prerequisites: Embassy 5, Essence 5

Calling upon the Sun's strongest punishment, the Solar judges others to be unworthy.

Spend 3 motes to invoke the Sun's own sanction. Choose a Virtue and curse a region up to the size of a major city and its surrounding towns. All characters in the area can no longer benefit from that Virtue and may no longer form Intimacies informed by it. Significant characters may refuse this effect as if refusing influence, which notifies the Solar immediately. All refusals add dice equal to the refuser's Essence. Important gods of this area may not refuse but may instead immediately develop a negative major Intimacy, such as swearing vengeance or holding a festering grudge against the Solar, even if it would be informed by the banned Virtue. This sanction lasts until the end of the story but may be renewed by paying the Charm's cost again. The Solar may lift the sanction at any time if she feels the inhabitants have properly atoned.

After using this Charm, for the rest of the session, the Solar faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

Zenith: Important gods lose status in their spirit courts, depriving them of followers and worship as appropriate.

MIND-SCRIBING PROCESS

Prerequisite: Embassy 2

Bound hands and a covered mouth cannot prevent the Solar from writing or speaking.

Whenever the Solar would be unable to write material meant for another, such as a letter, a notice of warning, or penned orders to her troops, she may use an action do so with nothing but the light of her anima, burning the words onto any surface that can hold writing. Additionally, she may spend 1 mote to deliver an anima-written message directly to any character to whom she holds an Intimacy. The message consists of a number of sentences equal to the Solar's Essence. They receive the notice as a glowing vision, and always understand its contents regardless of shared languages.

Twilight: Increase the length of the message to Essence + 2 sentences.

RULE BENEATH THE SUN

Prerequisites: Embassy 3, Essence 2

All laws are subject to the Lawgiver's approval.

Spend 1 mote. This Charm must be used in a place or with a group, organization, or institution in which the Solar holds power. By spending the mote, the Solar creates, overturns, or evades the place, group, institution or organization's rules or laws. If she creates a new rule or law, all other members must abide by it for the duration of the story. If she overturns a rule or law, it ceases to apply to the members unilaterally until the end of the story. If she evades a rule or law, its strictures do not apply to her and her alone — members of her Circle or her friends and allies are still thieves if caught stealing. She may only create, overturn, or evade one law at a time, and only one rule-altering effect may apply to any law at a time. However, she may alter as many different laws as she pleases, spending the mote each time.

Night: The Night Caste may permit up to her Essence in allies or Circlemates to also evade laws of her own creation.

VIPER-SCENTING METHOD

Prerequisite: Embassy 2 or Integrity 2

Well-versed in dealing with the most manipulative and underhanded types of people, the Solar smells out social opposition as a hunter stalks her prey.

Invoke this Charm during a social scene involving intrigue, hidden motives, concealed danger, or an otherwise heated or threatening atmosphere. During this scene spend 1 mote to ask one of the questions on this list and the Storyteller will answer truthfully. Additional questions cost 1 mote each. The first time a mote is spent on this Charm, do not gain anima.

- *Which people have goals that oppose each other?*
- *Who is the most dangerous?*
- *Who holds the most power?*
- *Who means me harm?*
- *Who is hiding something?*

Integrity

ACCORD OF THE UNBREAKABLE SPIRIT

Prerequisite: Integrity 3 or Performance 3

The Solar leads her allies through a protective ritual that guarantees their safety.

Spend 1 mote and enter a dramatic scene in which the Solar leads her allies through a ritual of protection. The allies must also participate in the ritual, though the involvement may be minimal or limited. Choose the type of protective ritual when enacting it: a ward against the corruption of the Wyld, a defense against the influence of spirits, or a balm against disease and exposure. At the end of the ritual, all participants gain the Solar's Essence in automatic successes to resist the Wyld, disease, poison, or exposure or increase Resolve by 2 against the influence of Fair Folk or spirits until the end of the session. All Exalted participants gain an additional anima.

EMPATHIC AEGIS DISCIPLINE

Prerequisite: Integrity 2

The Solar's strength of character is a boon to his companions.

Commit 1 mote for the scene. This does not generate anima. While this Charm is active, allies within the same scene may use the Solar's Intimacies in addition to or in place of their own. The Intimacy must apply to the influence as normal. For example, if the Solar has an Intimacy to defending a city and her Getimian ally does

not, he may use the Solar's Intimacy to defend against a Dragon-Blooded enemy's attempt to dissuade him from fighting to protect it.

Eclipse or Zenith: The Solar may choose to waive the cost of this Charm, activating it for free. If they choose to pay the cost, they may also choose to gain anima.

GRACE-GRANTING TOUCH

Prerequisites: Integrity 3, Essence 3

The Solar uplifts others with her virtuous might.

Touch a character and spend 2 motes. The character must be un-Exalted, alive, and a thinking being, but does not need to be human. The target character is blessed with the Sun's grace. Increase their permanent Essence rating by 1, add the God-blooded, Heroic, and Greater Recovery qualities. They also gain a Minor Tie of loyalty to the Solar. If their Minor Virtue was Ambition or Justice, it becomes a second Major Virtue. If they did not have Ambition or Justice as a Virtue, they gain it as a second Minor Virtue.

Anointed Ones (Repurchase, Integrity 4, Essence 3): Spend an additional mote. This may apply to a group, such as the Solar's Followers, up to secondary Followers or an equivalent number of people.

MIND-CLEANSING EXHALATION

Prerequisites: Integrity 3, Essence 2

Taking a deep, focusing breath, the Solar flushes her soul with purifying Essence and removes any emotional entanglements she no longer desires.

Spend 1 mote. The Solar may immediately remove a number of Intimacies equal to her Essence that she no longer desires to hold. This happens immediately, as if they were instantly *weakened* below Minor. If she suffers from any penalties from magic that manipulated her emotions, she clears those as well. Gain an additional anima.

Special: This may be activated on any Step in response to an effect which would give the Solar an Intimacy she does not desire. This does not count as refusing the influence.

TRUTH SHINES THROUGH

Prerequisites: Integrity 3, Essence 2, Mind-Cleaning Exhalation

Unwanted feelings radiate from the Solar, informing others that she is under duress.

When the Solar holds an Intimacy that was created or modified by unwanted magic effects, she may choose to make its effect obvious. She might look ill (if it's a negative Intimacy), glowing literally or figuratively (if it's a positive Intimacy) or some other obvious tell. She may choose to look worn down, unusually hale, or another supernatural and overt tell such as writing the context of the Intimacy on her face in glittering letters. How this is expressed is entirely up to the player but it is always obvious to onlookers. Any *read intentions* attempt to reveal the Intimacy succeeds automatically and any attempts to *weaken* the Intimacy from characters other than the Solar gain a success bonus that does not count toward the limit.

Dawn: If in combat with the character who imposed the Intimacy on the Solar, that character suffers the Hindered penalty (p. XX) to all attack rolls against her.

VIPER-SCENTING METHOD

See p. XX.

WHAT LIGHT REVEALS

Prerequisite: Integrity 3 or Sagacity 3

Flaring around her like a beacon, the Solar's anima reveals hidden things.

Commit 1 mote for the scene while in Active anima, or if committing the mote would cause the Solar to enter Active anima. The Solar's anima brightens enough to read by and illuminates the space around her. Any person or item not concealed by magic is immediately revealed. Anything that has been hidden with magic must roll off using Stealth against the Solar's Integrity or Sagacity.

If purchased as an Integrity Charm, this also reveals one Intimacy from any hidden characters.

If purchased as a Sagacity Charm, this reveals any dematerialized characters.

This may be repurchased as normal to obtain the other Ability's effects, but the character must meet the prerequisite.

WHAT THE SUN HEARS

Prerequisites: Integrity 4 or Performance 4, Essence 4

The Solar bends her ear to hear all pleas directed at her patron.

Spend 3 motes and briefly borrow the Unconquered Sun's ability to hear and answer prayers. The Solar immediately hears any and all prayers and requests directed to the Unconquered Sun from all parties within the same Direction. The Storyteller offers a handful of

interesting possibilities to pursue or, if the Solar has Stunt dice available, she may spend them on a dramatic edit to hear a very specific prayer. As a result, the Solar may then use any of her Charms or spells to affect the supplicant or anything within medium range of him, as if she were present.

After using this Charm, for the rest of the scene, the Solar faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

Zenith: The Solar may hear a specific prayer without paying the cost in Stunt dice.

Navigate

CATCHING THE SUN'S GLANCE

Prerequisites: Navigate 5 or Performance 5, Essence 4

With a loud prayer, the sky opens and the face of the Sun bears down upon all those below.

Commit 4 motes. No matter the time of day or weather conditions, this calls the Sun to stand at its zenith until the end of the scene. It becomes daylight and ends any cloud cover or mundane environmental hazards or effects, such as storms or blizzards. If supernatural darkness had covered the area, make an opposed roll using whatever Ability caused the darkness against the Solar's Navigate or Performance. The Solar gains her Essence in bonus dice to this roll. Enemy creatures of darkness who begin their turn under the sun must resist an environmental hazard using Integrity or Sagacity at a difficulty equal to the Solar's Essence + 1 that deals damage equal to the Solar's Essence. All attempts at stealth suffer a three-dice penalty. Any magic that generates or requires darkness or shadows has its cost increased by 1, whether that's motes, Power, anima, or Will.

While the motes remain committed, the Solar faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

Damned by Heaven (Repurchase, Essence 5): While Catching the Sun's Glance is active, the Solar may designate one target, spend the committed motes, and end the effect to permanently transform that target into a creature of darkness. Treat this as automatically inflicting a dramatic injury that can only be cured by other Solar magic.

COLOSSAL RAMPAGING BEAST

Prerequisite: Navigate 5

The Solar's mount or familiar transforms into a gigantic beast.

Commit 1 mote for the scene. The Solar's riding animal or Familiar grows to tremendous size, gaining the *enormous size* quality (**Exalted: Essence**, p. 316) and the Monstrous animal profile (**Exalted: Essence**, p. 324). If the mount or Familiar was already *enormous*, it gains *legendary size* (**Exalted: Essence**, p. 317). At Essence 3, the targeted animal automatically gains *legendary size*.

MAST OF EVERYTHING APPROACH

Prerequisite: Navigate 2

With just pots, chains, or rope, the Solar can keep a damaged vehicle moving.

Whenever the Solar cuts corners on a repair venture to fix a vehicle or vessel with whatever supplies they have on hand, the consequences of doing so do not apply until after the Solar has docked and/or disembarked from her vessel or vehicle. At Essence 2, ignore the consequences of the first time she cuts corners entirely.

Invincible Solar Vessel (Repurchase): Spend 1 mote when beginning a repair venture. The vehicle immediately heals the Solar's Navigate in Health levels. If this would fully recover damaged Health levels, this immediately completes the venture at the end of the scene.

Dawn: If engaged in naval combat, the Solar may assemble makeshift weapons from appropriate items, such as lobbing barrels of barley wine as ballista bolts or making a ram out of silverware and ship's rope. They gain an appropriate weapon profile with the *improvised* tag. These weapons last as long as the ship remains seaworthy.

RIOTOUS CRY OF THE BEAST

Prerequisites: Navigate 3, Essence 2

Tipping her head back and howling, the Solar calls forth a group of animals to fight on her behalf.

Spend 1 mote. Immediately call forth a battle group consisting of animals significant to the Solar: a species similar to the Solar's familiar or another animal important to her, such as her iconic anima banner, namesake (for example: Smiling Kestrel or Darting Viper), or her Lunar mate's spirit shape. The animal should also be appropriate to the region in which the scene takes place. Vipers may not live in the tundra of the North, but wolves do. The battle group has a size equal to the Solar's Essence and regular Drill. They use the Dangerous Animal (**Exalted: Essence**, p. 324) profile regardless of what kind of creature they are. They do

not make rout checks so long as the Solar is present and conscious on the battlefield. The battle group disperses at the end of the scene.

Dawn: The animal summoned may always be tigers regardless of region.

Eclipse: The animal summoned may always be falcons regardless of region.

Night: The animal summoned may always be wolves regardless of region.

Twilight: The animal summoned may always be spiders regardless of region.

Zenith: The animal summoned may always be bulls regardless of region.

SHINING INEVITABLE LASSO

Prerequisites: Navigate 4, Essence 2

The Solar can restrain even a behemoth with a loop of raw sunlight.

Commit 1 mote to create a lasso of sunlight and anima. This is a light weapon with the *artifact, flexible,* and *pulling* tags. Against an animal or monster with *enormous size* or greater, reduce the cost of the *ensnare* and *pull* gambits to 2. While the beast is lassoed, the Solar may ride it safely and it will not attack or otherwise harm bystanders. Using influence actions to soothe or command the lassoed beast add the lasso's Accuracy as bonus successes. Lassoing a human is a normal attack roll. A lassoed human reduces Resolve by 1 against the Solar's influence while entangled. Animals or monsters restrained this way may be purchased as Familiars using an Exalt milestone after the Charm ends.

SHIP-RAZING RENEWAL

Prerequisite: Navigate 3

Any ship the Solar destroys becomes hers to command.

Spend 1 mote on Step 6 of a decisive attack in naval combat. If this attack destroys the enemy ship, the Solar may declare the defeated ship under her control. It stays afloat and intact, held together by anima and Essence. At the end of the scene, the effect ends and the captured ship sinks.

Victorious Admiral Attitude (Upgrade, Essence 2): After destroying an enemy ship, the Solar may commit 1 mote. For as long as the mote remains committed, the captured ship stays seaworthy.

Eclipse: After destroying an enemy ship, make a reflexive *persuade* roll against the crew of the next closest enemy vessel, to diplomatically request that they cease fighting. If successful, gain an additional anima.

STORM-RACING TRANSPORT

Prerequisite: Navigate 2

Even the wind cannot keep pace with a Solar shipmaster.

When making travel venture rolls to overcome a hazard-based obstacle, gain double 9s. In combat, while fighting mounted or from the Solar's personal conveyance, gain double 9s to resistance rolls to avoid hazards. Commit 1 mote for the scene to give a mount or vehicle the *durable* quality (**Exalted: Essence,** p. 316) with a rating equal to the Solar's Essence.

Performance

ACCORD OF THE UNBREAKABLE SPIRIT

See p. XX.

CATCHING THE SUN'S GLANCE

See p. XX.

DIVINE INSTRUMENT

Prerequisite: Performance 1

Spinning an instrument from intention and anima, the Solar may always perform even when she has nothing to work with.

If the Solar has any anima while performing, an instrument of the Solar's choosing may manifest in her hands. This may also amplify her voice, as long as she is singing, speaking, or vocalizing as part of a performance. The anima-amplified quality of her music reduces listeners' Resolve by 1 against *instill* and *persuade* actions.

GOD-HEELING GESTURE

Prerequisite: Performance 4 or Sagacity 4

Invoking her right as a Lawgiver, the Solar compels a spirit to obey.

Spend 1 mote. The Solar immediately makes a demand of a spirit of Essence 3 or less, treated as an automatically successful *persuade* action. The spirit may not refuse the demand unless it would qualify as unacceptable influence (**Exalted: Essence**, p. 134). The demand must be something the spirit can perform within the scene, such as "Open your sanctum," or "Cease killing these mortals." Depending on the nature of the demand and the way in which the Solar presents it, the spirit may form a negative Intimacy to her immediately after the scene resolves. Gain an additional anima.

Eclipse: If the Eclipse seals a deal with the targeted spirit using Universal Scholar (**Exalted: Essence**, p. 63) treat it as though it had been sealed with Venerated Witness instead.

Undeniable Authority (Upgrade, Essence 4): The Solar may make a demand of a spirit with equal or less than the Solar's Essence. At Essence 5, once per story, the Solar may make a demand of any spirit.

INFATUATION-GATHERING IDOL METHODOLOGY

Prerequisites: Performance 3, Essence 2

Anyone who listens to the Solar hangs on her every word.

After the Solar makes a Performance-based *persuade* action, she may spend 1 mote to automatically grant the target a Minor positive Tie reflecting the target's infatuation with her. If the target is a group of people, this costs 2 motes. This intimacy always reduces the difficulty of future influence against the target, even when it might be in conflict with another Intimacy. Characters with an Essence greater than the Solar may choose to reject the Intimacy at the end of the session.

Night: The Intimacy may instead be negative or one of infamy or notoriety, but the targets remain as fixated on her.

MOOD-INDUCING MUSIC

Prerequisite: Performance 2

The Solar's music enrages, emboldens, or soothes.

Commit 1 mote for the duration of a scene in which the Solar performs. While the Solar continues to play her instrument, sing, speak, etc., all allies within the scene making *persuade, dissuade, strengthen* or *weaken* influence actions gain three bonus dice to the roll. This may be used in combat and adds the same dice to *inspire* Build Power rolls, *distract* gambits, and any other gambit involving performance. If the Solar's aid causes a new Tie to be formed or a significant enemy to be defeated or subdued, gain an additional anima and mark an Exalt milestone goal.

SEVEN THUNDERS VOICE

Prerequisites: Performance 3, Essence 2

With an empowered voice, the Solar shouts over the loudest noises and can smash apart stone walls.

Commit 1 mote. While active, the Solar's booming voice drowns out all other sound, negating any penalties based on external noise and imposing a success penalty equal to her Essence to any attempts to speak over her or make counter arguments. Additionally, the Solar may make unarmed ranged attacks out to medium range with her voice. She may use her Performance in place of Ranged Combat when doing so. She may also use her empowered voice to perform demolition-based feats of strength, substituting her Performance for Physique, and may apply her Performance Excellency to feat-of-strength-related rolls.

Dawn: When using her voice to make a decisive attack against a battle group, it must immediately make a rout check after the attack resolves.

WHAT THE SUN HEARS

See p. XX.

Physique

ALLY-HURLING PARTNERSHIP

Prerequisite: Physique 4

The Solar seizes his ally and hurls her at their enemy. When she lands, she strikes with both their fury combined.

Spend 1 mote. Target an ally within close range to heft and throw. The ally sails one range band, or up to two if the Solar's Physique is 5. The ally lands unscathed and treats this as a reflexive rush, adding the Solar's Physique in bonus dice to the resulting attack. Throwing an ally this way uses an action but may be flurried. The Solar cannot throw an ally with *legendary size* without the use of other strength-enhancing Charms.

If the hurled ally is the Solar's Lunar mate, she may add her Fortitude if it is higher than the Solar's Physique, increasing the value by one die either way.

DIAMOND BODY ENDURANCE

Prerequisites: Physique 5, Essence 3

No disease or poison can harm the Solar.

The Solar cannot be affected by any mundane poisons or illnesses. Mundane hazards such as extreme heat or cold cannot harm her. She does not suffocate or drown in non-magical circumstances. Against magical diseases or poisons she may spend 1 mote and apply her Soak against the damage, which she may increase using other Soak-based Physique Charms, regardless of Step. If the disease or poison does not inflict damage (such as a soporific), she instead reduces the difficulty to resist by her Essence, to a minimum of 0. If this reduces the difficulty of a disease or illness to 0, gain an additional anima.

FURY-FED ARDOR

Prerequisite: Physique 2

When the Solar counterattacks, she does so with the fullness of her anger.

Spend 1 mote on Step 5. On a withering attack, gain a number of dice equal to the Power generated by the attacker to the next attack against them. On a decisive attack, gain dice equal to Health levels of damage dealt. If the attack caused a wound penalty, add the wound penalty to the total.

Eclipse or Zenith: The Eclipse may instead choose to gain these bonus dice to the next *inspire* or *rally* Build Power actions or any social influence against the target.

POWER-SUFFUSING FORM

Prerequisite: Physique 2

The Solar fills her body with Essence and becomes capable of incredible feats.

Spend 1 mote. For the rest of the scene, treat the Solar's Physique dice pool as two higher for the purposes of qualifying for performing a feat of strength (**Exalted: Essence**, p. 150). If the Solar's total pool halved and rounded up is greater than the difficulty of the roll, she passes automatically. Gain an additional anima.

Dawn or Zenith: If this Charm is used to heft an enormous object to use as a weapon, ignore the *improvised* tag.

RUIN-ABASING SHRUG

Prerequisites: Physique 4, Essence 2

The Solar endures, then turns aside harm with forceful derision.

Commit 2 motes. Each time the Solar is hit by a withering attack, increase her Soak by 1. For each point of Soak past the limit, commit an additional mote. On Step 7 of any decisive attack, she may spend the committed motes and apply her full enhanced Soak against the attack, ignoring the limit. If this entirely prevents damage, gain an additional anima. This may only be used once per scene.

WOUND-MENDING PURITY STANCE

Prerequisites: Physique 3, Essence 2

The strength of virtue is a healing boon for the Solar.

Whenever the Solar stunts an action incorporating one of her Virtues, she may spend the Stunt dice to heal one Health level of damage. If the Solar becomes Incapacitated, she may use an *inspire* Build Power action to build Power for herself, so long as the action incorporates her drawing upon the strengthening nature of one of her Virtues.

Twilight: The Twilight may apply the healing effect of this Charm to others within medium range.

Presence

ABSOLUTE RESPLENDENCE UNLEASHED

Prerequisites: Presence 4, Essence 3, Unnerving Solar Presence

Wreathed in the majesty of her anima, the Solar is a horrifying sight to behold.

Commit 2 motes. If the Solar has 5 or more anima, waive the mote cost. Characters may only apply courage-based Intimacies against the Solar's influence. Reduce the cost of *dissuade* by 1 to a minimum of 1. The Solar may make *dissuade* actions nonverbally and does not suffer the penalty for using Presence against a group. Anyone trying to *persuade*, *dissuade*, *read intentions*, or attack the Exalt suffers the Hindered penalty which cannot be removed or ignored. Trivial targets bolt in terror at the sight of the Solar. Battle groups who attack or have taken damage from the Solar increase the difficulty of rout checks by 1.

Countenance of Vast Wrath (Upgrade, Essence 4): Characters immune to fear are affected by this Charm.

BY THE UNCONQUERED ANOINTED

Prerequisites: Presence 5, Essence 5

Calling upon the Sun's own light, the Solar asserts the most supreme authority.

Spend 4 motes. The area around the Solar out to long range forcibly reasserts itself as Creation: the Wyld calcifies into reality and shadowlands recede back into healthy parts of the world. If something in the area was changed by other magic, such as a patch of land transformed into a section of Malfeas or rewritten by false memories of a world that never was, the Solar rolls off against the creator of that effect, using her Presence against their Integrity or Sagacity. Enemies with Essence lower than the Solar who did not avert their eyes suffer the Hindered penalty to sight-based rolls for the rest of the scene.

Alternatively, the Solar may pay the mote cost to instead deliver one order under the authority of the Unconquered Sun, as a *persuade* roll. This action is treated as being automatically in line with the target's

Virtues, even if it would not be. It may still be refused or hard bargained as usual. This may only be used once per story. Gain an additional anima.

After benefiting from this Charm, for the rest of the session, the Solar faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

EMPOWERING SHOUT

Prerequisite: Presence 3

Words from the Solar's lips spur his allies into action.

Spend 1 mote and use an action to deliver a command to an ally who can see or hear the Exalt. This must be something that can be accomplished in a single action, such as "Lift the gate!" or "Attack the Deathlord!" If they take the action ordered by the Solar, the commanded ally may use one of the Solar's relevant Excellencies on the roll, as if they also benefited from Supremacy of Ability (**Exalted: Essence**, p. 60). If the Solar does not have an Excellency in the Ability associated with the roll, the acting character doubles any Stunt dice instead.

Dawn: A Dawn may grant a commanded character the benefit of Supernal Warrior (**Exalted: Essence**, p. 61.)

SEARING AFTER-IMAGE PASSION

Prerequisites: Presence 3, Essence 2

The Solar's influence sears its way into the target's mind, leaving a burning emotion behind.

When purchasing this Charm, choose a Virtue, Intimacy, or emotion to be the Solar's passion. Whenever she makes an influence roll relating to her passion, targets reduce their Resolve against it as if they shared the Virtue or Intimacy; a chosen emotion is treated like a Minor Tie for the purposes of this Charm. Any hard bargains they may use to refuse the Solar must also be in line with the Virtue, Intimacy, or emotion. For example, if the Solar chooses righteous anger and rallies a target to seek revenge against someone who wronged them, they may bargain saying they won't target a mutual enemy with the Solar but must agree to something that still expresses righteous anger such as sabotaging the enemy's supply lines or confounding their ability to navigate through an area. The Solar may exchange her Virtue, Intimacy, or emotion for another on a minor milestone.

SHINING SIGN OF GRACE

Prerequisite: Presence 3

The Solar's anima is a beacon of fear and inspiration.

While the Solar has two or more anima, she gains half her anima total, rounded up, in dice to social influence actions. At 5 or more anima, she may spend a point of anima to turn these dice into automatic successes instead, for a single roll. Doing this ends the benefit of this Charm for the rest of the scene.

Zenith: A Zenith may convert successes twice before the Charm ends.

UNNERVING SOLAR PRESENCE

Prerequisite: Presence 4

The Solar wraps herself in an aura of unsettling dread.

Commit 1 mote for the scene. The Solar's unsettling aura penalizes any *persuade* or *dissuade* roll including them as a target by a number of dice equal to the Solar's Essence + 1. In combat, this also penalizes any gambits that would target the Solar's Resolve.

Night: Also penalize *read intentions* actions against the Night. Using this Charm does not generate anima.

Ranged Combat

ACCURACY WITHOUT DISTANCE

Prerequisite: Ranged Combat 5

The Solar is not beholden to simple things like range or accuracy.

Spend 2 motes on Step 5 of a missed decisive attack. Treat the attack as if it hit with zero extra successes. Spend the wagered Power as normal. Actions that would substitute the target with another character cannot be applied against this.

Dawn: For the purposes of calculating the damage pool, treat the attack as if it had three extra successes.

BOUNDLESS ARROW OF THE UNCONQUERED SUN

Prerequisites: Ranged Combat 5, Essence 3, Hanging Judgment Arc

No one escapes the reach of the Solar's weapon.

Spend an additional mote. This Charm's prerequisite may be utilized any time outside of combat as if the Solar had their Essence + 2 in Power, and the Solar rolls the ranged attack as normal, following the guidelines laid out in Hanging Judgment Arc. Rather than waiting for an enemy to move through a designated area, the Solar may instead state that, at any time before the end of the session, the attack hits the target. The target must remain under an open sky or be touched by sunlight

(such as standing before an open window). This ignores any cover or concealment. Actions that would substitute the target with another character or force the Solar to redirect the attack cannot be applied against this.

Inescapable Reach (Upgrade, Essence 5): The Solar treats any sky anywhere as valid for the purposes of this Charm. Shooting an enemy under the green sun of Malfeas or the alien skies of Autochthonia requires spending an additional mote.

GOLDEN ARTILLERIST METHOD

Prerequisite: Ranged Combat 2

Anything the Solar touches becomes a projectile.

Commit 1 mote. For the rest of the scene, the Solar can wield anything she puts her hands on as a ranged weapon. It has a weapon profile relevant to its size (a shoe is a light weapon while a stone pillar is a heavy weapon; if it would require a feat of strength to heft, consider it heavy) and two tags of the player's choice. It always has the *improvised* tag but reduces the accuracy penalty by 1. She may always throw this weapon out to medium range.

Mast-Hurling Practice (Repurchase): During naval combat, the Solar may load improvised objects into a ship's ballista or other ranged weapon meant for ship-scale combat without damaging it.

Night: If an attack made with an improvised weapon is successful, after the attack resolves make a reflexive *outmaneuver* Build Power action.

HANGING JUDGEMENT ARC

Prerequisite: Ranged Combat 4

The attack leaves a projectile hanging, waiting for its target.

Spend 1 mote. Using an attack action, designate an area within range of the weapon and roll. Tally the total number of successes, including any from accuracy. Charms applied on steps beyond 1 may not be used to modify this action, but another Step 1 Charm may (such as the Excellency.) If making a decisive attack, the Solar must set aside Power as if wagering and spending it. The Power is considered spent for the purposes of effects that apply to the use of Power or the Exalt's total Power. The next enemy that moves into or through close range of the designated area suffers the attack, applying the total successes against their Defense, which generates Power, applies a gambit, or deals damage as normal. If no enemies enter the zone before the start of the Solar's next turn, recover the mote. This does not generate anima.

Zenith: Damage against creatures of darkness is aggravated.

HEART-EATING INCINERATION

Prerequisites: Ranged Combat 4, Essence 3

The Solar relishes in a killing blow fueled by her ideals.

Spend 2 motes on Step 3. Reduce the target's Defense by the intensity of an Intimacy the Solar holds toward the target. If the Intimacy is related to righteousness, ideals, lawfulness, or the Solar's concept of upright behavior (for example: believing her target is guilty of wicked deeds, believing her target has not behaved in a way she considers just, or an Intimacy related to a belief that the target has violated a law the Solar upholds), she also adds its intensity in dice to the damage roll. If this would incapacitate a significant enemy, she gains the Intimacy's rating in her choice of motes or anima.

Eclipse: If a decisive attack deals damage to the target, learn another of the target's Intimacies as if the Solar had succeeded on a *read intentions* roll.

MAELSTROM OF CELESTIAL DOMINANCE

Prerequisites: Ranged Combat 4, Essence 3

A hail of arrows makes doing battle dangerous and difficult.

Spend 2 motes and target an area within the weapon's range. Treat this as an area-of-effect attack targeting all enemies within short range of the targeted point. After the attack resolves, this becomes a hazard that persists until the end of the scene, requiring a reflexive resistance roll using Athletics or Physique and dealing damage equal to the weapon's damage value unmodified by magic. It provides concealment and light cover for the Solar and her Circle. The Solar and her Circle are also immune to the damage provided by it.

Dawn: Spend 2 additional motes on Step 2 of any enemy ranged attack made from the hazard's zone. That target may not make a ranged attack this round and must move out of the hazard or make a melee attack instead.

Twilight: Spend 1 mote to reflexively move the hazard one range band per turn.

NOVA ARROW ATTACK

Prerequisite: Ranged Combat 4

The Solar's arrow explodes into a deadly shower of radiant fire.

Spend 1 mote on Step 3. This detonates the arrow or projectile, causing a one-time hazard affecting all

enemies within close range of the target. The resistance roll is reflexive, made with Physique, and deals damage dice equal to the extra successes on the attack. If this damage is dealt to a battle group, they must also reflexively make a rout check. If they have no leader, increase the difficulty by 1.

Sagacity

AURA OF HYGIENE

Prerequisites: Sagacity 4, Essence 3

The Solar is a font of curative power.

Commit 1 mote for the scene. Immediately identify all sources, vectors, and causes of diseases and poisons within the area surrounding a scene (a city block, a Dynast's estate, the hidden tunnels beneath an innocuous noodle stand, etc.) or within medium range. At the Solar's option she may spend 1 mote to instantly halt any ongoing instances of these toxins or immediately render any of them inert. A character suffering from a fever feels it break; a case of poisoned wine is now safe to drink. She may spend 1 anima to cure and cleanse any instance of identified poison or disease.

Twilight: The Solar gains two bonus dice to any future attempts to inflict or cure any disease or poison identified or cured by this Charm.

BANISHMENT OF UNWANTED SPECTERS

Prerequisite: Sagacity 2

With a gesture and a simple command, the Solar makes unwanted spirits obey.

Spend 1 mote. Using an action, the Solar forces one spirit she's aware of from a location. This forces a ghost or demon from hiding in a building, ruin, or other such locale. They are not required to materialize but must vacate the location and go somewhere else. Gods and lesser spirits must have an Essence equal to or lower than the Solar's Essence + 1 in order to be affected by this Charm. Similarly, they must leave where they are and go somewhere else. In combat, the spirit reflexively moves two range bands away from the Solar.

Eclipse: If the Eclipse seals a deal with the targeted spirit using Universal Scholar (**Exalted: Essence**, p. 63) treat it as though it had been sealed with Venerated Witness instead.

GOD-HEELING GESTURE

See p. XX.

LEGEND-SPIRIT CONVOCATION

See p. XX.

POWER FROM DARKNESS

Prerequisites: Sagacity 5, Essence 4

The Solar tears lost secrets from the fabric of the world itself.

Declare the use of this Charm and immediately enter a dramatic scene, which must take at least several hours of downtime; this cannot be done quickly. She spends this time communing with the Essence of Creation itself and at the resolution of the scene, tears forth understanding from the power of the world. She instantly learns one Eclipse-OK quality or one Exalt Charm that one of her non-Solar allies or Circlemates possesses with that character's permission. This does not count against her next minor or Exalt milestone but may only be used once per story. Doing this marks the Solar as having dangerously altered reality, and she may be subject to violence or scrutiny from Heaven or other sources who would prefer the returning Solars no longer have this kind of power.

Twilight: After using this Charm, the Twilight may spend 5 anima to do it again before the end of the story. This accelerates the arrival of consequences.

RINGS OF SPIRITUAL FRAILTY

Prerequisites: Sagacity 3, Essence 2

The Solar's burning aura reveals all hidden things and punishes the wicked who would conceal themselves with darkness.

Commit 1 mote for the scene. All immaterial characters within medium range become visible and susceptible to attacks even though they are not material. She grants her Circlemates and allies a bonus success to damage against exposed targets or to *read intentions*, *persuade*, or *dissuade* actions. Creatures of darkness within in the area of effect increase the mote cost of their qualities or Charms by 1 mote. If they cannot pay the mote cost, they may pay in aggravated levels of damage instead.

Dawn: Attacks against exposed targets gain the *piercing* tag. If the weapon already had that tag, increase its Accuracy by 1.

TITAN-UNLEASHING CLARION

Prerequisites: Sagacity 5, Essence 5

Calling upon the Horn of the Sun, the Solar blares her master's call and summons an ancient thing bound to the service of her patron.



Spend 3 motes and enter a dramatic scene in which the Solar blows the Horn of the Sun and calls forth a forgotten entity subservient to the King of Heaven. The summoned entity might be an ancient celestial god, an aspect of one of the imprisoned Yozis, an elemental of unthinkable power, or a chained apocalypse kept in the far reaches of Heaven. The player and the Storyteller should work together to design what this monster might be. It uses the stats of the Necromancer-King or Third Circle Demon (**Exalted: Essence**, pp. 335-336) with any additional qualities or Charms appropriate to the kind of monstrosity it might be. If the Solar's major Virtue supports this summoning (for example, a Compassion Solar calling upon an ancient titan to rescue her people from imminent doom or an Ambition Solar driven to purge the world of the Scarlet Realm's injustices using the summon to devour a House Peleps fleet), reduce the cost by 1 mote. The unleashed titan remains bound to the Solar's will for the duration of one task or until the end of the session. At the start of every successive session, the Solar may pay the cost again to extend the binding. Excessive use of this Charm risks enraging the creature or drawing the attention of Heaven.

After using this Charm, for the rest of the session, the Solar faces a 1-success penalty to actions that do not support her Virtues and a 3-success penalty to actions in direct opposition to them.

WHAT LIGHT REVEALS

See p. XX.

Stealth

HOODING THE SOLAR LANTERN

Prerequisites: Stealth 3, Essence 2

The Solar controls the brightness of her anima like a man with a lantern.

By taking this Charm, the Solar's anima cannot be noticed before 5 anima unless she wants it to be visible. The usual obviousness from 5+ no longer happens until the Solar has 8 anima. Between the two follow the normal rules for noticing Glowing anima (**Exalted: Essence**, p. 183). She cannot dim the brightness of her iconic anima.

Sun-Swallowing Practice (Repurchase, Essence 4): Whenever a Charm states "gain an additional anima," the Solar may choose not to benefit from this.

HUNDRED-FACED STRANGER

Prerequisite: Stealth 4

The Solar can and has been anyone and everyone.

Commit 1 mote. The Solar disguises herself as a new person. She creates this persona, giving them a new name and motivation. This persona may have an appearance she can conceivably make with a mundane disguise. If she knows other disguise-based Stealth Charms that would allow her to alter her appearance more thoroughly, she must also keep motes committed to those if she wishes to maintain that level of deception. The persona has its own set of Virtues and as many Intimacies as the player desires to define. Purchasing this Charm grants herself one new persona. She may acquire additional personas with an Exalt milestone. The Solar stays in her persona for as long as the mote remains committed. She must end the Charm and reactivate it, in order to switch.

Legend-Mask Methodology (Upgrade, Essence 2): While in her personas, the Solar gains temporary merits: one secondary and three tertiary, appropriate to who her persona is, and what they do. For example, a persona as a legendary bandit-prince might have secondary Resources and tertiary Command (for a loyal crew), Contacts (for reliable fences) and Familiar (a brave and steadfast horse).

Fugue-Empowered Other (Repurchase, Essence 2): When targeted by social influence, the Solar may commit the mote and shift immediately into one of her personas whose Virtues or Intimacies would best resist the influence. She modifies her Resolve as appropriate.

SHADOW-CROSSING LEAP

Prerequisites: Stealth 3, Essence 2

The Solar moves from shadow to shadow as easily as a ghost.

Spend 1 mote. The Solar instantly moves from one source of shadow (including her own) to another within her perceptions. She crosses the distance instantly and harmlessly; though she must have enough room to stand wherever she travels. She may use magic such as Athletics Charms to assist with this if the destination is in a location that the Solar might not otherwise be able to land. If she uses this Charm to set up for an attack, she may treat it as though she had surprise (**Exalted: Essence**, p. 139) even if it is not the first turn. If she uses this Charm as part of an *outmaneuver* action, she gains two bonus successes to the roll.

SUSPICION INTO SUNLIGHT

Prerequisites: Stealth 5, Essence 4

A master of stealth, the Solar vanishes even from memory, leaving only vague memories of sunlight and emptiness behind.

Whenever the Solar has been revealed while hiding, she may spend 2 motes to use this Charm. All onlookers immediately forget what they witnessed and cannot describe the Solar's appearance or previous location to anyone else. If any witness is a significant character, they may make an opposed roll using Awareness or Integrity against the Solar's Stealth. Even if they succeed, the character can only remember a vague description and suffers a two-success penalty on any rolls to recall specific details or communicate those details to others. This does not generate anima.

Night: The Solar may spend an additional mote to also remove one negative Intimacy the target holds toward her, if applicable. The Solar must be aware the target holds negative feelings toward her though does not need to be aware of the Intimacy in specific.

SHADOW-STRIKING METHOD

Prerequisite: Stealth 3

Striking from nowhere, the Solar attacks unnoticed.

Whenever the Solar uses Stealth outside of combat to infiltrate a location, plan an assassination against a significant target, or otherwise prepare herself for striking a significant target unaware, she may spend 1 mote to turn the results of the Stealth roll into an *outmaneuver* Build Power roll. She retains the Power on this roll until she can make an attack against him. The Solar may only retain up to 5 Power this way. If she does not attack her target before the end of the session, the Power dissipates. This does not generate anima.

War

AEGIS OF UNCONQUERED MIGHT

Prerequisites: War 4, Essence 4

Spreading a shield of anima over her troops, the Solar protects them from grievous harm.

Commit 2 motes. For the rest of the scene, a battle group under the Solar's command gains the defensive properties of *legendary size* (**Exalted: Essence**, p. 317). When the Solar uses *defend other* to protect her troops she ignores the improbability of their Size, defending all of them at once.

Immortal Warlord's Tactic (Repurchase): A battle group under the Solar's command may use any of the Solar's Defense-based Charms. If the unit does not have motes, the Solar must pay the mote cost on behalf

of her unit. If the battle group has its own motes (such as elementals, demons, or Hounds of the Five Winds) it may pay the cost itself. The battle group does not benefit from Solar modes.

Dawn: If the Solar has any counterattack effects and uses them in response to an attack she defended on behalf of her battle group, she reduces their cost by 1, to a minimum of 0.

BATTLE-VISIONARY'S FORESIGHT

Prerequisite: War 1

No one is greater at tactical acumen than the Solar.

Spend 1 mote after seeing the result of a failed War roll. Reroll the pool with the effects of all previously used Charms applied. Take the better result. If the rerolled result is the same or worse, the Solar may instead use Stunt dice to declare the failure also revealed something in her favor: a hidden passage, a willing ally, a cache of stolen weapons conveniently within stumbling distance, and other such plausible contrivances. If the declaration of an advantage ultimately leads to the Solar's success, gain an additional anima.

Twilight: If used to reveal an important non-weapon item, a secret location, or supernatural aid, waive the cost in Stunt dice.

Night: If used to reveal a hidden passage or an underhanded advantage, waive the cost in Stunt dice.

MARCH OF THE RETURNER

Prerequisites: War 3, Essence 3

The Solar's commanding presence keeps soldiers under the command in the battle through wounds and fear.

Spend 1 mote when a battle group under the Solar's command fails a rout check. Rather than flee, they stay in the battle, gaining a bonus die to all actions for each time the Solar applies this Charm, to a maximum of 5. If a battle group under the Solar's command has suffered enough damage to have a wound penalty, the Solar may spend 3 motes to restore the unit to full health one per fight.

Dawn: While commanding a battle group, the battle group treats itself as if it had Courage as its Major Virtue, and apply its intensity in successes to rolls to resist fear.

OUTNUMBERING SPEED

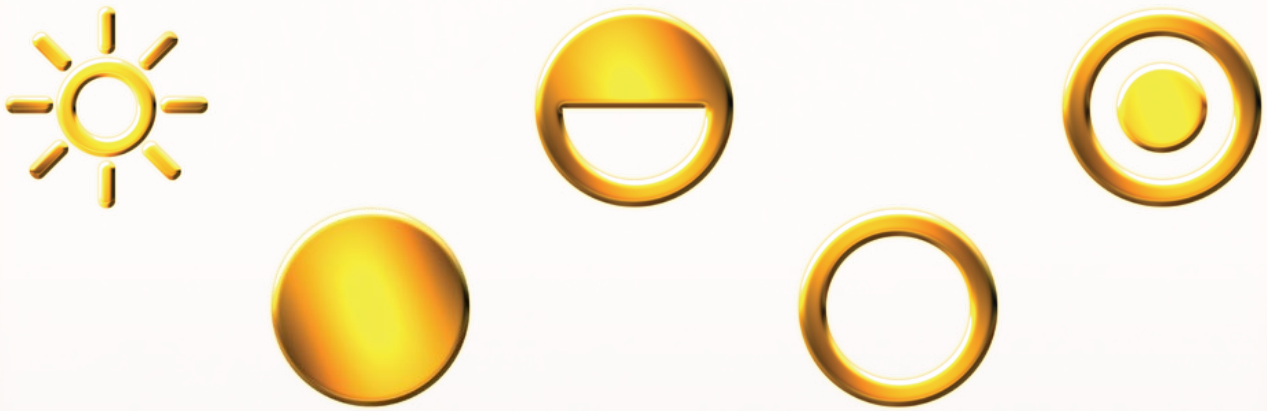
See p. XX.

VIRTUOUS GLORY MEDITATION

Prerequisite: War 2

Reliance on the core of her Virtues drives the Solar to victory.

Double 9s on any tactic or command roll whenever the Solar's Virtues or Major Intimacies would support the action, or if the actions are taken in defense of something the Solar holds dear. For example, using the Demoralize Troops tactic to disperse the infantry of a hated enemy, or commanding her battle group to defend the city she built. If the roll succeeds, gain an additional anima.





CHAPTER FIVE

The Exigents

The **Architects** and **Sovereigns** detailed in this chapter have their first appearance in **Pillars of Creation**. This section expands on the details found there, but these sections are fully usable for players without access to that book.

THE MARCH LORDS



At the edges of Creation go the March Lords, the Chosen of Cartography. They are explorers, pioneering scholars, map makers, and conquerors. They are the ones who venture into the unknown, who dare to map the uncharted territories of Creation and reclaim its lost borders.

In the beginning, Forma, the Doyenne of Cartography, gave Creation its shape. As the world became known, her power diminished, and she humbled herself to live as a mere queen in Creation, contenting herself to shape the world through the stroke of a pen on a map to gain the adoration of her people. Then tragedy struck: the mass death of the Great Contagion, followed by the violent encroachment of the fae. The people appealed to Forma for guidance.

She, in grief at her failure to protect her people, sacrificed herself and all of her consorts to the Unconquered Sun, the Most High, for the Flame of Exigence that fuels the fire of Exaltation. In the 800 years since, her grief has burned within the March Lords, who now stand against the incursion of the end of things.

The March Lords are chosen from merchants, travelers, and innovators: the people who strive at the bleeding edge of a map. They hunger for new adventure and as such, set down few roots. One day, a March Lord sweeps in, changes lives, changes perspectives, and as the border of their personal unknown moves, so do they — leaving their new now-too-familiar comrades behind for new ones.

The fires of the March Lords' initial Exaltation scattered four dozen or so of them to the eight Directions. While initially isolated from one another, enough time has passed that they have found ways to connect. One of these is the Quill-and-Compass Consortium, the largest organized group of March Lords. It has established its Hall of All-Encompassing Knowledge in the Scavenger Lands. From there, they plan subtle means to influence Creation and its politics. While most members are over 100 years old (for indeed, their lives typically span a few hundred years), they are happy to offer guidance to newly Exalted March Lords. Outside of this, smaller groups organize to go on expeditions of discovery and raids against Fair Folk incursions — the former typically funds and trains them for the latter.

Play one of the March Lords if you want to deal with themes of adventure, exploration, intense companionship, and equally intense loss. Explore boundaries, define them, push them, and do righteous (or less-than-righteous) violence enforcing them.

Exalt Advantage

March Lords have the following Exalt Advantages, and are Terrestrial Exalted. They may learn either First Circle Sorcery or First Circle Necromancy.

By the Wyld Untouched: March Lords automatically resist mutation and addiction in Bordermarches. For Middlemarch and Deep Wyld, the difficulty of resisting the Wyld is reduced by 2 (see p. XX).

Anywhere and Everywhere: March Lords gain two bonus dice on all rolls during travel ventures. Additionally, they can understand and speak languages they've never encountered at a very rudimentary level. A March Lord never needs to roll to ask for directions, find lodging, order food from a vendor, or catch the gist of a more complicated conversation. All March Lords may access **Forma's Queenly Carriage**, see p. XX.

Resonance: March Lords are Resonant with moonsilver.

Exalt Milestone

March Lords gain a milestone when they successfully complete a travel venture to a location they've never been before or circumstances otherwise lead to a location new to them. The location must be unfamiliar — an adjacent peak in the same mountain range would not count. However, two cities with very different customs would each count.

Great Curse

If the March Lord stays too long in one place (longer than required to meet a goal) or suffers a setback on a journey that keeps her in one spot for more than a day, she risks evoking her Great Curse. This takes one of two forms (as narratively appropriate):

Unbound Odyssey Obsession: For one session, all her positive Ties to the location, including people, flip to negative, as she is driven to leave immediately. Friends are now enemies who hold her back; children are burdens; every gift, a demand. All Intimacies to wanderlust, discovery, or the need to defend against the incursion of the Wyld are treated as one greater in intensity.

Forma's Lament: For one session, the March Lord is overwhelmed by the grief of all that has come before and been lost. All positive Ties gain the additional Intimacy of "endless grief." The March Lord projects their own past losses and failures onto them, even suffering hallucinations of current loved ones' inevitable demise or betrayal. At its worst, they see Forma's courtiers — sick, slain in war, and burning — superimposed on their own loved ones, and lash out.

The Great Curse lasts one session or until a positive Intimacy is weakened, broken, or turned negative due to their behavior.

March Lord Aspects

The March Lord Aspects are divided into four outer Directions, each representing Forma and her consorts' perception of the spirit of that Direction. The personalities and anima powers of any given member of an Aspect reflect this idealized vision. All of the Aspects' anima banners are underscored by silver filigree, Forma's own color.

Northern Aspect

The Northern Aspects are the harsh explorers of a harsher wilderness. They are blunt and quick to fight, yet loyal to kin and deeply committed to hospitality to strangers. Play a Northern Aspect to guard the helpless and those you hold dear against an unforgiving world. When making your character, ask yourself: what harsh landscapes have you traveled to before? What terrible sacrifice have you made for survival? What kindness have you shown a stranger?

EXAMPLES OF NORTHERN ASPECTS INCLUDE:

- The cartographer who maps the routes to forbidding mountain peaks.
- The hunter whose grounds are threatened by the encroach of the bordermarches.
- The mercenary who hunts fae who leave the Wyld.

Anima

Northern Aspect anima banners reflect the grays and blues of the winter sky, the smell of snow, and the howling wind at the door. They have the following Anima effects:

Unbothered by Frost (Passive): The Northern Lord never suffers penalties from cold and wind. If a travel venture would involve an obstacle related to cold or wind, she reduces its difficulty by 1 to a minimum of 0.

Weather-Ready (Active): Northern Aspects add dice equal to her Essence to rolls to resist environmental hazards, and gains Soak equal to her Essence against weather-based hazards. The bonus dice do not count toward the dice limit.

Breaking Bread (Iconic): Anyone the March Lord interacts with develops a temporary positive Tie to her or her Circle, which lasts until the end of the session. For the rest of the scene, existing positive Ties are treated as one level of intensity higher than they are. If a Tie is already at Major intensity, increase its bonus by 1. Existing Major negative ties are reduced by one level of intensity, while Minor negative ties may not be used to increase Resolve against the March Lord's social influence actions.

Milestones

Northern Aspects gain an Exalt milestone if they accomplish one of the following:

- Strengthened an Intimacy with a relative or protect a relative from harm.
- Made a stranger welcome by providing food and shelter from the elements.
- Utterly thwarted an enemy socially or in battle such that they will never again pose a threat.

Eastern Aspect

The explorers of the frontiers of history, Eastern Aspects delve into temples and cut through choked forests to save the secrets of the past from time and nature — even secrets that would prefer not to be found. They are boundlessly driven to seek answers to the questions that preoccupy them and are most at home in lush and ravening wilds. Play an Eastern Aspect to follow the call to adventure. Ask yourself: what history are you trying to preserve? What are you willing to give up to uncover the truth? What questionable things have you done in pursuit of a secret?

EXAMPLES OF EASTERN ASPECTS INCLUDE:

- The doctor who searches for a cure to modern diseases in the past.
- The treasure hunter who funds comrades' fight against the fae by finding treasure in ruined temples.
- The scholar of Forma who chronicles the lives of her departed courtiers.

Anima

Eastern Aspect anima banners are the vibrant green of the forest, lush and green-tasting air, and the singing of birds and insects. They have the following Anima effects:

Lord of Beasts (Passive): Predatory animals and magical beasts have a Minor Tie of Respect toward her and will not be hostile unless she threatens them. Apply the Tie's bonus on any roll to conscript wild animals as Familiars or battle groups. Trivial animals join her automatically.

Master of Trail and Pathway (Active): The March Lord gains concealment near a natural feature, as if camouflaged. Even a short rock or a narrow tree may provide light cover. They may also ignore natural obstructions such as fallen trees or thick foliage (though a mountain or a river would still pose an issue).

Whispers of the Past (Iconic): The March Lord may either reveal all the hidden things (such as secret doors or hiding places) within the area they can perceive. Alternatively, they immediately make a reflexive *read intentions* roll against everyone in the scene.

Milestones

Eastern Aspects gain an Exalt milestone if they accomplish one of the following:

- Uncovered a secret an enemy would prefer to keep.
- Preserved an artifact from the past.
- Used their skills to survive a natural danger far from civilization.

Southern Aspect

Southern Aspects are the ambitious and the bold. They aim to make a mark upon the map rather than merely follow one; their true destinations are status, riches, and a place in history. Play a Southern Aspect

to become a pioneer. Ask yourself: how will history remember you? How will you shape the world? What has your pursuit of glory cost you?

EXAMPLES OF SOUTHERN ASPECTS INCLUDE:

- The merchant who sails to distant lands to found new trade outposts.
- The sword-for-hire who accompanies caravans across the desert and dreams of someday leading it.
- The explorer near the bordermarch who rescues people from its perils for glory.

Anima

Southern Aspects' animas are fiery red-orange, smelling of hot sand and desert wind, chased by the crackling sound of wildfire turning into roaring flame. They have the following anima effects:

Born of Sand and Heat (Passive): Ignore penalties from heat and thirst. Reduce damage taken from environmental hazards from heat by 1.

Swift as Wildfires (Active): When rushing or sprinting with a mount or vehicle, move one additional range band.

Friend of the World (Iconic): For the duration of the scene after the March Lord reached Iconic anima, she may add the bonus dice from Contacts, Followers, or Resources to any gambit, Build Power, social influence, or travel venture roll, as her allies find ways to assist her no matter where she is. Additionally, she may invest these Merits in a social or travel venture a number of times equal to her Essence + 1.

Milestones

Southern Aspects gain an Exalt milestone if accomplish one of the following:

- Put a location on a map or in a history book, either by discovering an important place or making it important with your deeds.
- Completed a journey in a way that increases your social standing, such as by delivering goods or an important message, establishing a trade route, or similar.
- Successfully established new Contacts, Followers, or Resources or strengthen existing ones.

Western Aspect

Whether they're pioneering a trail between villages through the wilds or arriving at a strange place to meet new people, Western Aspects view journey as connection. These connections might be as positive as reuniting lost siblings, or as dire as mapping out the route for a conquering army. They are chosen from among the genial, the restless, and those who embark upon journeys without knowing the final destination. Choose a Western Aspect to explore the more interpersonal, impulsive, curious side of the March Lords. Ask yourself: what mysteries might you stumble upon? What drives your curiosity? Given your life drives you to new adventures, how do you deal with the inevitable loss of the people you've connected with?

EXAMPLES OF WESTERN ASPECTS INCLUDE:

- The diplomat who travels to broker political deals between countries.
- The matchmaker who unites distant families into beneficial arrangements.
- The spy who takes an assignment and leaves immediately, heedless of the danger.

Anima

Western Aspects have anima banners that shimmer like the sun on waves over midnight blue or deep violet water and smell like the sea and parchment. They sound like a wave washing over sand. Western Aspects have the following anima effects:

Steady as She Goes (Passive): Ignore penalties from unsteady footing or moving ground, such as fighting on a ship rocked by waves. Penalties from being prone (**Exalted: Essence**, p. 139) are reduced by 1.

Like the Tide (Active): After making a rush, move one additional range band toward the target or an enemy in the same range band or, for 1 anima, away from the target.

Many Ports Wayfarer (Iconic): For the duration of scene after reaching Iconic anima, the March Lord reduces the damage she, her vessel, or her allies take from environmental hazards by her Essence + 1. While in naval combat, any vessel she crews recovers 1 Health level at the end of every round. She may spend 2 anima to grant a vessel Durability (2) until the end of her next turn.

EXAMPLE EXIGENT: LEAL, MARCH LORD

Leal is a Western Aspect who travels the Dreaming Sea, devoted to mapping all the islands within it. He welcomes all friendly passengers aboard his vessel as long as they're willing to assist with his cartographic project. To make a character like Leal, focus on Integrity and Navigate. Take the Navigate Excellency, Wyld-Daring Traveler's Mantle, Evasive Maneuvers, Twice Measured, Resolve Bolstering Declaration (**Exalted: Essence,** p. 199).

Milestones

Western Aspects gain an Exalt milestone if accomplish one of the following:

- Established an Intimacy between people who were strangers.
- Created a new connection between two locations, such as a road, an alliance, or a war.
- Embarked upon a journey whose outcome is uncertain at a cost to themselves, such as leaving behind a friend they may never see again or forging ahead without knowing the details of the danger.

March Lord Charms

March Lord Charms are divided into Embassy, Integrity, Navigate, Ranged Combat, and Sagacity.

Modes

The following are March Lord Modes for Universal Charms found in **Exalted: Essence** (beginning on p. 185).

FLAWLESS DIAGNOSIS TECHNIQUE (P. 213)

Wyld Wound Understanding: If the illness or wound is caused by a creature or denizen of the Wyld, the March Lord automatically diagnoses the wound or illness and its cause.

GRACEFUL CRANE STANCE (P. 186)

Immobile Border Defense: The March Lord commits a mote. For as long as the mote is committed, she cannot be knocked prone or moved against her will until incapacitated, even by means of a Charm. If she successfully negates an attempt to move her with this Charm, she gains 1 anima or Power.

HARDSHIP-SURVIVING SPIRIT (P. 201)

Wyld Survival: If making camp in the Wyld, creatures of the Wyld and other effects will not attack up to medium range from the March Lord.

MASTERFUL PERFORMANCE EXERCISE (P. 202)

Songs of Distant Lands: Commit 1 mote. When demonstrating a performance, dance, or song from another land, or telling a story of your exploits, only the most hardened of hearts is unmoved. Anyone within hearing distance must take a Fortitude + Integrity action, difficulty 7, to break away or else is fully engrossed and cannot move from their location or pay attention to anything else. The Charm ends when any real violence breaks out or the performance ends.

MASTER PHYSICIAN TECHNIQUE (P. 212)

Fae Wound Healer: Gain two successes to actions to cure wounds caused by the fae or creatures of the Wyld and one to wounds caused by spirits or gods not native to the location.

OX BODY TECHNIQUE (P. 204)

Hardened by the Road: The March Lord adds an additional –1 Health level.

POETIC EXPRESSION STYLE (P. 203)

Shared-Suffering Shibboleth: After sharing a journey with someone (either through extended

gameplay, backstory, or a successful venture), the journey instills a Minor Intimacy of "shared subtext." This Intimacy grants the mutual ability to communicate in coded allusions. They're able to share complex ideas and instructions with one another, while outsiders only hear the literal meaning of the words they share.

PHANTOM ARROW (P. 208)

Faeblight: Reduce the Defense of fae or creatures of the Wyld by the March Lord's Essence versus projectiles fired by the March Lord.

SPIRIT-SLAYING STANCE (P. 211)

Outlander Banishment Smite: Inflicts aggravated damage against both fae and spirits. If slain by this Charm, the spirit or Fair Folk is permanently destroyed, and the March Lord gains 1 anima.

TRUTH-RENDERING GAZE (P. 212)

Forma's Insight: When investigating an object or artifact related to the fae, the Great Contagion, or contemporary to Forma's time, its purpose is obvious — no roll required. Players should ask the Storyteller if this detail is relevant when activating the Charm, before making any roll.

Embassy

DEMAND AN AUDIENCE

Prerequisites: Foreign Presence, Embassy 5, Essence 2

Speaking with Forma's lost authority, the Chosen requires outsiders to present themselves.

Spend 2 motes to materialize non-native spirits within short range. The closest spirit becomes material for three turns. She may roll Embassy and each additional success materializes an additional spirit. The spirits do not pay for this materialization, and willing spirits may instead choose not to resist, which removes the need for the roll. At the end of three turns, the spirits may choose to dematerialize or remain material. By spending an additional mote, the March Lord may apply this Charm to native spirits.

DREAMS OF THE FARAWAY

Prerequisites: Embassy 4, Essence 2

Inspire dreams of distant shores, and a crew will assemble itself.

Spend 1 mote and call upon the March Lord's wanderlust and their experience traveling to assemble a crew. Any venture that would require a sailing crew, desert caravan, mountain guides, or similar gains two automatic successes representing the speed of assembling the crew and its members' passion and skill for their work. For an additional mote, the crewmembers will also form a tight bond, gaining Minor Ties to one another and to the March Lord. They will defend the ship, caravan, or assembled crew from attack, adding an automatic success if the venture is violently opposed.

FOREIGN PRESENCE

Prerequisite: Embassy 4

Familiarity with the world's spirits lets the Exalt know when an outsider approaches.

The Exalt can see and hear invisible spirits out to medium range so long as those spirits are not native to the current location. For example, she can see ghosts or demons in Creation, or a City God that has ventured beyond his city. This is automatic for dematerialized spirits. By spending 1 mote, she may attempt to sense materialized spirits or disguised Fair Folk using Embassy to sense all materialized spirits out to medium range. If successful, this Charm remains active for the rest of the session.

Banished Henceforth From This Place (Repurchase, Essence 2): Spend 2 motes on Step 1 of a decisive attack and declare a spirit exiled. If an attack supplemented by this Charm slays a spirit, the Exalt lays down a ban upon it, preventing the spirit from entering a region of Creation ever again. The size of the ban depends upon the Exalt's Essence. At Essence 2, she may deny the spirit entry into a city or town. At Essence 3, she may deny the spirit a country. At Essence 4, she may ban it from an entire Direction. At Essence 4, she may ban it from Creation entirely.

MEIN OF LORD OR LADY

Prerequisite: Embassy 3

Forma's Chosen is wreathed in the perfume of traveling nobility.

Spend 1 mote. For the remainder of the scene, the March Lord has the bearing of someone important to know. She gains double 9s on actions to build a positive Intimacy toward herself and, once per session, may turn a failure on an influence action to establish an Intimacy into a hard bargain by spending an additional mote. For instance, a failed overture to establish a business relationship might instead take root as a furious crush.

MOTHER TONGUE'S TREACHERY

Prerequisite: Embassy 3

The smallest inflection can give the game away.

As part of a *read intentions* action, the March Lord may learn where her target originates from down to the

city (or neighborhood, if it is a large city) based on the target's accent and mannerisms. Beings from the Wyld and Malfeas are especially easy to spot and suffer −2 to Resolve.

Native Accent Mimic (Repurchase, Essence 2): The March Lord can perfectly mimic the native accent, mannerisms, and idiomatic speech of whatever polity she is in. Her accent mimics the closest class of whatever class she is from in her native home unless she is benefiting from a Charm (such as Mein of Lord or Lady or Foreign Dignitary Representation) that would alter others' perception of her class. For 1 mote, she instead may gain 2 successes to rolls to pass as being native to a place.

SMUGGLER'S NOOSE

Prerequisites: Embassy 3, Essence 2

There are worse things than storms and pirates on the ocean. Tax collectors, for instance.

The March Lord may conceal one person or piece of cargo flawlessly on a ship or trade caravan. For additional items, she may use Embassy instead of Stealth on an action to conceal illicit cargo. Her successes are applied as a penalty to anyone searching for the contraband. The smuggled cargo may be an object or a person (including the Exalt herself). The Charm lasts for the duration of one journey. She may commit 1 mote to extend the effects of the concealment from persistent investigators past the journey's end. Additionally, if the cargo is on a ship when this Charm is applied, the ship's pilot gains an automatic success to evade pursuers.

Integrity

HOLD THE LINE

Prerequisites: Integrity 4, Essence 3

By the gift of Forma's sacrifice, none shall pass.

Spend 2 motes. The March Lord may declare any place with a wall around it and a closed gate impenetrable by any means, up to the size of a fortress. If a perfect effect would bypass or contest this, the March Lord gains her essence in automatic successes to the roll-off. For 2 motes, she may extend this to a city. The Charm ends when the gates are opened from the inside. She need not be inside for this Charm to work, and she does not need to be the one to open the gate.

Imperturbable Demarcation (Upgrade, Essence 4): As above, but the border need not be a wall. It can be a circle drawn in the sand, or a line drawn with chalk, and can be as large as she can make an unbroken circle before activating the Charm. Once activated, the border extends to the sky. The line cannot be erased by any conventional means and while people inside may exit, no person or object may enter, and fire, water, or extreme cold or heat cannot cross it. The protection lasts until the Charm ends the following dawn.

Death's Exile (Repurchase, Essence 5): In addition to the above, with the exception of the March Lord and anyone with a positive Intimacy toward her, all non-native persons (including fae, ghosts, and gods) are blown violently to the edge of the border and take 1 level of aggravated damage per turn for every turn they do not leave the protected area. Even death cannot enter — no person native to the protected area can die while the Charm is in effect. For the purposes of this Charm, any person born in an area or who has made their primary home for one year in an area is native, but gods who are not patrons of that place, non-native spirits, and fae can never be native to Creation. The Charm lasts until the end of the session.

CREATION-CREATING BLAST

Prerequisites: Integrity 5, Essence 5

In a blast of Forma's borrowed might, the March Lord calls upon the wind to reform a section of the Wyld as part of Creation.

Spend 4 motes. In combat, this is a Step 1 Charm which they may flurry with non-attack actions. The area around the Exalt, up to long range, is blasted with strong winds. All fae and creatures and plants of the Wyld are turned to barren dust (with the exception of significant characters, who may instead take dramatic injuries), as are any objects or structures created by fae magic. Anyone who is not of fae origin who is unprotected by a structure made by someone from Creation is blown to the edge of long range from the March Lord. If activated in the Wyld, the area is left blasted and barren but is now part of Creation. It cannot be reclaimed by the Wyld for at least a year of downtime or until the end of the story.

MIRAGE-DENYING INSIGHT

Prerequisite: Integrity 3

The March Lord pierces through the deceit of the outlanders.

In opposed actions to determine if someone foreign (whether from another land, a spirit, or from the Wyld) is deceiving them, the March Lord rolls twice and takes the better result. If neither defeat the opponent, add the results together and compare them. This includes actions to see through illusions. Additionally, she gains 1 automatic success versus denizens and creatures of the

Wyld in Creation. If she identifies a native of the Wyld in Creation, gain 1 anima. This reduces the difficulty to spot a Lunar's Tell by 2 if the March Lord knows that she is looking for a Lunar Exalt.

Tear the Flimsy Mask (Upgrade, Essence 3): In addition to above, she may choose to spend a mote to choose to dispel any illusion she sees through using this Charm, making the true form or intent of her target apparent to all present. Her target is aware of who unmasked him.

MYSTERIOUS STRANGER ATTITUDE

Prerequisite: Integrity 3

The March Lord greets the unknown and steels herself against it.

The March Lord gains two bonus dice to rolls against strangers who do not know her name or recognize her by sight or voice. She ignores the increase in Resolve from any Intimacies related to mistrust of strangers, foreigners, or outsiders.

SMOOTH THE RIPPLES

Prerequisites: Integrity 4, Essence 4

As a practiced traveler at the borders of Creation, the March Lord recognizes where reality has snarled.

The March Lord recognizes magic from outside of Creation (such as from the Underworld, Malfeas, the Wyld, Autochthonia, or a Getimian's Origin). If the March Lord notices a discontinuity caused by a Charm or similar effect, the player may ask the Storyteller if an intrusion is from outside of Creation without the need for a roll. The March Lord may then roll her Force + Integrity versus the target's Fortitude + Integrity to restore reality to its original state. This does not include any direct, intended effects of Charms, only their unintended aftereffects, and it does not change any Intimacies inflicted or altered by a Charm. Gain an additional anima.

Web-Worker Unraveling (Repurchase, Essence 4): Spend 2 motes to undo the effect of magic from outside of Creation. This refunds the half motes the target spent on the effect, rounded up. Gain an additional anima.

Special: In combat, this may be used immediately after a Charm from the previous Step.

WYLD-DARING TRAVELER'S MANTLE

Prerequisite: Integrity 3

Forma and her consorts burned their memories into Exaltation to pry them from formless chaos, and the March Lord's Exaltation will not suffer its touch.

Commit 1 mote. The March Lord and any items she carries are impervious to physical transformation or addiction caused by Wyld exposure, as well as similar environmental effects that warp mind or body. This doesn't protect her from shaping magic used by other characters or from the non-transformative perils of the Wyld. At Essence 3, she may extend this protection to any who travel with her up to short range. At Essence 4, the requirement to commit a mote is waived, and the duration extends to permanent.

Under Chaos, the Beach (Upgrade, Essence 3): In addition to the above, the March Lord protects the land itself from the unnatural laws of the Wyld. Gravity cannot weaken or point upward; brambles cannot reach out to consume them. All characters from Creation within short range gain the March Lord's Essence in dice to rolls against the Wyld and its inhabitants. At Essence 4, this expands to medium range.

Navigate

BEST PART OF TOWN

Prerequisite: Navigate 1 or Sagacity 1

You can find anything in this town, if you know where to look.

Spend 1 mote. The March Lord gains a sense of where they can find a good, service, or information — the direction of a red-light district or a university where they can get answers to a specific question. They know the location of what they're seeking well enough to pinpoint it on a map. Waive the mote cost if they've spent more than three days in the city or wilds (such as a specific mountain or forest) they're targeting.

EVASIVE MANEUVERS

Prerequisite: Navigate 1

The dangers of the sea are not limited to storm and tide.

While attempting to evade pursuers on a journey in a group (such as on a ship or in a caravan), the March Lord or the pilot she is assisting with navigation add one automatic success to rolls to shake pursuers or to hide from them. In naval combat, this applies to *outmaneuver* actions taken by the ship.



FORMA'S QUEENLY CARRIAGE

Prerequisites: Navigate, 4, Essence 4

Forma's Chosen are gifted the means to travel in comfort.

Commit 2 motes and declare a destination to summon one of Forma's royal carriages. On the outside, it looks like a subtly well-appointed carriage with no means to hitch it to a horse. On the inside, it's a lavishly appointed windowless royal house that functions like a manse. It is indestructible and only those the March Lord invites in may enter. The carriage only remains for two turns, or for one turn after the March Lord enters, whichever is longer. After, it becomes invisible and immaterial from the outside as it departs for its destination and always arrives safely. It takes as long as it would take to get there by horse-drawn carriage and the people inside cannot leave until it arrives, but it is very comfortable and has enough food, water, and wine for a pleasant journey.

Once the carriage arrives, the inside becomes increasingly hostile over the course of a day of downtime or by the end of the session. The colors of the tapestries fade to mourning colors, the air warps as if in the Wyld, all the food rots, and the inhabitants must make a Fortitude + Integrity roll to resist contracting a Major illness (**Exalted: Essence**, p. 146). When the March Lord departs, the inhabitants have two turns to depart, or else they are spat out. They are sent somewhere they've been before if they're a March Lord's Circlemate and somewhere dangerous or inconvenient if not.

If going somewhere bizarre or impossible to reach (like Far Reaches of Autochthonia, a specific demon's palace in Malfeas, or Zen Mu), make a Navigate roll. Upon failure, the inhabitants immediately notice the March Lord's arrival. On a botch they welcome the March Lord and her companions with hostility. Anyone exiting cannot reenter until it's called again.

Special: All March Lords may call Forma's Carriage without having this Charm and ignoring its Essence prerequisite. Doing so requires a Navigate roll at difficulty 5. The carriage appears for the duration of one leg of a journey and then vanishes, leaving the March Lord to find her own way home unless she has purchased this Charm. Forma's carriage may only be called this way once per session.

INSTANT CARTOGRAPHIC PROWESS

Prerequisite: Navigate 1

With only a few strokes, the March Lord duplicates another map.

When March Lord copies or creates any map, she does so flawlessly and without a need for a roll. At Essence 2, this automatically reveals any magical or hidden markings that may have been present on the original document.

Legend Recalls Legends (Upgrade, Essence 3): Spend 1 mote to create a map of anywhere the Exalt has ever been. This map does not include any details the March Lord is unaware of (like hidden passages) but is accurate in terms of scale and positioning.

NEAR IS FAR

Prerequisite: Navigate 4

With a twist of a map, the Exalt impedes her foes and makes her own path smooth.

Spend 1 mote. The Exalt must have a map of her surroundings. When taking a *rush* or opposing a *rise* action, she may twist the map to subtly twist the space represented by the map. Doing so gives her double 9s on her rush attack roll or forces the target rising from prone to roll Fortitude + Athletics in order to climb to his feet.

PIN THE MAP

Prerequisites: Navigate 3 or Ranged Combat 3, Essence 3

Fire an arrow and let the wind of Forma's creation carry it to its destination

Spend 1 mote and fire an arrow into the sky. Mark the location where it will land on a map. The map must be reasonably accurate and the Exalt may declare additional detail too small for the map's scale — for instance, they may specify a person within a palace on the map, or wall within a city, and the arrow will strike true. They may attach items to the arrow, such as letters. In combat, this may be used to make attacks but costs an additional mote.

TWICE MEASURED

Prerequisite: Navigate 2 or Sagacity 2

With proper preparation, no journey is impossible.

Spend 1 mote. When planning a travel or bureaucratic venture, the March Lord may call upon their understanding of the region to learn an obstacle and its possible consequences and advantages. She and her allies working on the venture gain an automatic success against a revealed obstacle.

Ranged Combat

BLOWBACK STRATAGEM

Prerequisite: Ranged Combat 3

The March Lord summons the winds of the outer Directions to push their opponent back — and to more advantageous range.

Spend 1 mote on Step 6. If the Exalt takes damage, on Step 8, the March Lord makes a Ranged Combat attack against their opponent. On a hit, they do no damage, but immediately blow their opponent to anywhere within long range, which may cause environmental damage (such as from fire or falls) to apply. At Essence 2, the March Lord may make a regular Ranged Combat counterattack with two bonus dice, additionally gaining the movement effects of this charm on a hit.

CHAOS-VANQUISHING SPEAR

Prerequisite: Ranged Combat 3

Using the grief of Forma's lost consorts, the March Lord calcifies the very flesh of the fae.

Spend 1 mote on Step 3 to smite a fae or other being of the Wyld, reduce the target's Defense by the target's Essence + 1 against a withering attack. For a decisive attack, spend the mote on Step 5 and add damage dice equal to the March Lord's Essence + 1. This deals aggravated damage.

DEATH FROM NOWHERE

Prerequisites: Ranged Combat 3, Essence 2

The thrill of a well-executed ambush fills the Exalt with excitement.

Spend 1 mote on Step 5 the first time the March Lord makes a decisive attack against an enemy suffering a concentrated attack penalty (**Exalted: Essence**, p. 140). If this deals damage, she gains a number of Power equal to her Essence. If the attack benefited from surprise, the March Lord gains a number of Power equal to her Essence + 2 or 5, whichever is lower. If this would allow her to turn this attack into a decisive attack, she may wager and spend the Power now. When she takes advantage of this, she may not gain Power until she takes her full first turn outside of surprise.

PIN THE MAP

See p. XX.

PUNISHING BOUNDARY TECHNIQUE

Prerequisite: Ranged Combat 3

Calling on the outer Directions, the March Lord holds the line against incursion.

Spend 1 mote and declare any hostile approach from one of the outer Directions (for example, the East or the North) banned. If any target crosses into medium range of the March Lord from that Direction, the March Lord gains an automatic success on their next attack against them. If the target is fae or a materialized non-native god or spirit, add 1 additional automatic success. The March Lord may ban approach from a second outer Direction for an additional mote.

Guard Camaraderie (Upgrade, Essence 3): The range extends from medium to long range from the March Lord, and the March Lord's fighting companions within short range also gain the benefits of this Charm.

Sagacity

BEASTLY KNOWLEDGE

Prerequisite: Sagacity 3

The March Lord has studied animal behavior and has gained a measure of insight.

The March Lord may track a mundane animal without needing a roll. For magical animals, the Charm grants 1 automatic success on tracking an animal or determining the motive behind its behavior. For 1 mote, they may also gain 1 automatic success to each Ranged Combat, Navigate, or Sagacity roll to hunt or track an animal target for the rest of the scene. They may choose additional targets (or add more successes) by spending additional motes, up to their Essence, as they use their knowledge to target a creature's weak point.

Instinctual Rapport (Repurchase, Essence 2): The knowledge the March Lord may turn any mundane animal into a Familiar. For an additional mote (or for free, if the March Lord is an Eastern Aspect), the March Lord may turn the animal into Ally. An Ally animal gains some rudimentary reasoning and communication skills, such as pointing or being able to bark a single word.

BEST PART OF TOWN

See p. XX.

DECEPTION-DETECTING MIND

Prerequisite: Sagacity 3

A lie is inconsistent with the truth, and a sharp enough mind can determine the inconsistency.

Commit 1 mote. For the rest of the scene, if anyone in the scene lies to the March Lord, they may immediately make a *read intentions* roll using Sagacity after the end of the conversation. Rather than roll against the target's Resolve, this is made against a variable difficulty. Three successes reveals whether a lie was told (but not on what subject), 5 reveals the subject and if the lie was of interest to the March Lord, and 7 reveals the truth as the target knows it. The target must know they are lying — if a player uses this Charm on a mistaken subject, the Storyteller reveals that the target was incorrect. If a target was misled or magic was used to make them believe a lie is the truth, this is revealed with any successes.

Liar-Warding Presence (Upgrade, Essence 2): Commit an additional mote. For the rest of the scene, nobody in conversation may use the persuade or dissuade actions to mislead or directly lie to the March Lord. The targets gain a temporary principle of "being truthful" for the scene and will not try to leave the conversation or speak to someone else unless they would do so for other reasons. They are aware of the Charm after the scene ends.

Illusion-Dispelling Intellect (Repurchase, Essence 4): Spend 2 motes. Nothing within short range of the March Lord may appear to be something other than it is until sunrise the next day or the end of the session, whichever comes first. Anything invisible, shapeshifted, or otherwise altered appears as it is. Intimacies instilled by magic are also temporarily disabled and attempts to remove them permanently while the target is aware of the truth gain an automatic success. The illusion is restored if the March Lord or the person or object moves out of short rage.

DRAW THE CONNECTION

Prerequisite: Sagacity 3

Using their ability to draw connections, the March Lord finds maps the path between two facts.

Spend 1 mote and analyze the relationship between two objects, two people, or a person and an object. The objects or people must be present and within short range of the March Lord.

If two people are present in the scene, the March Lord may take a special *read intentions* action that can use Sagacity to analyze their body language and reveal their relationships.

If the March Lord has two objects — such as clues at a murder scene — the March Lord may roll Sagacity to discover any relationship between them. For instance, a knife was used to stab a body, a specific quill was used

to write a letter, or this bow was owned by the same person who owned these shoes. If one of the objects is a map, they may add their Navigate to the dice pool as well. If used to reveal how a broken object fits together, any extra successes may be added to a subsequent Craft roll to repair the object.

Relationships between a person and an object use the same Sagacity action above. Success reveals ownership or whether the person has ever held the object. Each additional two successes reveal information like the person's attitudes toward the object (like sentimentality or a wish to destroy it), its significance to them (such as "it's a holy item of their religion"), and specific details of what the person has done with the object.

If there is no relationship, the mote is not refunded, but the Charm may be used again at no cost one additional time.

Fleeting Connection (Upgrade, Essence 3): The people or objects no longer need to be present, but the March Lord must have touched both of them.

HISTORY UNEARTHING INSIGHT

Prerequisite: Sagacity 3

The March Lord has an uncanny ability to uncover the past.

Spend 1 mote. For the remainder of the session, any action taken to find or investigate a ruin or artifact whose name the March Lord knows gains an automatic success. If the artifact or ruin was contemporary to Forma's time, gain two automatic successes.

Compass Needle Sense (Upgrade, Sagacity 4): Additionally, upon a successful investigation action related to finding the ruin or artifact, the March Lord gains a general sense of the direction and how close the artifact or ruin is. She does not need to roll to navigate toward it, cannot become lost, and suffers no increased difficulty on rolls to locate it.

TRAVELER'S EAR

See p. XX.

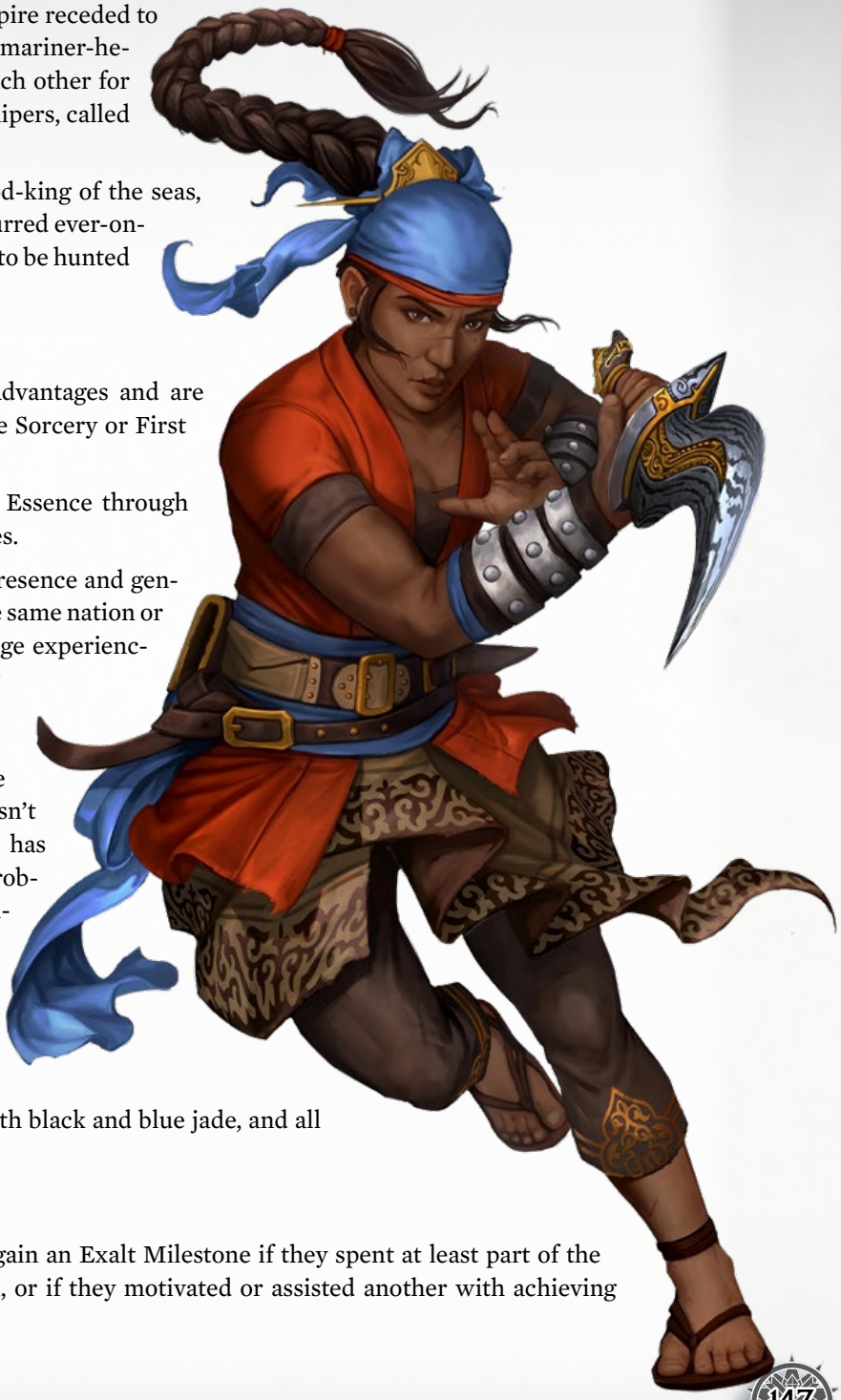
TWICE MEASURED

See p. XX.

THE GOD-ADMIRALS

God-Admirals are legendary mariners of the far West, the Chosen of six dead gods who were patrons to the Balurenji people in the Spindrift Archipelago. Together they raised an empire on religious conquest and founded the holy city of Cabochon, spreading the religion Visirīma as conquerors, not rulers. Then one slew another, and out came the horrible truth: God-Admirals could kill each other for their power, absorbing their siblings' Exaltations. Civil war followed, Cabochon's empire receded to Spindrift, and now only a score of distrusting mariner-heroes remains. They chase their passions and each other for power, followed by leal crew and zealous worshipers, called Visirīæta.

Play a God-Admiral if you want to be a god-king of the seas, struggle perpetually towards grand goals, be spurred ever-onward to conflict, exploration and discovery, and to be hunted and hunt your own kind for power.



Exalt Advantage

God-Admirals have the following Exalt Advantages and are Terrestrial Exalted. They may learn First Circle Sorcery or First Circle Necromancy, but not both.

Apotheosis: God-Admirals cultivate their Essence through tribulation, allowing access to Apotheosis Modes.

A Sea of Kings: God-Admirals sense the presence and general direction of fellow God-Admirals within the same nation or region of sea. When a God-Admiral within range experiences extreme distress — such as the loss of a great treasure, experiencing a sorcerous curse, the Realm putting a bounty on their head — or suffers aggravated damage or a dramatic injury, the God-Admiral is alerted with a vision. This doesn't provide specific information: the God-Admiral has a general understanding of the nature of the problem, its urgency, and the God-Admiral's emotional state and directions to their current whereabouts. Should one of their number die, the God-Admiral feels it viscerally. Worshipers of the God-Admiral within range experience similar visions about her own circumstances.

Resonance: God-Admirals are resonant with black and blue jade, and all artifact ships.

Exalt Milestone

At the end of each session, God-Admirals gain an Exalt Milestone if they spent at least part of the session pursuing their present Apotheosis goal, or if they motivated or assisted another with achieving their dreams.

Anima

A God-Admiral's anima banner ripples like a distant storm or the churning ocean below decks. Its dark hues are shot through with contrasting vivid colors, such as coral pink, sea green, violet, and azure. Their iconic animas might depict monstrous sea creatures rising from the deep, enormous sails billowing in the wind, distant shores on the horizon, the shadow of a great bird illuminated by lightning, or a phantom armada seen through heavy rain.

Glory on the Horizon (Passive): At the start of any scene, the God-Admiral sees or intuits a course of action she can take or a specific roll she can make to help accomplish her current Apotheosis goal. She adds two dice to all rolls working toward this, or a success if it's just one roll.

Through the End of the World (Active): The God-Admirals adds her Essence in successes on naval-based Navigate rolls as well as any water- or weather-related Athletics, Navigate, or Physique rolls. She also ignores penalties from bad weather, opposing wind and currents, or similar environmental penalties.

Heart's Hidden Thunder (Iconic): Spend 5 anima. The God-Admiral roars defiance to the world, making a reflexive *inspire* Build Power action with five extra successes, which don't count toward the cap. This also cleanses allies' minds of any curses or warping effects and overturns fear-based social influence, pitting her roll against that which enacted the effect.

The Great Curse

Possessed of tempestuous and fickle Essence, God-Admirals' minds and souls are strained by the Great Curse and the souls of their dead brethren. When it is too much to bear, they become lost and helpless before the storms of their souls.

Vanquished Rival's Vengeance: The echo of her dead siblings' Essence damns the God-Admiral, inundating her with self-loathing and conflict desires. This lasts until the Storyteller declares one of her rolls to automatically fail or botch as she sabotages herself.

Naught But the Horizon: The God-Admiral cannot refrain from pursuing her Apotheosis goal, no matter the cost. She doesn't care for anyone or anything else, lasting for the session or until her behavior leads to harm befalling someone she cares for, or she accomplishes her Apotheosis goal.

God-Admiral Charms

When the God-Admiral succeeds on a difficulty 5+ non-attack roll that upholds, expresses, or advances her Apotheosis goal, she gains an additional anima.

Charm Concept: Apotheosis

The God-Admirals can cultivate their Essence to make certain Charms more powerful, represented by the Apotheosis Mode. These are gained by fulfilling Apotheosis goals, a special personal milestone that constitutes a significant personal challenge to the God-Admiral that expresses, upholds, or advances her Virtues. (This doesn't count against the per-session limit for personal milestones.) A God-Admiral with a Virtue of Justice may dedicate herself to liberating a Realm satrapy, one with a Virtue of Wonder may commit to discovering a fabled treasure trove, or one with a Virtue of Loyalty may dedicate herself to helping a Circlemate achieve a lifelong dream. A God-Admiral can only have one Apotheosis goal at a time, and only change it if she fulfills the goal or it's otherwise rendered unattainable.

Apotheosis goals are between minor and major milestones in scope and should be handed out with approximate frequency.

Apotheosis Modes are repurchases available any time the God-Admiral accomplishes an Exalt milestone; she can unlock one for free after accomplishing an Apotheosis goal. Killing a fellow God-Admiral instead awards two free Apotheosis Modes.

Modes

The following are God-Admiral Modes for Universal Charms found in **Exalted: Essence**.

Excellency (p. 185)

When making the roll, also choose an Attribute (typically the one paired with the Ability for this action). If your Attribute is higher than the chosen Ability, you may add it as a dice bonus instead

CALLING THE RIDER'S COMPANION (P. 200)

Kraken-Charming Grin: Instead of a mount, the God-Admiral can summon any aquatic or semi-aquatic animal as if it were a tertiary Familiar, provided its presence is plausible. If an Apotheosis goal was accomplished as part of this Charm, summon secondary Familiars.

EXCELLENT STRIKE (P.191) OR SHARPSHOOTER'S CLEVER TRICKS (P. 209)

Battering Wave Impact: The God-Admiral's attack gains the *smashing* tag, even if she's using a ranged weapon. If her weapon already had the *smashing* tag or she makes a ranged attack from close range, she reduces Hardness by an additional 1 as if inflicting another concentrated attack on the target.

FLOW LIKE BLOOD (P. 185)

Salt Spray Defense: Ranged attacks against the God-Admiral suffer an additional −2 dice penalty.

IMMORTAL MARINER'S ADVANTAGE (P. 201)

Rigging-and-Rower Dominion: The God-Admiral may apply Immortal Mariner's Advantage on contested rolls.

OX-BODY TECHNIQUE (P. 204)

The God-Admiral gains an additional −1 Health level.

POWER GATHERING TEMPER (P. 205)

Ironwood Hull Bulwark: The God-Admiral gains an additional Power or steals one from her opponent if he has a Tie of fear toward her.

RALLY THE BROKEN COMPANY (P. 217)

Sixfold Divine Admiralty: The God-Admiral's soldiers reduce the difficulty of their next rout check by the higher of her Essence or any Intimacies of fear or loyalty they have toward her, to a minimum of 0.

SECOND CHANCE APPROACH (P. 198)

Romance of the Mariner: The God-Admiral also doubles 9s on inspire rolls to convince people to follow their dreams when she tells tales of herself, true or false.

SPIRIT-MAINTAINING MANEUVER (P. 200)

Conviction Beyond Doubt: Waive the cost when used against social influence that would deter the God-Admiral from her Apotheosis goal.

SWIFT ARTILLERY TECHNIQUE (P. 201)

Ready The Thunderbolts: Withering fire ordinance actions increase their Overwhelming by +1, and decisive attacks add +2 damage.

WORSHIPFUL LACKEY ACQUISITION (P. 207)

Ecstatic Devotee Invitation: The God-Admiral's Followers and Command Merit soldiers gain a major Loyalty-based Tie to the God-Admiral and add +1 Resolve to any influence opposing it.

General

SHIP-AND-SOUL UNION

Prerequisite: Essence 3

Through its many adventures with the God-Admiral, her ship's legend grows to equal and become indispensable to her own.

Commit 1 mote. The God-Admiral can use this Charm to transform a mundane ship that she's sailed for one story or longer and used in accomplishing an Apotheosis goal, transforming it into a primary artifact with attendant traits. This Charm may be repurchased any number of times, each repurchase adding an Evocation to the ship.

The artifact's powers draw their themes and function from the God-Admiral's personality, anima, and her and the ship's accomplishments.

Apotheosis: The God-Admiral may commit another mote to grant any mundane ship an artifact stat line, able to access the previously awakened Evocations.

OCEAN-GOD PROVIDENCE

Prerequisite: None

A living divinity ruling over the seas and horizon, the God-Admiral is never more than a breeze away from her worshipers.

The God-Admiral meditates, gaining the following benefits while doing so:

- When mortal worshipers pray to the God-Admiral through means like sacrificing to the waters or leaving messages in bottles, enduring austerities in meditation, constructing model ships and burning them, or ritually emulating their legends, the God-Admiral hears these prayers in their entirety.

- For 1 mote, they can manifest some type of subtle response to their worshiper communicating

it was received: a vision, a voice on the wind, a face in the clouds, etc. This can convey social influence to them alone.

- She can detect when someone prays to another God-Admiral within range of her A Sea of Kings anima power. She can roll Awareness, Integrity or Sagacity to glean further information about these prayers; with agreement from the Storyteller, other God-Admirals can oppose this.

Finesse

AS FLOTSAM ADRIFT

Prerequisite: Finesse 4

Spun in chance's winds across waste and waves, the God-Admiral lets the world decide her destination.

Spend 1 mote after spending at least a day of downtime or a dramatic scene wandering aimlessly. The God-Admiral rolls two dice, unmodified. Success confers something beneficial to help her on her current journey, such as encountering a wise stranger, discovering a secret route into where she's headed, or unearthing a hoard of treasure. On failure, this still happens, but it's dangerous or guarded; the stranger is a rapacious lorelai, the treasure is cursed, or the secret route is guarded by monsters and traps.

Her encounter may confer her one secondary Merit or two tertiary ones, but she always loses them by story's end, or if she uses this Charm again. Once per story, unless reset by accomplishing a minor or major milestone through sailing, adventure or discovery, or if she ends this Charm early.

Apotheosis: The God-Admiral can benefit from up to her Essence in uses of this Charm simultaneously.

TRADING FIRE FOR WATER

Prerequisites: Finesse 4, Essence 2, As Flotsam Adrift

The God-Admiral happily exchanges one troubled situation for another, the world conveying her to her destination.

During a scene involving danger, conflict, or immediate harm affecting the God Admiral directly, at the end of any of her actions she may spend a set of Stunt dice to end the scene and enter a dramatic scene involving naval escape. When the dramatic scene resolves, the Storyteller and player agree on one detail from either the conflict or the escape scene to intensify.

The player may choose one of the character's Merits to become entangled in the problem, losing it as if she had suffered a dramatic injury. In return, the Circle gains an Exalt milestone advance at the end of the session.

When the story beat resolves and the Merit is returned, the Circle gains a minor milestone. If this would align with a normal minor milestone advance, gain two.

EVERY-SEA ODYSSEY

Prerequisite: Finesse 3

All the waters of every world are the God-Admiral's to explore, and all its sights hers to see.

Commit 1 mote. The God-Admiral can sail in waters that no ship was meant for; knee-deep lagoons, the acid sea of Kimbery, and rocky streams all yield under her bow. If sailing here would normally damage her ship, it becomes immune to damage from that source. This also allows her to sail on ice or sand as if her ship were an ice- or sand-ship, as well as moving environmental hazards such as landslides or avalanches.

Aloft on Sea-Spray (Repurchase, Finesse 4): The God-Admiral can sail up waterfalls or across mist, fog, or other vapors, rising to the top of them. She can't rise higher than long range above the water in such vapors.

To The Darkest Shores (Repurchase, Finesse 5, Essence 3): The God-Admiral can sail underwater as though she were on the surface, holding a pocket of air aboard her ship and ignoring penalties from the depth. She can sail on land in rainstorms severe enough to impose a visual penalty.

Apotheosis: With Essence 5, the God-Admiral may commit two more motes to make her ship fly.

FICKLE WINDS HEART

Prerequisites: Finesse 4, Essence 2

A weathervane to her own passions, the God-Admiral cares less for what she chases than that she chases at all.

Once per session, the God-Admiral can change her Apotheosis Goal. For 2 motes, the God-Admiral can reflexively use this after someone succeeds on a social influence roll against her leveraging an Intimacy, causing the roll to fail by changing the Virtue her Intimacy is tied to. For example, a compassion-based Intimacy of empathy for the lost might be turned into a courage-based Intimacy of only respecting the bold.

INSATIABLE WANDERLUST INFLICTION

Prerequisites: Finesse 5, Essence 3

The God-Admiral violently stirs the passions of another, cursing them to dissatisfaction wherever they might stay and perpetual rootlessness.

Spend 2 motes and make an opposed Sagacity or Embassy roll against a target's Integrity. If successful, the target becomes cursed: his Major Virtue becomes Wonder, and he is compelled to leave any location after longer than a week there. For every day he stays past a week, his positive Intimacies toward people, places, etc. in that location begin to erode, one Intimacy eroding one step per day of downtime or at the end of each session spent in the same place. This lasts until the end of the story.

MEASURING THE HEART'S WINDS

Prerequisite: Finesse 3

With a seasoned mariner's canny eye, the God-Admiral discerns the hopes and dreams of others.

Spend 1 mote. The God-Admiral doubles 9s on a *read intentions* action to discover their greatest ambitions and hopes. She reduces the cost of her next *persuade* action against that target by one if she's convincing them to pursue these things. Used on another God-Admiral, this Charm always reveals their current Apotheosis goal, even on failure.

Echoes of Far Horizons (Repurchase, Essence 3): Spend 2 motes. The God-Admiral discerns the target's goal and all his Intimacies relevant to what he's doing in this scene, as well as a disorienting, sympathetic vision of the past experience most relevant to why he's doing this. She reduces the cost of her next *persuade*, *instill*, or *weaken* action against him by one. This is free against God-Admirals.

SEA-SPIDER PLUNGE

Prerequisites: Finesse 4, Essence 2

The God-Admiral descends upon her enemies like a diving aquatic beast.

Spend 1 mote on Step 6 of a rushing decisive attack. She adds the bonus dice to her damage as well. The God-Admiral also ignores two Hardness if she rushed from above, either by moving down a range band or stunting description of swinging on a rope, leaping forward, diving, etc.

Boundless Tempest Step (Upgrade, Finesse 5, Essence 4): The God-Admiral can rush an opponent from medium range, instantly teleporting to them as a bolt of lightning. If she also uses Becoming the Monsoon, she can rush from long range and ignores another point of Hardness.

Force

BECOMING THE MONSOON

Prerequisites: Force 4, Essence 2

The God-Admiral pours out the tempest of her soul, shedding her skin for a form of howling winds and rains, blasted jetsam, and flashing lightning echoed by the sound of horns.

Commit 1 mote. The God-Admiral gains +1 Overwhelming, +2 Soak, and adds three bonus dice to performing feats of strength or to escaping or resisting restraints. These dice do not count against the limit. Ranged attacks against her also suffer −2 dice.

Sky-Clad Desolation Avatar (Repurchase, Force 5, Essence 4): Commit 2 motes instead. The God-Admiral can make melee attacks out to short range, and ranged attacks out to extreme range. She gains +2 Defense against attacks not capable of striking the dematerialized. She also waives the cost of Seven-Wind Exhalation.

BETWEEN SALVATION AND DESTRUCTION

Prerequisites: Force 5, Essence 5, Boil, Sea and Sky!

Summoning the fullest extent of her power, the God-Admiral crashes omen weather upon her enemies. Doom bears down upon them; whether they survive is their choice.

Commit 5 motes to begin a special magical working venture to unleash catastrophic devastation across a region the size of a small kingdom. The God-Admiral must be within weather she has created. As the venture begins, omens make the impending disaster clear: gales resounding like horns, a tsunami bearing bloated inhuman corpses, a gale of screaming lightning spirits. Each roll takes a dramatic scene, in which the user's full attention and power is devoted to calling up calamity. The venture fails if intervention forces the God-Admiral to cease concentrating on the Charm. If the final roll is made, devastating omen weather scourges the land and all upon it, inflicting a difficulty 7 environmental hazard on everyone and everything in the region except for the God-Admiral. Advantages from the venture rolls may be used to target particular landmarks, institutions, or enemy Merits ("You no longer have Backing because I have destroyed your society") at a success cost commensurate with the target's size or Merit value.

Characters understand that if they cry mercy or otherwise surrender to this weather, it will pass them

by without harming them, their homes, or the terrain immediately around them. If they submit in this manner, their Major Virtue becomes one of loyalty toward the God-Admiral. Generals, political leaders, and the like can surrender on behalf of their soldiers.

BLOOD-AND-GLORY EXHORTATION

Prerequisite: Force 3

Conquest is sweet, and those who fight under a God-Admiral will drink deep of it.

Commit 1 mote. A battle group under the God-Admiral's command gains +1 Overwhelming, maximum 5, and the Hammer and Anvil outnumber quality. If they already had that quality, instead their successful rushes reduce targets' Defense by −2 until the end of next round.

Apotheosis: Targets of the battle group's rush actions also suffer −2 Soak and Hardness until the end of the next round.

YOUR GOD AND CAPTAIN TRUE

Prerequisites: Force 5, Essence 3, Blood-and-Glory Exhortation

Behold: the labors of the God-Admiral! See her works and know you shall have no other god before her.

Spend 1 mote after a successful feat of strength, a naval Navigate roll to overcome a significant hazard or any roll that accomplishes a personal goal or Exalt milestone. The roll counts as an *instill* roll against all who see it to create or strengthen a Tie of loyalty, reverence or fear toward herself. Characters whose Intimacies are being strengthened suffer a −1 penalty to their Resolve to resist. Gain 2 anima.

HEAVING DECKS DISRUPTION

Prerequisite: Force 3

The God-Admiral's blows batter her opponent like waves toss a ship at stormy seas.

Spend 1 mote on Step 6 of a *knockback* or *knockdown* gambit. The God-Admiral reduces Hardness by an additional 1 as if inflicting another concentrated attack. If she used the *knockback* gambit, the target is launched upwards a range band and can't negate fall damage from this; if she used the *knockdown* gambit, his concentrated attack penalty counts against his Defense.

Hurricane-Flung Refuge Disruption (Upgrade, Essence 2): If the target is benefiting from cover, the God-Admiral can spend 1 mote to reflexively roll Force + Navigate or Physique on Step 1 to demolish it, regardless of her distance. Success adds damage dice on Step 6 equal to the Defense bonus the cover provided.

SOUL-CARVING CONQUEST

Prerequisites: Force 4, Essence 2, Heaving Decks Disruption

To conquer in truth is to define others' souls; knowing this, the God-Admiral flenses her enemy of that which makes them resist her.

Spend 1 mote on Step 8 of a decisive attack. If the God-Admiral's attack roll exceeds her opponent's Resolve, she can erode an enemy's Intimacy of a level equal to the amount of decisive damage inflicted, reducing it by one step on success. The Intimacy must be one that motivates him to fight or otherwise resist the God-Admiral.

Characters incapacitated with this Charm automatically gain a Minor Tie of fear or worship toward the God-Admiral or strengthen a Minor one that already exists to Major.

Instructive Cruelty Demonstration (Repurchase, Essence 3): Spend 2 motes. The God-Admiral inflicts a dramatic injury and counts her damage roll as an *instill* roll against all non-allied characters, imparting a Minor Intimacy of hatred or fear toward her.

LORD OF THE BLUE WORLD

Prerequisite: Force 2

Ruler over the sea and all those above and on it, the God-Admiral's words command attention.

Trivial targets and nautical spirits always listen raptly when the God-Admiral speaks and spread word of their meeting far and wide. Nautical spirits and similar magical oceanic beings reduce their Resolve against her by −1. After a scene where the God-Admiral successfully influenced such a being, she may treat herself as a having tertiary Influence with the nautical spirits for the rest of the session.

SEVEN-WIND EXHALATION

Prerequisites: Force 5, Essence 3

Swelling her chest with a mighty breath, the God-Admiral exhales air with the force of a roaring gale to carry away obstacles in her path.

Spend 1 mote. The God-Admiral makes a special feat of strength against an object or structure within short range. Success also blows away any smoke, fog, poisonous gas, or the like. This can also blow out or

away appropriate non-magical environmental hazards if the roll exceeds the difficulty to resist, putting out fires or dispersing acidic mist.

Apotheosis: Once per session the God-Admiral can use this Charm to blow out magical hazards and environmental effects if her roll beats the Essence of its originator.

BOW, O STORM

Prerequisites: Force 4, Essence 2, Lord of the Blue World

As Cloud's-Breath Yjekung brought monsoons to sustain the Balurenji and break their enemies, when the God-Admiral speaks to the sky, it answers the familiar call and bends to her authority.

Spend 1 mote and enter a dramatic scene sailing, meditating or ordering the weather. The God-Admiral chooses to bring or clear a storm, and then makes an appropriate Sagacity, Presence, or War roll with its difficulty increased by 1 or 2 if it's particularly outlandish for the area. If successful, the weather will change over the course of a day of downtime or at the end of the session. If the God-Admiral has five or more extra successes, she may instead force it to change in the course of an hour of downtime or the end of the scene, which may have dangerous side effects.

Boil, Sea and Sky! (Repurchase, Essence 4): When fighting in weather she created, either with Bow, O Storm or other magic, the God-Admiral may roll Force + Sagacity, Presence, or War. Success directs the weather against her opponents, imposing a −1 Resolve penalty and three-dice environmental penalty on all physical actions her enemies take in combat, becoming a four-dice penalty if they're at sea or partially submerged. Allies are unaffected.

Fortitude

BLUE SAGA RIPPLES

Prerequisites: Fortitude 3, Essence 2

Those who bask in the God-Admiral's presence are compelled to propagate tale of her deeds, spreading them like ripples from a stone into still water.

Commit 1 mote. The God-Admiral makes a wordless Fortitude + Embassy, Performance, or Presence *instill* roll to inspire fear or hope toward her. If this upholds one of her Intimacies, she adds two successes. That emotion clings to her as an infectious aura; the first time a character sees her while this Charm is active, they're exposed to that. This lasts for Essence + Fortitude days of downtime or until a minor milestone — whichever comes first.

Apotheosis: This Charm can cause an *instill* roll to create any Intimacy toward her based on her reputation and deeds instead of inspiration.

CRUSH OF THE DEEP

Prerequisites: Fortitude 4, Essence 4

Blood leaking from her eyes, nose and ears, the God-Admiral subjects another to the terrible weight of her divinity, trapping her under the weight of Hungry Black Jade's domain.

Spend 1 Health level and 5 Power. The God-Admiral rolls Fortitude + Integrity or Presence against the Resolve of a target within medium range. On success, her foe is knocked prone and begins suffocating; after six turns he's automatically incapacitated. Characters that can breathe water still suffocate under the pressure. The target must succeed on a Force or Fortitude + Physique roll against difficulty 5 to rise from prone.

The effect can be ended by succeeding on an Action Under Duress venture, attempted on the target's turn with Force + Physique at difficulty 5, or 3 if he takes no other non-reflexive actions on his turn. The base is equal to the influence roll's successes, and the consequence is asphyxiation, incapacitating the target.

Apotheosis: The force of the God-Admiral's will weighs on everything within close range of the target. The roll also counts as a feat of strength to destroy all adjacent objects, and flings back characters within close range of the target whose Resolve has been exceeded.

CYCLONE SOUL ERUPTION

Prerequisites: Fortitude 4, Essence 3

The God-Admiral stokes then unleashes the roiling tempest within herself, unleashing a blast of spirit wind screaming in disharmonious chorus.

Spend 2 motes. The God-Admiral rolls Integrity or Presence against all characters within close range, opposing their Physique. On success she throws them back one range band and knocks them prone. Enemies must roll again with a −2 dice penalty to enter close range with her. They also suffer this penalty on their next attack against her. Once per scene.

Apotheosis: For the rest of the scene, close range around the God-Admiral counts as difficult terrain as her soul's wind whips. This ends if she is incapacitated.

HORIZON-CHASING SOUL

Prerequisite: Fortitude 3

The God-Admiral's eyes flash like sunlight on water as she sees through coming trials to the far horizon she sails for.

The God-Admiral spends a dramatic scene surveying the winds, divining entrails for omens, or meditating before a coming journey, then commits 1 mote. She waives the cost of the Awareness or Navigate Excellencies once per scene, or entirely while aboard a ship she captains. She never has to roll to Navigate to a place she's already been, regardless of the difficulties in getting there and ignores penalties to vision-based Awareness rolls or exhaustion penalties to Physique rolls.

MONSTROUS SHIP CURSE

Prerequisites: Fortitude 4, Essence 3

With a wicked grin, the God-Admiral transforms an enemy's ship into a monster and unleashes it on its crew.

Commit 2 motes. For the duration of the scene, a target ship comes to life and attacks its crew, using the stat block for an Elemental (**Exalted: Essence**, p. 337) with Hardness and qualities appropriate to the type of ship transformed. A war ship might have Furious Dragon's Ire (**Exalted: Essence**, p. 317) while a shipping barge might have Professional Collaboration. If the ship is used in naval combat, characters taking naval combat actions must make a Fortitude + Navigate roll before taking the action. Failure imposes a −3 dice penalty as the ship resists being used. At the start of every turn in naval combat, characters with an Essence higher than the God-Admiral acting as the target ship's captain may make Fortitude + Navigate or Sagacity rolls against a difficulty equal to the God-Admiral's Essence+1 in order to maintain control over the vessel. If they succeed at three of these rolls consecutively, the curse ends. The curse ends otherwise at the end of the scene, when the ship has killed all the crew members, or the God-Admiral reclaims the mote — whichever comes first.

OMEN-BIRD BLESSING

Prerequisite: Fortitude 3

The God-Admiral dispatches an avian icon of herself to bless a ship in her stead. Harming the messenger brings ill fortune.

Commit 1 mote to dispatch a bird shaped from the God-Admiral's anima to bless one ship. While the



mote remains committed, the omen-bird graces the ship, granting it good fortune: no curse-based magic can affect a ship protected by the omen-bird, and the crew gains two bonus dice to relevant venture rolls and non-attack naval combat rolls. The God-Admiral may immediately use Sea-Stranded Sailor Malediction on any character who attacks, harms, threatens, or otherwise attempts to wrong the omen-bird.

Apotheosis: Double the dice bonus and inflicting Sea-Stranded Sailor Malediction on targets does not cost motes.

RUNNING AGAINST THE TIDE

Prerequisite: Fortitude 3

Setbacks only motivate the God-Admiral to rise to greater heights, throwing herself again and again into her labors.

Once per scene in which she has failed a consequential roll, the God-Admiral may reroll the attempt and take the better result. If both failed, she adds the success results together. The first time a reroll transforms a failure into a success, she banks a special set of Stunt dice which instead add one success in place of bonus dice.

SEA-STRANDED SAILOR MALEDICTION

Prerequisites: Fortitude 4, Essence 2

The God-Admiral consigns another to the miseries of the overboard mariner, damning him to the ocean's maddening torture.

Spend 1 mote. Make a Sagacity, Presence, or Navigation roll against the Resolve of a target; if successful, the God-Admiral curses him to sunstroke, dehydration, hunger, and exposure. He suffers −2 dice penalty on all physical and mental rolls, increasing to −4 if he's at sea or within half a mile of any body of water larger than a pond, as well as −2 Resolve. No matter how much he rests or sleeps, the curse remains. This lasts until the end of the story or for one month, whichever is longer. Non-trivial characters may roll Fortitude + Integrity against her roll after a week or a session if they ate, drank, and slept twice their normal amount every day. Magic that neutralizes curses undoes the effects of this Charm.

UNDYING, UNDAUNTED

Prerequisites: Fortitude 4, Essence 3, Running Against the Tide

Passion and conviction keep the God-Admiral on her feet when she runs out of blood.

Commit 2 motes. The God-Admiral gains +2 Hardness and Soak and ignores wound penalties. If her Major Virtue or Apotheosis goal are relevant to why she's fighting, the Hardness and Soak bonuses increase to +3, and she adds +1 Accuracy to her attacks.

For All The Adventures To Come (Repurchase, Essence 5): The God-Admiral may end this Charm when attacked, cursed, or the like, rolling Fortitude + Integrity as a clash against the effect with five bonus damage dice.

WAVE-BREAKING GESTURE

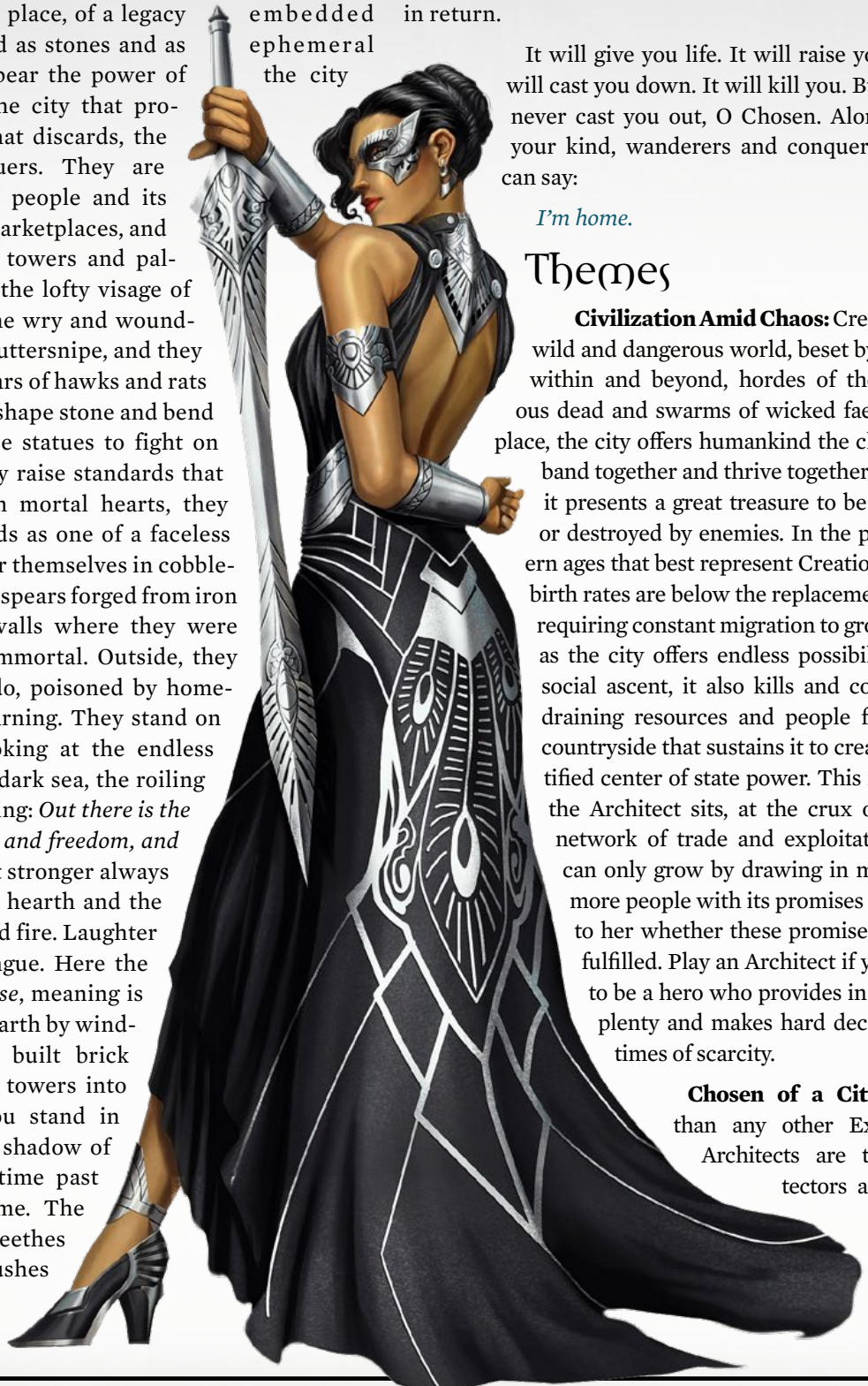
Prerequisite: Fortitude 4

The God-Admiral makes a flattening or cutting gesture with her open hand, and the waves flatten before her.

Spend 1 mote during a travel venture, a chase scene, or naval combat. The God-Admiral clears a path for her ship by flattening the waves, making the ocean a treacherous and difficult place for all other ships. In a travel venture, she may bypass one obstacle as if she'd rolled enough successes to meet the difficulty but may not buy advantages. In a chase scene, she automatically overcomes her opponent on the next roll, once per scene. In naval combat, an enemy ship does not increase its Defense with the *position* action on the next turn.

THE ARCHITECTS

The Architects are the Chosen of a city, and the Chosen of all cities. They are the Chosen of their people and place, of a legacy embedded in things as solid as stones and as ephemeral as songs. They bear the power of the city that nurtures, the city that protects, the city that discards, the city that conquers. They are the **polis**, in its people and its crowds and its marketplaces, and in its walls and towers and palaces. They bear the lofty visage of the aristocrat, the wry and wounded smile of the guttersnipe, and they whisper in the ears of hawks and rats and foxes. They shape stone and bend space; they rouse statues to fight on their behalf, they raise standards that spark bravery in mortal hearts, they blend into crowds as one of a faceless many, they armor themselves in cobblestones and wield spears forged from iron fences. In the walls where they were born, they are immortal. Outside, they age as mortals do, poisoned by homesickness and yearning. They stand on the parapet, looking at the endless azure, the wine-dark sea, the roiling fields, and knowing: *Out there is the world, and chaos and freedom, and it calls to me*. But stronger always is the call of the hearth and the warmth of the old fire. Laughter in a familiar tongue. Here the world *makes sense*, meaning is graven into the earth by winding streets and built brick by brick until it towers into the sky, and you stand in its shadow: The shadow of civilization. Of time past and time to come. The city churns, it seethes and boils, it crushes some and exalts others, it struggles ever against sickness and hunger and ambition, and it gives so much in return.



It will give you life. It will raise you up. It will cast you down. It will kill you. But it will never cast you out, O Chosen. Alone of all your kind, wanderers and conquerors, you can say:

I'm home.

Themes

Civilization Amid Chaos: Creation is a wild and dangerous world, beset by threats within and beyond, hordes of the ravenous dead and swarms of wicked fae. In this place, the city offers humankind the chance to band together and thrive together, yet also it presents a great treasure to be claimed or destroyed by enemies. In the pre-modern ages that best represent Creation, urban birth rates are below the replacement rates, requiring constant migration to grow. Even as the city offers endless possibilities for social ascent, it also kills and consumes, draining resources and people from the countryside that sustains it to create a fortified center of state power. This is where the Architect sits, at the crux of a vast network of trade and exploitation that can only grow by drawing in more and more people with its promises — it's up to her whether these promises will be fulfilled. Play an Architect if you want to be a hero who provides in times of plenty and makes hard decisions in times of scarcity.

Chosen of a City: More than any other Exalt, the Architects are the protectors and stan-

dard-bearers of a given people and place. It is possible that the city god who bequeathed them their power died in the process; in that case, the Architect is the closest thing that city now has to that city god, a heavy duty in which they are aided and hindered by being both more and less than a god. They are Exalted, with the desires and foibles of mortality but power that can far exceed most divinities. Will they abide by the responsibility thrust upon them, or will they yearn for release from duty? Their god may have survived, creating a complex balance of power and loyalty between the Exigent and their patron. In these complicated relationships lies the personal drama at the heart of Architects, which finds its counterpart in the more political drama of the Architect's relationship to the political body of her polis — who rules her city? How does she feel towards them? Is there a Prince, perhaps Exalted themselves, who now chafes at this champion's rising star? A public assembly of elects that believes it ought to have legal authority over her? In playing an Architect, you are given the opportunity to breathe life into an entire city, to create a playground for you and your fellow Exalted players. This is part of your fun; embrace it! Play an Architect if you want to be your city's icon, for good or ill.

The Wealth of Worlds: Architects stand on the cusp of worlds. By the nature of their Exaltation, they do not Exalt in poverty or by chance; they are most likely raised to incredible wealth and worldly influence in the process of being selected for Exigence and hold sway over throngs of mortal lives from their very first day even as they are immediately thrust into worldly politics. Furthermore, while most Exalted have distant or bygone patrons, Wun Ja's scheme of offloading much of the diminishment of Exigence onto individual city gods means she remains an active, powerful political agent in heavenly Yu-Shan, with a small, scattered host of Exigents and vast political ambitions — specifically, she desires to bring Creation under the enlightened rule of gods, and to thwart her political enemies of the Bureau of Abstract Matters. Architects are thus likely to be involved in Heaven's heaven's schemes even as they dwell in Creation, tempted and threatened in turn with the wealth of empires or the favors of those who shape Creation's fates. Play an Architect if you want to wheel and deal politically with powerful figures from across Creation.

Exalt Advantage

Architects have the following Exalt Advantages and are Terrestrial Exalted. They may learn First Circle Sorcery. Architects of cities marked by death, such as the funerary necropolis of Sijan, may learn First Circle Necromancy instead.

The City Speaks: Once per session, the Architect may spend a dramatic scene communing with a city or settlement's streets, walkways, footpaths, etc. During that scene the Architect may ask up to her Essence in questions regarding events happening in that location such as: *Did the person I'm looking for pass through here? What hidden passages haven't I noticed? Where can I find what I'm looking for? Where can I find a service I need?*

Of the City: Choose a single city to be considered the Architect's home city. Spend 1 mote to manifest a smell, sound, or minor sight seen within her city. The phantasm she manifests lasts for the scene and grants her two bonus successes on actions taken that would benefit from the manifestation. For example, the smell of baking bread may help endear her to a target she wishes to persuade, or the sounds of a constable coming around a corner may help her intimidate a ruffian.

Resonance: Each Architect has their own unique resonance. Pick a material, including any of the magical materials, that represents their city and gain the resonant modes on any artifact made from that material.

Anima

Architect animas reflect the way the city lights appear at dusk or suggest the haze of dust from the constant movement in the overlarge trade quarter. It may also include sounds and smells like a bustling dockside port or the scent of sticky buns baking in the morning.

Every Architect has the following anima effects:

Anchored to the Stone (Passive): The Exalted always knows what direction her city is in, and how far away it is. She cannot be disoriented, such as from magical confusion, or lost while she or her city is anywhere on Creation. Gain Essence + 1 dice to resist any effect that would do so.

All Roads Lead Home (Active): The Architect always gains their Essence in bonus successes on travel ventures to return home. The Exalt may spend a mote to gain this benefit on any other travel venture as long as it is to or from a city she has been to before.

Birth of a City (Iconic): Spend 3 anima. Create a single structure out of nothing that lasts until the end of the session. This structure can be anything from a house to a bridge and grants appropriate bonuses for its purpose — a house provides lodging for the night and has enough food inside for everyone to eat while a boat can be sailed across the sea. Use any milestone to make this structure permanent.

Great Curse

In the throes of the Great Curse, the Architect experiences thoughts, emotions, and impulses that originate from her city's nature, or from the goals and ideals of its city father or prominent factions within the city.

Sins of the Father: The Architect overindulges in her city father's preferred vices, to the detriment of her allies and followers. She might also respond to an insult with lethal force, as would be appropriate by the customs and laws of her home city.

Their Fortress Standing: The Architect takes significant and self-sacrificing risks to defend her home city. She interrupts the goals of others or breaks her own promises in order to put herself at risk for the sake of the city.

New Milestones

At the end of every session, an Architect earns an Exalt milestone if they...

- Inspired strangers to feel admiration, respect, or envy for their city.
- Claimed a significant victory for civilization, against chaos or the wilderness.
- Built the first structure of a new settlement.

Architects Charms

Charm Principle: Metropolis

The Architects can use their Charms in any location, but they are more powerful when they are in cities, large towns, or other areas of dense settlement or construction. This is represented by the Metropolis mode, which only activates when the Architect is in such areas.

Modes

The following are Architect Modes for Universal Charms found in **Exalted: Essence**.

EXCELLENCY (P. 185)

When purchasing this Charm, also choose an Attribute. If your Attribute is higher than the chosen Ability, you may add it as a dice bonus instead.

OX BODY

The Architect gains an additional Bruised (0) Health level.

STRANGE TONGUE UNDERSTANDING

Words Shatter Walls: The Architect commits an extra mote. While Strange Tongue Understanding is active, its benefits are expanded to all characters within short range, allowing two-way communication between them without the Architect's intercession. At Essence 3, the Charm's effect expands to extreme range. It always covers the Architect's home city in full.

General

THE KEY TO THE CITY

Prerequisite: Essence 3

Wun Ja is the god of all cities and, in her image, the Architect reaches beyond her heart's border to perhaps one day bring all the cities of Creation into a great and wondrous league.

When the Architect reaches a major milestone that significantly involved bringing aid to or obtaining influence over a city that is not her home city, she may undertake a dramatic scene of swearing oaths to the city and making sacred propitiations to its city god; from there on, that city is also treated as her home city for the purposes of Metropolis modes.

Finesse

EXPERT-PROCURING CONTACT

Prerequisite: Finesse 2

The Architect's greatest knowledge is in knowing where to turn when something falls beyond her expertise.

Commit 1 mote. The Architect reveals that there's a nearby expert in a topic that has stymied her and her allies. The expert has a minor but favorable relationship with her — perhaps he is her former instructor, a pen pal, or her late mother's friend. He is always a secondary Ally with a minor positive Tie toward the Architect. His domain of competency is relevant to the Architect's

current needs but never includes combat. When the Charm's commitment is released, the Ally is called on to other, more pressing affairs, though they may be gained as a permanent Merit with her next Exalt milestone.

In ventures, the Architect may activate this Charm in response to a failed roll, simultaneously introducing the Ally as a helpful partner and setting the failure's consequence to "I owe this character a favor."

Metropolis: The Architect may always have one Ally through this Charm available in her home city without paying its cost.

MURDER ON A MISTY ROAD

Prerequisite: Finesse 3, Essence 2

The Architect and her band of guttersnipes move unseen through the city streets to catch her enemy unawares.

Spend 1 mote and name an antagonist the Architect knows to be within the same city as her. She, along with a battle group of no more than Size 3 may make an Ambush tactic roll outside of a War venture, opposed by their target's most relevant dice pool.

PIGEON-AND-CAT UNDERSTANDING

Prerequisite: Finesse 3

Birds roosting under rooftops, foxes digging through human leftovers, and even the humble rat in his sewer; all are denizens of the city's great body, and the Architect understands them.

Commit 1 mote. The Architect can communicate with any animal native to an urban environment clearly and treats them as having a Minor Tie toward her. Upon activating this Charm, she may call a gathering of urban animals, which serve as tertiary Followers for the scope of one specific task and disperse again. They are considered suited to any task which takes advantage of their animal traits (birds spying, dogs hunting), and are imbued with the supernatural ability to perform tasks they're unsuited for at the normal value of Merit dice plus one (such as rats filing paperwork). By spending an extra mote, the Architect may instead make them secondary Followers.

King of Sparrows Attitude (Upgrade, Essence 2): The Architect can bestow the benefits of this Charm on her Familiar, allowing it to act as her delegate among all the wildlife of the city.

PIGEON-FLOCKING RONDO

Prerequisites: Finesse 3, Essence 2

The Architect's performance breathes life into her allies' spirits, imbuing their own efforts with grace and resolve.

While the Architect is performing, when she witnesses a character fail an action that would support one of his Major Intimacies, she may spend 1 mote to allow him to reroll that action. He may take the better of the two results or, if both failed, add the total successes together. Friendly trivial characters automatically succeed on unopposed rolls of difficulty 3 or less unless she wishes them to fail.

RANK-EVALUATING INSIGHT

Prerequisite: Finesse 3

As the perfect city is perfectly ordered, the Architect intuits where spirits fall in Heaven's plan for urban harmony.

Spend 1 mote while interacting with a spirit. The Architect may ask one of the following questions, which the Storyteller will answer truthfully. Further questions may be asked by spending 1 mote each.

- *What is this spirit's rank and office?*
- *What official business, if any, does this spirit have here?*
- *Do this spirit's responsibilities relate to cities, and if so, how?*
- *What rumors about that spirit's conduct can be found among the local population?*
- **Metropolis:** *Does this spirit have any plans to bring harm to this city?*

If the spirit is magically concealing its nature, such as a demon passing itself off as a god, the Architect rolls Finesse + Performance or Sagacity against its Resolve or applicable dice pool. On a failure, the Charm returns answers appropriate to the spirit's disguise.

RIDE ALONG, LITTLE SPY

Prerequisite: Finesse 3

Imbuing an item with her Essence, the Architect slips it into her enemy's pocket, ready to betray his every motion.

Commit 1 mote. The Architect takes a small item of her choice and turns it into a tracer, making her always aware of its location. Slipping it into an enemy's clothes undetected may require a Stealth roll, which in combat requires a gambit with a cost of 1 Power; however, once placed, the tracer latches onto the target, following him even as he changes clothes or empties his pockets, and requires a successful investigation venture to discover and destroy.

SCANDALOUS AGORA RUMORS

Prerequisite: Finesse 3

The Architect hears the secret voice of the city in the words of drunks, gossipmongers, and street urchins.

Invoke this Charm while listening to gossip, gathering information within a community, or mingling with ne'er-do-wells. During this scene, you may spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *What's the public most concerned with?*
- *How is a certain character or group perceived by the public?*
- *Who holds the most power in this community?*
- *Who can I talk to for more information about something that concerns this community?*

SUSURRUS TEMPO AMBIENCE

Prerequisite: Finesse 2

To the Architect, the town around her is an instrument of its own.

Commit 1 mote. A musical performance started by the Architect continues on its own for the rest of the scene, doors slamming to the beat, birds chirping to the melody, and so on. For the rest of the scene, she can flurry music-based influence actions with other actions without a penalty. When she accompanies a rolled action with music that aims to change the mood of a scene, such as backing her sudden arrival with ominous raven choirs or breaking up the mounting tension of a difficult negotiation with an upbeat tune played on cutlery, she may add her Essence in dice.

THE BEAT OF THE STREET

Prerequisites: Finesse 4, Essence 2

The rhythm of life and culture flowing through the city has a music of its own, one the Architect understands intuitively.

Spend 1 mote when conducting an Embassy or information gathering venture. That venture always has "Gain tertiary Contacts within the local population or increase tertiary Contacts to secondary" as an advantage costing only 1 success. If she already benefits from an applicable secondary Contacts Merit, including from prior use of this Charm, she instead doubles 8s on her Venture roll.

THE CITY'S EYE

Prerequisites: Finesse 3, Essence 2

Her awareness flying out of her own body, the Architect watches the city unfold from above.

Spend 1 mote and enter a dramatic scene. The Architect enters a meditative trance, losing awareness of her surroundings, and instead sees the world from a vantage point a mile high, directly above her own head. This point is fixed, but she may swivel this mind's eye to change her perspective. She gains double 8s on Awareness rolls to find or identify anything that would benefit from this new perspective, such as spotting merchant carts, monitoring public unrest or brawls, or spotting individuals fleeing the city. If the Architect is looking out for a specific individual, they must always roll Stealth to move through, into or out of the city, increasing the difficulty by her Essence, lest she spot them.

Metropolis: The Architect can position her perspective anywhere above her city that is higher than its tallest building. Any individual that is actively seeking to hide from the city's legitimate authorities or the Architect herself must roll Stealth as above; on a failure, their location is immediately highlighted, revealing their location to the Exalt.

Force

SWALLOWED BY PAVEMENT

Prerequisite: Force 3

Making the street itself into her best weapon, the Architect beckons the ground to open and swallow her foe.

Spend 1 mote on Step 1 to initiate a grapple at short range. The Architect may maintain this grapple and perform other non-attack actions without a flurry penalty.

Metropolis: When she incapacitates a character that she is grappling with this Charm, the Architect may choose to have their unconscious body swallowed up and deposited within any place of containment of her choice inside her city.

CITY-SANCTIFYING OBEISANCE

Prerequisites: Force 5, Essence 3

The Architect calls defeated gods to answer the call of service as their term of atonement.

Spend 1 mote upon incapacitating a spirit in order to bind it to serve either the nearest city or the Architect's home city. It reforms there within a month of downtime or by the next minor milestone and is bound as a Secondary or Primary Ally whose first loyalty is to the city, rather than the Architect herself, for a year and a day or until the end of the story.



Metropolis: The Architect may instead trap the spirit within a building, monument, or urban feature; its imprisonment lasts for as long as its prison stands, and it is only dimly aware of its surroundings, save that the Architect may hold a conversation with it.

THREE-STREETS SHOVE

Prerequisite: Force 3

The Architect bends streets, floors and portals as needed to hurl her opponent across impossible angles of space.

Spend 1 mote on Step 1 when using the *throw* action (**Exalted: Essence**, p. 147). The thrown character lands anywhere within medium range that is on solid ground, including impossible directions such as throwing him into a closed room without breaking the door, and becomes prone.

Five-Blocks Toss (Upgrade, Essence 2): The thrown character lands anywhere in the city that's either out in the open or a safehouse known to the Architect.

ALL ROADS LEAD TO ME

Prerequisite: Force 4

The Architect beckons her opponent, warping all directions so that every step curves back in towards her.

Spend 1 mote on Step 1. The Architect makes a *pull* gambit up to medium range even if her weapon lacks the *pulling* tag. If successful, the gambit brings her opponent within close range of her, and the Defense penalty lasts until the end of her next turn. If her weapon has the *pulling* tag, she gains a bonus success on the attack roll.

THE EVER-WINDING ROAD

Prerequisite: Force 4, Essence 3

Wrapping herself in the embrace of civilization, the Architect sets out on the road that is all roads.

When the Architect sets out to travel from one city to another, she may spend 2 motes so long as she begins her journey on a road. From there on, her steps conspire to bring her from road to road, space and distances warping so that she is never left to face the rigors of the wild or natural obstacles. While this does not reduce the distance she must travel, this ensures the journey is safe and comfortable, and makes her nearly impossible to track, as her steps take her flickering from road to road many miles distant without crossing the space between them, completely breaking up her trail. Double the difficulty of

any roll to track her and double the time it would take for pursuers to catch up to her. This Charm also obviates the need for a travel venture except under such circumstances as she is racing against someone else, and even in such circumstances, she doubles 8s on all venture rolls.

TEMPLE-TO-WORKSHOP REARRANGEMENT

Prerequisites: Force 4, Essence 2

Wherever the Architect is, that is where she needs to be; the very buildings around her reshape themselves to make this true.

Commit 1 mote for the scene while standing within a building. The Architect chooses a particular type of building, and the surrounding architecture and furniture reshape themselves to suit accordingly. She could bid a warehouse to become a library, a butcher's shop to become a cobbler's workshop, or a house to become a shrine to a local divinity. The building's amenities are of good quality and it is appropriately supplied for its intended purpose, including generating appropriate resources. Such assets add two bonus dice to actions appropriate to the location, such as a well-stocked pantry enhancing a cooking roll, or a library aiding in efforts to research local history. This location may be invested in an appropriate venture as if it were a tertiary Merit, such as a cobbler's shop aiding in equipping a soldier regimen.

Fit the Worker to the Tool (Repurchase): Any trivial characters within the building are temporarily imbued with knowledge appropriate to its purpose, and unless they are hostile to the Architect, may be called upon as Followers for appropriate tasks.

SILVER-SPILLING FINGERS

Prerequisite: Force 2

Her city's treasure always within reach, the Architect manifests its currency with but a flourish of her hands.

The Architect is always able to access the currency of her home city, materializing coin or scrip out of thin air. This draws from her actual Resources, if needed draining jade or jewels out of her coffers to turn into the appropriate currency; if she lacks Resources, she may fabricate wealth, but only up to tertiary Resources regardless of her Essence. This wealth shines with a particular gleam, adding an extra die to rolls benefiting from Resources. Additionally, she may hurl such coins as a light ranged weapon with the *one-handed* tag, in which case they return to her treasury after use.

The Tide of Gold (Repurchase): The Architect may hurl vast quantities of coin at her opponents. Spend 1 mote on Step 1 to make an area-effect attack against all enemies within short range. The attack is treated as a heavy ranged weapon attack with the powerful tag. This reduces the Architect's Resources rating by one step for the rest of the scene and can't be used if it is tertiary.

Metropolis: The Architect may draw from her city's coffers even if they are not her own wealth. This ignores the Resources reduction and restriction on the Repurchase.

ALL-SEEING PANOPTICON STANCE

Prerequisites: Force 5, Essence 4

The Architect's senses pervade the city, watching from the stone eyes of every statue that lines the streets and listening at every threshold.

Commit 2 motes while inside or touching an artificial structure that can accommodate people, such as a house, a temple, a walkable monument, or a manse. The Architect names a specific person, object, activity, or sensory stimulus within that structure or out to close range of its exterior. If it is within range, she perceives it with all her senses as if she were standing next to it. If there are several instances of it — such as searching for "people fighting" in the middle of a riot — she can freely browse between each individual instance, perceiving one at a time. If her quarry is using magic to conceal themself, she rolls Awareness with double 8s to contest it. Where appropriate, this reduces the time scale of a gather information venture to one turn.

Metropolis: This Charm expands to cover the city in full, though the Architect may deliberately reduce its range.

TUTELARY DIVINITY EMBODIMENT

Prerequisites: Force 3, Essence 2

The Architect may don the mantle of the city's spirits, calling forth their miracles.

Spirits and other supernatural beings whose nature, purview, or Essence are closely tied to cities, urban features such as roads, walls and markets, or closely related concepts, always treat the Architect as if they had a positive Minor Tie toward her. She may learn such beings' Eclipse-OK Charms with either personal or Exalt milestones. She may gain her first Eclipse-OK quality without a milestone.

Metropolis: The Architect may additionally learn Eclipse-OK qualities from any spirit bound to serve her city or imprisoned within it through City-Sanctifying Obeisance and similar powers.

Fortitude

DOOR-DENYING LAUGHTER

Prerequisites: Fortitude 5, Essence 3

Remove the door and any house may become a prison.

Commit 1 mote while within an artificial structure to curse a character within medium range with a Fortitude + Navigate, Presence, or Sagacity roll against their Resolve. If successful, that character cannot leave the structure for the Architect's Essence in days of downtime or until the end of the session. If he would exit the structure, he instead returns to the point where he entered it. At the start of each scene, the victim may attempt an opposed Attribute + Integrity roll against the Architect's Fortitude + Navigate, Presence or Sagacity. Alternatively, total destruction of the structure until it ceases to be a building will release the prisoner.

Metropolis: The Architect may instead allow the victim the full range of the city, but prevent him from leaving its borders. In this case, the curse can be expanded to a year and a day or the duration of the story, and the victim can only roll to break free once each session.

EVER-WATCHFUL GUARDIAN'S SLUMBER

Prerequisites: Fortitude 3, Essence 2

The Architect sinks into the very bones of her city to find rest, her unconscious awareness ready to rouse her in a moment of need.

When the Architect goes to sleep while inside a city or artificial structure, she may have her body sink into the safety of the ground or the surrounding architecture, such as walls or statuary. Attacking her body requires an appropriate feat of strength to first reach her past this protection. She does not need to eat or breathe while sleeping. While slumbering in this way, the Architect may reach out to her Circlemates, Contacts, Allies, and characters to whom she holds a Major Intimacy. She may communicate verbally with them regardless of distance, though she doesn't perceive anything about them other than their voice. Additionally, if anyone within extreme range of her resting place calls out for aid using her name or title, she becomes aware of it and may spend 1 mote to immediately emerge from the ground or walls within close range of the supplicant.

Metropolis: Her hearing range for pleas for intervention expands to cover the city in full. Additionally, the Architect may choose to slumber indefinitely, setting up triggers for her awakening based on either time ("ten years from now") or events ("someone offers a prayer and sacrifice in my name"). While slumbering in this way, she does not age.

HEART-BEARING SCULPTURE STANCE

Prerequisite: Fortitude 2

The Architect becomes like a living statue, her emotions written on her face and body for all to see and admire.

Spend 1 mote to put the Architect's current emotional state on display for the scene. Any character whose emotional state is the same or similar to hers is treated as having a Minor Tie of sympathy toward her. The Architect can attempt an influence roll to make the Tie permanent. Gain an additional anima.

Living Monument Inspiration (Upgrade, Essence 2): Allies are bolstered by your visage. While this Charm is active, allies may apply their Ties to your character toward their Resolve when resisting an influence action against them in your presence.

Monument Unveiling Flourish (Repurchase, Essence 3): Allow a target to immediately succeed on an influence action to read the Architect's emotional state or Intimacies. In response, the Architect immediately changes one of the target's Intimacies from Major to Minor or reverse. Additionally, attempts by the Architect to influence the target now gain a two-dice bonus.

Metropolis: The Architect may apply this Charm's effects for any emotion-based Intimacy rather than her current emotional state.

HEART-SHROUDING POLIS VIRTUES

Prerequisites: Fortitude 3, Heart-Bearing Sculpture Stance

The Architect shrouds her true nature as a person into a fleeting, but powerful, embodiment of her city's culture.

Commit 1 mote for the rest of the scene. The Architect acquires a Major Intimacy related to an aspect of her city's culture or history. Actions that discern her Intimacies perceive this Intimacy as permanent, and it affects social influence as normal. When she releases that Charm's cost, the Intimacy is lowered to Minor, then disappears at the end of the next scene.

INVIOLATE SENTINEL VIGOR

Prerequisites: Fortitude 4, Essence 2

The Architect makes herself into her city's living wall and greatest defense.

The Architect doubles 9s on all rolls to resist fatigue, hunger, or thirst. Additionally, she may commit 1 mote while defending a chokepoint such as a wall, bridge, or passage. She needs no food, water, or sleep and never needs to roll to stay awake or continue fighting without them as long as the mote remains committed. She can spend the mote on Step 4 to instead cause any influence which would cause her to yield without assurance that the city won't come to harm to

fail automatically as if it had not overcome her Resolve.

Metropolis: The Architect may use this Charm while defending an entire city from attack, siege, unrest, and similar threats, allowing her to move freely throughout it.

LIVING STATUARY DEFENDER

Prerequisites: Fortitude 4, Essence 3

Beckoning a piece of iconic art to come to her aid, the Architect animates statues or brings ancient heroes out of painting to fight for her.

The Architect commits 1 mote and brings a piece of statuary or iconic art to life, granting it the traits of a champion (**Exalted: Essence**, p. 331). It gains one additional quality of the Architect's choice (typically representing its art form or the subject it depicts) and 2 Health. It obeys simple orders to do battle or perform physical labor and becomes inanimate at the end of the scene. If there is no applicable artwork in the Architect's vicinity, she may spend 3 anima to conjure a stone statue in the image of either herself, her city god, or Wun Ja.

Civic Legion Method (Upgrade, Fortitude 5, Essence 5): Raise an army of such living statuary, which counts as secondary Command. There must be a sufficient source of existing artwork to field its numbers.

Metropolis: The creations number enough to be primary Command.

RAISE THE STANDARD

Prerequisites: Fortitude 3, Essence 2

The Architect raises a symbol of her city, raising its standard or wrapping herself in its color, and emboldens the hearts of all that surround her.

Spend 2 motes on Step 1 of an *inspire* Build Power action; it is also treated as a social influence action to *instill* a positive Tie toward her city in all who can see or hear her. Then, allied characters who have a positive Tie to her city, including as a result of this influence, gain Power equal to that Tie's intensity.

THE BODY POLITICAL

Prerequisites: Fortitude 3, Essence 2

The Architect is keenly attuned to the health of her city, and with touch and ear she may sense its breath and its heartbeat.

Spend 1 mote. By touching the ground, the Architect intuits an accurate but broad sense of the city's overall "health," defined as a combination of its prosperity, the physical health of its citizens, the integrity of its infrastructure, and social unrest, rendered as Thriving, Ambivalent, and Ailing. Additionally, with an information-gathering venture, she may gain a more detailed understanding of the city's condition, rendered synesthetically as bodily symptoms: cold sweat as widespread fear, panting breath as psychological exhaustion, certain smells and tastes indicating a particular sickness spreading, or widespread use of nefarious intoxicants.

Metropolis: This Charm is free and its basic diagnosis effect is always active.

THRESHOLD-STRENGTHENING ORATORY

Prerequisites: Fortitude 3, Essence 2

The Architect draws the boundaries within the safety of human dwellings and the spirit-ruled world without, and makes it reality.

Commit 1 mote. A single dwelling within which the Architect is standing, no larger than a large house, becomes strengthened against spiritual presences. Spirits with Essence equal to or lower than the Exalt's may not enter it, while those with higher Essence must win an opposed roll with their Force + Integrity against her Fortitude + Sagacity, to which she gains her Essence in bonus dice, and which they may not attempt more than once per scene. Spirits that are within the dwelling when this Charm is activated must roll immediately; if they fail, they are physically repelled from the structure, landing prone outside of it on their next turn. The Architect may selectively allow individual spirits entrance, immunizing them from this Charm's effect for as long as it lasts.

Metropolis: The Exalt may apply the effect to a district of her home city. At Essence 5 it may apply to the whole city.

UNBROKEN POLIS AWE

Prerequisites: Fortitude 4, Essence 3

Bloodied but unbowed, the Architect's resilience inspires awe, fear or compassion in the heart of those who behold her.

Spend 1 mote in on Step 8 of a decisive attack. The Architect counterattacks with a special social influence action aimed at all characters who can see her, gaining her wound penalty as bonus dice rather than applying it as a penalty. Her first extra success must be spent to *instill* a positive Tie toward her based on each witness's Virtues, and she discounts the cost to *dissuade* characters from attacking her by one. If she obtains three extra successes over the highest Resolve among all present, hostilities immediately end and may not resume again for the rest of the scene.

THE SOVEREIGNS OF ULUIRU

Once upon a time, when snow leopards built fires, a powerful queen ruled the jewel of the north: Uluiru takes its name from Queen Ulu, the first Exigent to immerse herself into the Fount of Glories. A riot of color amidst the bleak grays of the North, Uluiru is the home of all Sovereigns who've Exalted since the god Cantata-of-Glories mingled his Essence with that of Aurora to provide for his people. Sovereigns organize themselves into bloodlines and families within families, meticulously tracing their noble lineage back to Queen Ulu through marriages, trysts, and adoptions. To be directly descended from Ulu on the maternal line is considered the highest honor.

However, with the queen's death, the Sovereigns turned these carefully curated family trees into weapons. The throne is empty, and a worthy heir has yet to fill it. Of course, what "worthy" means differs by Sovereign. Some believe that Uluiru requires a strong military leader to avenge the deaths of Queen Ulu and her chosen heir Nuwa Lyre-Song. Others insist that, as Queen Ulu raised Nuwa gently and with an eye to expanding the city's power through trade, the new monarch must possess a great talent for diplomacy, empathy, and economics. Still others demand a ruler who is both trickster and knight: a cunning-enough rogue to outwit the northern Fair Folk, while simultaneously keeping her promises to her people.

Whoever becomes the new heir to Uluiru, they won't know until the period of mourning passes. The Nacreous Throne sits silently, draped in silks woven with threads of black adamant. Queen Ulu's children and their children wear white to show their grief — even as they lay the foundations of plans meant to put the crown of Uluiru on their own heads or those of their children, siblings, or cousins. Uluiru holds its breath, waiting for the first move in a game of dynastic succession that rivals that of the Scarlet Throne.

Play a Sovereign of Uluiru if you want to be an inheritor of strange and specific magic.

Themes

Chosen By Fire: While the Fount of Glories has not yet run dry, there's no telling if or when it will. Those who Exalt as Sovereigns ran a gauntlet of challenges, both physical and otherwise, to attain their status. They know they deserve their power and will not hesitate to remind anyone who questions them, with force if necessary. Play a Sovereign if you want to have survived an incredible trial and come out on the other side more powerful than you could possibly imagine.

Codependency: No one else truly understands what it means to be a member of the Sovereign Host. While the Dragon-Blooded come close, they receive their Exaltations simply through *existing*. They have never known the beautiful agony of the Fount of Glories, and their empire remains at the center of Creation far from the encroaching Wyld. Even as they plot against each other, Sovereigns know that losing one of their number means losing someone who could be a confidant, who could share in their sorrows and triumphs with no artificial walls between them. Sovereigns may not trust each other on principle, but when they do, they pour themselves into each other like two rivers at a conflux. Genuine Sovereign connections may appear unhealthy or unnerving to an outsider — but what do they know? Play a Sovereign if you want to get invested in messy and complex familial relationships.

Family: The Sovereign Host of Uluiru comprises one big messy family. While killing each other to get to the Nacreous Throne is not out of the question, doing so openly might cause one's kin to move against them. While Sovereigns are not required to love each other as individuals, the bonds of blood remain strong. Remaining in the Host's good graces is imperative even for mortal members; with Ulu gone, the eldest Sovereigns decide who gets to immerse themselves in the Fount of Glories. As a result, much of the scheming among the Host hides behind doublespeak, false smiles, elaborate family dinners, and threats veiled in visits of concern. Play a Sovereign if the idea of being entrenched in dynastic politicking excites you.

Exalt Advantage

Sovereigns have the following Exalt Advantages and are Terrestrial Exalted. They may learn First Circle Sorcery or First Circle Necromancy, but not both.

Bright Burn: When the Sovereign is at anima 5+, they gain a three-dice bonus on *persuade* or *dissuade* actions.

Fireglass: Sovereigns create things out of fireglass, a crystalline substance that shines with the colors of the Sovereign's anima. Any item made from fireglass has the artifact tag, but does not gain other artifact advantages, such as Evocations, unless the Sovereign uses the usual process of artifact creation. Once per craft venture, Sovereigns may spend one anima to bypass an obstacle related to needing special materials. A character familiar with a Sovereign's anima banner can recognize her fireglass as her handiwork with an Awareness roll. Upon a Sovereign's death, her fireglass shatters.

Aspects: Unlike most Exigents, Sovereigns have Aspects that define their passive anima ability.

Resonance: Sovereigns are resonant with adamant.

Anima

The Sovereigns' animas take on the colors of an aurora and that of precious gems, usually dominated by one or two colors. Normally, these are jewel tones such as amethyst, garnet, emerald, and sapphire.

Adamant Will (Active): The Sovereign may spend 1 mote to add her Essence to her Resolve to resist actions to threaten or persuade her.

Transcendence (Iconic): Until the end of the scene, she can spend anima instead of motes to activate Sovereign Charms. Alternately, she can spend 5 anima to immediately use a Sovereign Charm she doesn't know, ignoring its prerequisites.

Great Curse

The Great Curse smolders within the Sovereigns, a baleful flame that burns along the seams of their patchwork Exigence. If their will falters, if the stress becomes too much to bear, it will consume them from within, an agonizing torment that drives them to acts of cruelty and self-destruction.

Agony Cataclysmic: The Sovereign catches ablaze with terrible internal fire that manifests externally. This great flame destroys anything flammable in the scene and wracks the Sovereign with unbearable pain — causing them to lash out and act irrationally. This creates a burning building environmental hazard (**Exalted: Essence**, p. 146).

Diamond Heart Trance: The Sovereign hardens her heart to all emotion. She cares not for her friends and loved ones, and turns a callous eye away from the suffering of others. This consumes her thoughts and dictates her behavior, regardless of her Virtues or Intimacies.

Sovereigns Aspects

Each Aspect determines the Sovereign's Passive anima.

Diamond Aspect

Diamond Aspect Sovereigns rule by righteousness and incorruptible virtue, but are often cold, distant, and self-reliant to a fault.

Eternal Reign Persistence (Passive): Once per scene, the Sovereign may elect to ignore any and all penalties to a resistance roll, Performance-based influence roll or Build Power action, or a leadership-based venture roll.

Emerald Aspect

Emerald Aspect Sovereigns rule by understanding the wants and needs of others and have insatiable desires of their own.

Desires Laid Bare (Passive): The Sovereign innately knows the desires of others. The Sovereign adds two bonus dice to all *read intentions* rolls.

Opal Aspect

Opal Aspect Sovereigns rule by trickery, intrigue, and spectacle, and tend toward caprice and eccentricity.

Trickster's Poise (Passive): The Sovereign gains a two-dice bonus to Stealth actions and rolls to trick or deceive others.

Ruby Aspect

Ruby Aspect Sovereigns rule by forceful words and actions, often to extremes.

Unchecked Diva Bravado (Passive): The Sovereign ignores up to her Essence in dice penalties she suffers as a result of her own recklessness, such as rushing into a dense fog bank or impulsively drawing attention to herself, excluding penalties that cannot be ignored.

Sapphire Aspect

Sapphire Aspect Sovereigns seek to rule by gaining the adulation, love, or obedience of those around them.

Inspiring Grandeur (Passive): The Sovereign adds a two-dice bonus to all influence rolls to inspire awe, reverence, or wonder in those around her.

Aspect Concepts

Example Sovereigns include:

- An Emerald Aspect dreams of a mother-of-pearl casket deep within the Wyld, waiting for her to find it.

- Her children both love and fear her. That's how the Ruby Aspect raised them. She is mercurial, and no one knows what will set her off — but her anger is only matched by her boundless generosity.

- The Diamond Aspect doyenne might have been better off as a warrior-nun on the Blessed Isle. Instead, she rules her ledgers and small fleet of airships with an iron fist.

- His Sapphire Aspect Exaltation only enhances what was already there; his beauty and grace now drive people to actual violence over a wink. He has more children than he knows about, which irritates his superiors keeping track of his bloodline.

- Once there was a man who descended into the Fount of Glories. As they return in their Opal Aspect, they realize they can be anyone they want to be as long as enough people are watching.

When playing a Sovereign of any Aspect, ask yourself the following questions: how do you feel about the power your family holds over you? What power do you hold over them, if any? What trials did you encounter in the Fount? Why do you deserve to sit on the Nacreous Throne of Uluiru, if you believe that you do at all? What one thing gives you pure, uncomplicated joy? What are you most ashamed of? What does Uluiru mean to you?

New Milestones

At the end of each session, the Sovereign gains an Exalt milestone if she:

- Harmed a member of her bloodline while outwardly helping them.

- Displayed the glories of Uluiru to outsiders through her words or deeds.

- Commiserated with another character about the madness and love of family.

Modes

The following are Sovereign Modes for Universal Charms found in **Exalted: Essence**.

OX BODY (P. 185)

The Sovereign gains an additional Injured (–1) Health level.

New Charms

Close Combat

ARCING RAINBOW SLASH

Prerequisite: Close Combat 3

The spirit of Aurora flickers through the Sovereign's weapon.

When the Sovereign makes a withering or decisive attack with a fireglass melee weapon, she may spend 1 mote on Step 1 to gain the benefit of double 9s on this attack and attack out to short range. This does not count as her Charm for this Step.

Rainbows Slice the Sky (Repurchase, Close Combat 5): The Sovereign may spend a mote to either grant the same benefit to a member of her bloodline in the same scene, or extend her attack to medium range.

Special: The Sovereign may spend the mote for Rainbows Slice the Sky on Step 1 of other characters' turns, which does not count as their Charm activation for that Step.

AURORAL MANTLE

Prerequisites: Close Combat 3, Essence 2

The rainbows of Aurora sheath the Sovereign in an impenetrable cloak.

Commit 1 mote for the scene. Whenever a character makes a withering attack against the Sovereign, increase Hardness by 1 instead of decreasing it. This effect ends whenever a significant enemy successfully damages the Sovereign with a decisive attack. Once the effect ends it cannot be reactivated this fight until their opponent vocally acknowledges the Sovereign's superior might.

BLADE SEEKS A HEART

Prerequisite: Close Combat 4

The Sovereign seeks where armor is weakest, and hits it with needle-like precision.

Spend 1 mote on Step 8. The next Close Combat attack the Sovereign makes against an armored enemy gains a number of automatic successes equal to her Essence and reduces Soak by 2.

Special: This may be used with other Step 8 Charms, and when doing so does not count as her Charm for this Step.

SACROSANCT SOVEREIGN PERSONAGE

Prerequisite: Close Combat 3

The Sovereign refuses to allow the unworthy into her presence.

Spend 1 mote on Step 3. The Exalt may choose to make this attack against the target's Resolve. If the attack succeeds, the Sovereign forces her enemy back one range band or knocks him prone. A pushed target may not close the distance with the Sovereign until the start of their next turn.

SHATTERED PRISM SWORD WALL

Prerequisite: Close Combat 5

The Sovereign creates a nigh-impassable wall of razor-sharp fireglass swords.

Commit 1 mote. The Sovereign creates a straight wall of whirling fireglass blades of different sizes between her and another point anywhere in medium range. This barrier counts as an environmental hazard, difficulty 4 that deals 3 damage per round and affects all targets within close range of it. It also provides light cover. The wall cannot be turned or moved and lasts until the end of the scene, upon which it disappears in clouds of fireglass dust.

Craft

BEJEWELED RETAINER EIDOLON

Prerequisites: Craft 4, Essence 2

The Sovereign breathes life into her fireglass, commanding it to guard and protect her.

Commit 2 motes. The Sovereign creates a semi-sentient, featureless, humanoid retainer completely out of fireglass. This retainer speaks and understands all of the languages her creator knows (and learns them as the Sovereign learns), does not need to eat or sleep, is immune to poisons and disease, has one positive Major Intimacy toward its creator, and is immortal unless destroyed. It also includes one hearthstone slot, and grants the retainer the benefits of its inherent property. The Sovereign can maintain one eidolon at a time.

Awaken the Eidolon Army (Repurchase, Essence 3): For an additional committed mote, the Sovereign can

EIDOLONS

Primary Pool (9): Keeping watch, combat functions

Secondary Pool (6): Senses

Tertiary Pool (5)

Resolve: 3

Health Levels: 10

Essence: 1

Defense: 5

Hardness: 5

Soak: 6

Mechanical Mind: The eidolon's Intimacies toward its creator cannot be changed.

Elite Drill: Eidolons, whether by themselves or in groups, do not need to make rout checks until they are reduced to at least half of their Health levels (**Exalted: Essence**, p. 323.)

create and maintain enough eidolons to form a battle group with size equal to her Essence.

EYES FOR AVARICE

Prerequisite: Craft 2 or Integrity 2

The Sovereign sees all the deepest desires of those around her, glittering like a vein of raw emerald in the darkness.

Spend 1 mote. The Sovereign knows all Intimacies of significant characters in a scene that relate to wealth, luxury, jealousy, or obsession. If they have no Intimacies of the sort, she learns their most expensive vice instead.

Knowing The Creator's Heart (Upgrade, Craft 4 or Integrity 4): The Sovereign automatically succeeds at a *read intentions* roll behind the creation of another object or structure present in the scene that someone else wants. In addition to the creator's motivations, the Sovereign also discovers any Intimacies the creator bears toward the object.

Knowing The Creator's Ways (Repurchase, Craft 5): After studying the object or structure and understanding the motivations and Intimacies surrounding it, the Sovereign can create a visually perfect replica out of fireglass. It does not carry the same powers as the original — if any — though the Sovereign may enchant or imbue it as she sees fit.

IMPERVIOUS DIAMOND VAULT

Prerequisite: Craft 5

With a wave of her hand, the Sovereign locks her most precious belongings behind an ornate seal of fireglass.

Commit 1 mote per seal. The Sovereign touches an opening — a door, a window, an archway, a lockbox, a chest, or something similar — and seals it with fireglass, keeping out everyone but herself. The seal cannot be picked and requires a feat of strength at difficulty 7 to destroy. The Sovereign using this Charm can pass through the seal as though it were water and may maintain as many seals as she is comfortable committing motes to. The seals vanish when she dies or uncommits the motes.

Entrusted Diamond Key (Repurchase, Essence 2): The Sovereign may allow significant allies or Circlemates she has at least a Minor Intimacy toward to pass through her seals so long as she specifically names them while using this Charm.

INSPIRED LAPIDARY TRANCE

Prerequisites: Craft 3, Essence 2

Trusting her hands, the Sovereign lets muscle memory take over, completing her creation without letting thoughts slow her down.

Spend 2 motes. The Sovereign may roll to complete a crafting venture with a duration of scenes with 3 or fewer obstacles by the end of a scene or a venture with a duration of sessions with 3 or fewer obstacles by the end of the session. She must have suitable tools and high-quality materials. Projects created with this Charm are always ostentatious and visually tied to the Sovereign.

SECRET SONG OF CRYSTAL

Prerequisite: Craft 1

The Sovereign is never without materials, for the earth gives them to her as a mother to a child.

On her first purchase of this Charm, the Sovereign picks a free preference in the following Craft materials: metals, stones, or gems. This preference gives her +3 dice to crafting rolls when it is present in a scene, and she may spend 1 mote to determine where it is, what kind, and how much of it is present.

The Sovereign can repurchase this Charm up to twice more to be able to detect all three materials.

Embassy

BLESSINGS OF THE VAST DEEP

Prerequisite: Embassy 4 or Integrity 4

With generous spirit and blessed gemstone dust, the Sovereign accepts the worthy as one of her own.

The Sovereign anoints a character with quartz dust and spends 1 mote. The anointed character gains the following benefits:

- She can see perfectly in the dark.
- She gains double 9s on rolls dealing with subterranean environmental hazards.
- She gains double 9s on rolls dealing with demolishing subterranean obstacles.
- She counts as one of the Sovereign's subordinates, unless she herself is Exalted.
- She reads as a member of the Sovereign's bloodline to all dynasty-based charms.

This Charm lasts until the Sovereign washes the forehead of her anointed one. She may anoint as many characters as her Essence rating.

Passel-Uplifting Privilege (Repurchase, Embassy 4): The Sovereign may confer the above benefits to a group of extras up to Size 3 or her Essence, whichever is higher.

CHILD OF DESPOTS GAMBIT

Prerequisites: Embassy 3, Essence 2

Snug behind the walls of the Shining City, the Sovereign sends out a shining copy to enforce her will upon the world.

The Sovereign may send an anima copy of herself to do her bidding outside of Uluiru. This copy uses the same dice pools as the Sovereign, is treated as a significant personage by everyone they interact with, and conceals the identity of the Sovereign from magical detection. Anything the copy discovers, the Sovereign learns in the next scene. If the copy dies, the Sovereign suffers 1 damage which cannot be soaked or reduced.

MASTER-AND-SERVANT UNDERSTANDING

Prerequisite: Embassy 3

The Sovereign knows what draws the souls of her peers like a moth to a flame.

The Sovereign gains the benefit of double 9s on *read intentions* rolls to discover a significant character's Intimacy toward another character. If the significant character is within the walls of Uluiru, she gains double 8s. She may discover one Intimacy held by a subordinate or extra simply by speaking to them.

PERFECT AUDIENCE EXEMPLAR

Prerequisite: Embassy 1 or Performance 1

The Sovereign is a model for all of polite society, expressing her noble upbringing through expression, posture, and observation.

Commit 1 mote for the scene. While the Sovereign respectfully observes a performance or participates in a formal ceremony, other significant characters in the scene must succeed on an Integrity roll at difficulty 5 to leave, act disrespectfully, interrupt the performance, or otherwise cause harm to the performer or the audience. Subordinates and extras cannot make this roll. If an enemy succeeds and combat breaks out, the effects of this Charm end.

SHINING ANCESTRAL VEINS

Prerequisite: Embassy 2 or Integrity 2

When the waters of the Fount of Glories mingle with blood and flesh, the Sovereign always knows.

Spend 1 mote. The Sovereign immediately identifies the bloodlines of all other Sovereigns present in the scene, even ones in disguise, and how closely they are related to the Charm's user. If no other Sovereigns are present in the scene, she may instead learn one truth about the ancestries of all other characters present in the scene, regardless of if those characters have a remarkable, important, or powerful heritage. When she leverages her noble heritage over someone of lowly birth, gain two bonus dice.

SHINING CITY ADVANTAGE

Prerequisite: Embassy 3

As a child of Uluiru, the Sovereign is most powerful within its glittering walls.

Within the walls of Uluiru or representing Uluiru or her family's interests elsewhere, the Sovereign gains the benefit of double 9s on all Embassy or Presence rolls.

Integrity

BLESSINGS OF THE VAST DEEP

See p. XX.

BLOOD REFUSES THE CALL

Prerequisite: Integrity 1 or Physique 1

She is no longer a Sovereign — or at least that's how she appears. Young Sovereigns employ this magic as rebellion against the parents or guardians who sent them into the Fount of Glories.

Commit 1 mote for the scene. The Sovereign is immune to all Sovereign detection and diagnostic bloodline magic: her current health, Intimacies, and any other effects on her person simply return an answer of "null."

Blood Blinds the Hungry Eye (Upgrade, Integrity 3 or Physique 3, Essence 2): The Sovereign no longer needs to protect herself on a scene-by-scene basis. All Sovereign bloodline detection and diagnostic charms return an answer of "null." She may declare that she is allowing herself to be detected at any time without having to commit motes.

Blood Refuses the Usurper (Repurchase, Integrity 3 or Physique 3): The Sovereign may commit 1 mote per scene to block diagnostic or detection bloodline charms from other magic.

CHAOS-CONQUERING MANTLE

Prerequisites: Integrity 3, Essence 2

The Sovereign's will to create is stronger even than the hungers of the Wyld.

Commit 1 mote. The Sovereign and any fireglass objects she's created are immune to Wyld exposure (p. XX) and Wyld-based environmental hazards.

These Fragile Social Dreams (Repurchase, Integrity 4): The Sovereign extends the protection of this Charm to anyone else in the scene with whom she shares a positive Intimacy. Others protected by this Charm must remain in the same scene as the Sovereign to benefit from her immunities.

EYES FOR AVARICE

See p. XX.

SAPPHIRE-BOUND HANDFASTING

Prerequisites: Integrity 3 or Performance 3, Essence 2

When a Sovereign promises herself to another, such promises do not fracture under stress.

Spend 1 mote. The Sovereign may bind herself in friendship, love, or solidarity to another Sovereign or member of a Sovereign bloodline. The target must be willing and of sound mind. This is a permanent bond and instantly confers the following benefits to both members of the bond:

- Each gains a positive Major Intimacy toward the other, as well as basic knowledge of all of the other's Major Intimacies.
- Members of the bond cannot attack each other except with consent — i.e., to spar — in any physical or magical manner. They may, however, send hirelings and assassins after each other.
- When one member of the bond drops to Health levels of Injured or below, the other party instantly knows.
- When fighting together, the members of the bond gain +2 dice when acting to assist or defend the other.

Hands Bound by Fireglass (Repurchase, Integrity 5 or Performance 5, Essence 3): Spend 1 mote. The Sovereign may bind two other parties together — excluding herself — conferring all the same benefits and powers as the above. The parties must be in the same scene, but they do not need to be willing, or of sound mind. Some Sovereign matriarchs have made use of this Charm to force contentious arranged marriages.

SHINING ANCESTRAL VEINS

See p. XX.

Physique

AURORAL CONVALESCENCE METHOD

Prerequisite: Physique 3

The Sovereign allows her inner light to soothe her battered flesh and restore her to flawless health.

If the Sovereign engages in a recovery scene while covered in fireglass dust, she may also heal aggravated damage or a dramatic injury.

BLOOD REFUSES THE CALL

Prerequisite: Integrity 1 or Physique 1

See p. XX.

BLOODLINE WELLNESS ASSESSMENT

Prerequisite: Physique 3

The Sovereign traces the health of her bloodline like a vein of raw crystal, searching for imperfections and weaknesses.

Spend 1 mote and choose a parental bloodline. The Sovereign instantly knows the wellbeing of any member of her chosen bloodline, including:

- Their remaining Health levels and the cause of any injuries.
- Any diseases or poisons affecting them.
- Any Intimacies they did not develop themselves, or that they developed under the influence of others.
- Any curses affecting them.

The Sovereign gains 3 bonus dice to treating members of her chosen bloodline after using this charm.

Blood-Mirror Diagnosis Technique (Repurchase, Sagacity 5): The Sovereign may use this Charm on a character with an Intimacy toward her as though she was using it on herself.

CONQUERING ANIMA TITAN

Prerequisites: Physique 5 or War 5, Essence 3

The Sovereign wields her anima and fireglass as an experienced warstrider pilot, striking fear into the hearts of her enemies.

The Sovereign's anima must be at least at Bonfire level to use this Charm. Spend 2 anima. Her anima wraps around her, turning her into a massive fireglass titan. She gains *legendary size*, full cover against all attacks, and doubles her pool for performing feats of strength. This titan form has its own Health track, with Health levels equal to the Sovereigns Physique or War + Essence, and Soak equal to the Sovereign's Essence + 3.

OBSIDIAN TEAR PURGATION

Prerequisite: Physique 3

The Sovereign weeps for the imperfection of Creation, purging her body's own impurities in the process.

Spend 1 mote. The Sovereign purges a poison or disease from her body through her tear ducts and cannot be reinfected or poisoned again by the substance in these tears for the rest of the session. Anyone else assessing her tears learns information as though they assessed the disease or poison directly.

Cleansing Rain Lachrymator (Repurchase, Physique 3, Essence 2): The Sovereign may use Obsidian Tear Purgation on a target other than herself with at least a Minor Intimacy toward her. If the target does not have an Intimacy toward the Sovereign, both the Sovereign and the target make an opposed Physique roll. Failure refunds the mote and the target continues suffering the disease or poison.

TO PULL SALT FROM THE SEA

Prerequisite: Physique 3

The Sovereign understands the curious ways crystal interacts with flesh and how to heal damage left behind.

Commit 1 mote and instantly enter a recovery scene. The Sovereign spends that scene removing damage dealt by a crystalline source (i.e., a jade or adamant daiklave, a poison made from crushed lapis, or the Charm Vital-Shredding Salts) by carefully sensing the location of the wounds, cleaning them, removing any sharp remnants, and closing them with bandages or sutures. At the end of the scene, all targets tended to by the Sovereign gain a Minor Intimacy of respect, affection, or awe with agreement between both players (including the Storyteller). This heals any aggravated damage the targets may have suffered.

Performance

PERFECT AUDIENCE EXEMPLAR

See p. XX.

SAPPHIRE-BOUND HANDFASTING

See p. XX.

WILL-O-THE-WISP ALLURE

Prerequisite: Performance 1

The sparkle of the Sovereign's performance draws in worthy companions.

With fiery oratory, enchanting song, or other such convincing performance, the Sovereign draws in those she wishes to accompany her on a journey, reflected as a travel venture. The Sovereign must make the purposes of her journey clear, though she need not lay out the entire itinerary. This automatically affects extras and subordinates. She may invest anyone who comes along in the venture as if they were secondary Allies or Followers.

GLITTERING MISCHIEF TECHNIQUE

Prerequisite: Performance 3 or War 3

Sometimes, any attention is good attention, as long as it's not directed at the Sovereign.

Spend 1 mote. The Sovereign creates a loud, shiny, or ostentatious distraction in a direction leading away from herself: a sudden fall of illusory coins from a window, for example, or screams three roads away. Significant characters must make a simple Integrity roll to ignore this distraction, while extras and subordinates

not under the auspices of the Sovereign must seek it out for the rest of the scene.

Anyone distracted by this suffers the Hindered penalty (p. XX) to all rolls targeting or contested by the Sovereign and her allies for the rest of the scene. With agreement from the Storyteller, this may also cause characters to rush off in the wrong direction or waste their time pursuing a red herring.

LUSTROUS DUELIST GRIN

Prerequisite: Performance 3 or War 3

The Sovereign's beauty is dangerous in both love and war.

When making a Call to Duel (**Exalted: Essence**, p. 165) roll during a warfare scene, the Sovereign may use Performance in place of Integrity or Presence. If she succeeds, the opposing champion suffers −1 Defense in addition to Soak. If the Sovereign is also the duelist, the first time she uses the *distract* gambit against her target, reduce its cost by 1.

War

CONQUERING ANIMA TITAN

See p. XX.

GLITTERING MISCHIEF TECHNIQUE

See p. XX.

LUSTROUS DUELIST GRIN

See p. XX.

MIDNIGHT FLAME VIGIL

Prerequisite: War 2

The Sovereign is always aware of her surroundings, even if she doesn't know it herself.

When targeted by a surprise attack, the Sovereign ignores the Defense penalty. She may choose to roll a number of dice equal to her current anima. Every success increases her Defense by 1 against all attacks until the end of the round.

Dawn-Fired Kindling (Repurchase, War 3): The Sovereign gains the benefit of double 9s on this Charm.

VITAL-SHREDDING SALTS

Prerequisite: War 3

The Sovereign grows crystal knives within family members who pushed her too far.

Spend 1 mote. The Sovereign chooses a target in her bloodline with whom she has a negative Intimacy. Over the next month of downtime or until the Sovereign next achieves a minor milestone, the target experiences agonizing pains as crystalline salts build up in her vital organs and tear through soft tissue, treated as a major disease (**Exalted: Essence**, p. 146). The Sovereign may end the disease before its duration resolves to deal aggravated damage equal to her Essence.

Salt Cuts the Horizon (Upgrade, Sagacity 3, Essence 2): The Sovereign may target anyone toward whom she bears ill will.

WYLD AT HEART DISGUISE

Prerequisite: War 3

The Sovereign treats with the Fair Folk as equals, for she knows her value.

The Fair Folk treat the Sovereign as though she were a noble (**Exalted: Essence**, p. 337) with all the respect and authority that comes with it. If the table has access to **Pillars of Creation**, they treat her as if she bears a Heart Grace based on her most dominant Virtue. She is not in danger of mutating when in Wyld-tainted areas and gains a number of automatic successes equal to her Essence when rolling to either negotiate with or intimidate Fair Folk. Subordinates and extras associated with the Fair Folk treat the Sovereign as though she is a Fair Folk herself.



Other Realms

He had intended to sweep into Whitewall like a revelation: step out of the carriage, stride before it for a mile to the gates, and announce his intentions. But the long day of sitting up in a rocking carriage had pulled Iron Milosz into a doze.

Outside, voices. The carriage halted, and there were sharp, urgent words. Milosz dragged his consciousness back into his body, and reinvested his energy into keeping his feet planted in a fight. He could even walk on ceilings if he had to. The cost of Exaltation had been dear — to wake up in a world where nothing he'd done mattered — but it did have perks.

He glanced at his companions. Taunts-The-Darkness was as relaxed as ever, and he gave Milosz an enigmatic smile. The Chronicler looked roped into a chaos he didn't sign up for, but he placed his corpse-like hand on the carriage door to throw it open and peer out.

The cobbles of the trade road radiated a silver glow through the mud and shit that smeared the surface. The road was blocked; another carriage was across its length, and the horses were anxiously shifting. The reinsman and conductor from that one was holding a woman back from running off the road. She was in plain clothes, late middle-aged, crying and begging to be let go. She gave her captors a hard time, twisting in their grasp.

The reinsman was irritated. "If you don't stop, I might let you go."

"Please! Please." She looked so small.

Milosz's objections caught in his throat as he remembered that stepping off the road would be almost certain death. He leaned out of the carriage to orient himself.

"The bordermarch moved," observed Taunts-the-Darkness. "That woman's son needed to relieve himself. Guess he was too shy to shit on the road."

The Chronicler piped up. "'*Was?*'"

Milosz explained, "The only thing keeping the hungry dead and the bordermarches off this road is the enchantment. If he stepped off, he's gone."

Taunts-the-Darkness nodded. "It only swallowed him a few minutes ago, but as good as. *Unless*."

The Chronicler spoke up. "There's no time for this. We have business in Whitewall."

"*Of course*, my Abyssal friend. And you, as well, Iron. And me. I'm important, you're important, *she's* important," he waved lazily at the woman. While they'd been speaking, she'd crumpled into a weeping heap. Milosz heard muttered words like, "...nothing we can do."

Taunts-the-Darkness, said, "It's terribly unfair, but is that our problem? A life snuffed out — just like that. And all because of the fae, and — well, I would say their *tyrannical—*"

"Shut it," the Abyssal said. "I'm thinking."

Milosz also thought. The Lunar was a fool, but he wasn't wrong. The boy probably wouldn't live long — but he *might* still be alive.

Milosz imagined himself swanning into Whitewall and exerting the power of his Exaltation to secure himself a hero's welcome, and then to look for trouble, because Whitewall was dangerous, and he was numb. Once, he'd led rebellions, freed the oppressed. Here, nothing he'd done truly existed. All the tricks he'd gained from being Exalted either made things too easy, or convinced others he deserved things he hadn't earned. The only thing that seemed to get attributed to him was trouble, so he made trouble.

Did he need to go all the way to Whitewall? Trouble was here.

Milosz approached the edge of the road, and the Lunar followed. The glow of the road only touched a few feet of the marsh grass. Deep within the grass, white slits grouped in a tight circle — Eyes? Teeth? — flashed, and he stepped back. As he did, Taunts-the-Darkness took a sudden, exaggerated step off the road.

"Stop playing," the Chronicler rasped at Taunts-the-Darkness.

"Exciting, isn't it? I've never been to the Wyld. Have you?"

Taunts-the-Darkness addressed Milosz. "My business in Whitewall will wait, but the kid can't. A boy got snatched because he needed to take a leak. Doesn't seem fair, does it?"

With that, he stepped further into the darkness. Milosz turned to the Abyssal, who, to his surprise, was striding to the edge of the road. He called over his shoulder to Milosz. "Are you coming?"

It would be extraordinarily dangerous — a search, in the dark, for a boy's body to return to his mother. A small, real, act of hard-won heroism that would only matter to one person.

Milosz broke out into a smile.



CHAPTER SIX

The Abyssal Exalted

This chapter delves in the depths of the Underworld to discuss how to play as Abyssal Exalted and expands the arsenal of Charms Death's Lawgivers can wield in their adventures.

Themes and Roleplay

Abyssals thrive on themes and roleplaying avenues that highlight their grim nature, offering both great challenges and memorable rewards to players and Storytellers.

By communing with ancient specters, delving into the blind tunnels of the Labyrinth, and wielding dreadful necromantic spells and macabre artifacts, the Deathlords distilled a code of conduct from the Neverborn's unspeakable agony. This code takes the name "chivalry of death": an array of commandments, dogmas, and bleak sacraments that illustrate the will of the undying titans as Deathlords understand it. Abyssals need not to fear the Neverborn's wrath as Deathlords do, but the chivalry of death encourages deathknights to torment their foes before delivering death, to cut down mighty enemies through the might of the grave as an offering to the slain titans, and to consume the boundaries between Creation and Underworld so that one day existence itself may drown into nothingness. Every deathknight swore to be an agent of the apocalypse, and their oath resonates with a terrible might that refuses to be ignored. The chivalry of death echoes the purpose the Neverborn have in mind for Abyssals: guiding Death's Lawgivers on the dark path that molds them into world-ending champions. Play an Abyssal if you want to uphold a chivalric code dedicated to death and the end of all things.

The Abyssal Exaltation anoints deathknights as Chosen of the Neverborn, a legacy that escapes the depths of the Labyrinth, erupts into the Underworld as a whole, and threatens to drown the world itself. Abyssals bear a dark reflection of the Solar's right to rule over Creation, manifesting as dominion over the dead instead. With the Abyssal Exalted's recent appearance, no one has realized the full scope of the deathknights' connection to the Underworld's power. As Abyssals grow in power and self-awareness, the curse that chains them to places of death grants them dark blessings to impose their will and vision over the Underworld like no mortal ever could — whether that heralds doom or change. Abyssals find themselves in the unique position to be intermediaries between the dead and the living. Across their Castes, deathknights are champions, scholars, saviors, and ambassadors for the dead. The nature of Abyssals and their perspective puts them closer to the desires and struggles of those who haunt the Underworld than the tribulations of the living. Play an Abyssal if you want to rule the dead and find your foothold within the politics of the Underworld.

Bleakness is a core element of the Abyssal experience. Abyssals are doomed to exist as creatures of death, lest the bindings of their Great Curse generate grim drives that mark their separation from the world of the living. The circumstances of their Exaltation, constant exposure to the anguish of ghosts, the schemes of the Deathlords, the torment of the Neverborn, and even death itself in all its powerful manifestations color the Abyssal outlook with pervasive ineluctability. The key to maintaining bleakness as part of any game involving Abyssals is to see it as a lens for exploring character and story rather than an all-consuming nihilist goal. There's great narrative value to be found in looking at Creation from a dark standpoint, enabling roleplaying from a macabre perspective where characters — and their players — can explore and interact via gothic melodrama and ghastly alienation. As long as they're woven together with the story at hand and other characters' stories, the struggles of Abyssals create the space for countless stories about passion, torment, and dark majesty. Whether your Abyssal embraces the will of the Neverborn, rebels against it, or strives to find their own path as a deathknight, bleakness and gothic melodrama are tools you can use to enhance the whole group's experience. Play an Abyssal if you want to be the dark and tormented soul compared to your Circlemates.

Deathknights in a Mixed Circle

Playing as an Abyssal Exalted — especially in a mixed Circle — can be challenging. The narrative beats their identity encourages risk becoming disruptive, but the solution to making Abyssals work in any **Exalted** game regardless of the group's goals and composition is both simple and rewarding.

THE CHIVALRY OF DEATH

The will of the Neverborn was not communicated to the Deathlords when they swore themselves to the service of the dead ancients. Abyssals are taught the chivalry of death by their patron Deathlords, though their lessons vary starkly. The Abyssals need not fear the Neverborn's punishment should they renounce the chivalry of death. Yet an Abyssal's very Exaltation is stained with the dead ancients' Essence, and upholding death's chivalry brings them into harmony with their divine nature.

The foremost tenets of death's chivalry are:

Better long torment than a quick death. It is not enough to kill the living — they must despair, abandon their hopes and ideals, and become complicit in horrors themselves before they are slain.

The mighty must fall before the weak. Death visited upon the vulnerable and defenseless is a paltry offering to the Neverborn.

Let life be drowned in death. If the worlds of the living and the dead are as one, the Neverborn might imagine themselves free of their eternal death. When shadowlands open the boundaries between Creation and the Underworld and the living walk alongside the dead — these things offer the slain ancients a transient solace.

The key element to keep in mind when roleplaying as an Abyssal is to make them integral to the table dynamics. Sure, conflict between characters can be fun when all sides agree, but while other Exalted and Abyssals might struggle to trust each other or disapprove their respective ideals and methods, never forget the other *players* aren't your enemies. Any obligation toward the chivalry of death, the Neverborn, and the Abyssal's attunement to murder and the grave should go in the same general direction of the group's goals.

This idea doesn't need to be free of conflict, of course; the role of antihero or villain protagonist shines when the character's actions clash with their allies. The Neverborn's own state is proof that violence brings dark repercussions, but it's fundamental for your character to participate to the flow of the game in a way that tinges it with noble gothic darkness rather than being an obstacle.

Deathknights find themselves in the prime position to be the Circle's inexorable executioners, voices of the dead, and heralds of the Underworld. Story elements such as a shared ideal, a common goal, or a mutual enemy are classic solutions to enable collaboration between heroes and antiheroes, but Creation's intricacies add many more. Great dark protagonists who work alongside other heroes are memorable because their struggles and principles open new paths for the story for everyone involved to explore.

Caste Concepts

The deathknights who accepted the Bleak Exaltation are the agents of the end of the world. Each Caste is sworn to the grave, bound to the Underworld by their dark choices.

Dusk Caste

Dusk Caste Abyssals are the swords of the Neverborn. They embody death by violence in all its forms, be they bloodthirsty killers, nightmares of the battlefield, or slayers of the wicked. The Children of Ash are the unstoppable might of the grave made manifest. Violence and fear are central themes of the Dusk Caste. Its deathknights vary in motivations and attitude, but bloodshed is a reality of their existence. It's not enough for them to defeat an enemy; there's always a push within to destroy them utterly, terrorize onlookers, and affirm the might of the grave in a devastating way. Whether they fight for the Deathlords or focus their lethal attentions on villains or other enemies of Creation, their life is always steeped in blood.

ADDITIONAL ABYSSAL MILESTONE

In addition to the Exalt milestone listed by caste, at the end of each session gain an Exalt milestone if the Abyssal strengthened their separation from the world of the living and their previous life in a significant way or made significant progress with a goal even if doing so caused suffering to people or places with whom the Abyssal has a positive Intimacy.

When creating a Dusk deathknight, think about how your character uses their gifts of dark might. How do they feel about killing and murder? Is there a greater goal or motivation they use to accept being death's right hand? Do they see their deeds as grim but necessary or demonstrate a sincere love for violence? Even Dusk Castes with a severe and honorable attitude often discover a sinister passion for slaughter growing within themselves. How do they coexist with the reality that whatever rationale they used in accepting the Deathlord's deal something within them — deep or not — sings in celebration at every life they take?

EXAMPLE DUSK CASTES INCLUDE:

- A duelist with a perfect record who failed once and has sworn to never allow an enemy to live again.
- A reserved and gallant knight who butchers tyrants and scatters their entrails like petals before the common folk.
- A killer whose victims fill the ranks of their elite ghostly army.

Additional Exalt Milestones

At the end of each session Dusk Castes gain an Exalt milestone if they:

- Destroyed an important building, monument, or local feature through brute force.
- Caused a mighty opponent to surrender or flee and recognize their own weakness.
- Made an enemy army rout in panicked despair.
- Defeated a significant enemy of Creation while affirming their own dread nature.
- Refused to accept an enemy's surrender even if doing so would have been beneficial.

Midnight Caste

Midnight Castes preach the gospels of oblivion with solemn majesty. The Children of Silence are the mouths of the Neverborn, the officiants of grim rites held in the deepest darkness of the night, and the teachers of revelations sprung from stygian depths. Exaltation reaches out to those on the brink of absolute despair, confronting them with the futility of existence and the heinous deceptions of life. Those who endure the epiphany without breaking find comfort in the cold embrace of nothingness, anointed as priests of the grave. As priests of the Underworld, the deathknights partake in unholy mysteries woven in whispers, shadows, and splendid rapacity.

When creating a Midnight Caste deathknight, consider the nature of the both intimate and immense connection they hold to the torment of the Neverborn. How do they approach their role as heralds of doctrines of annihilation? What's their relationship with a faith for which life is pain and the stubborn refusal of reality to persist a most cruel joke made at the expenses of every existing creature? Does their devotion spawn from recent wounds, old grudges, or a sincere acceptance of the truth found in meaninglessness? Should they realize many Deathlords would rather rule the world than see it end, would your deathknight's loyalties get reframed? If so, would the epiphany strengthen their devotion to the Neverborn or raise the possibility for them to abandon their dark path to seek redemption — and perhaps absolution? Midnight Castes walk a gnarled road, where the choices taken at each crossroad send ripples across Underworld and Creation alike. Faith, though, never abandons them.

EXAMPLES OF MIDNIGHT CASTES INCLUDE:

- A wandering emissary for the dead who preaches to the living that they should honor and serve their ancestors' ghosts.
- A priest who slew their god for failing to save their people in a time of crisis. They now promise only the steadfast truth of the peace of death.

- The leader and defender of a community that shares their culture with the dead by living in a shadowland.

Additional Exalt Milestones

At the end of each session Midnight Castes gain an Exalt milestone if they:

- Officiated a significant funereal rite in the presence of important characters or a large group.
- Preached the chivalry of death outside of the Underworld in an undeniable and proud manner.
- Won a philosophical debate while upholding beliefs that celebrate the dead or the Neverborn.
- Converted a significant character or a large group to their ideology.
- Convinced a significant character of the futility of their struggles.

Daybreak Caste

Daybreak Caste Abyssals are dark geniuses, researchers of forbidden knowledge, and masters of the necromantic arts. The Children of Rot's intellectual brilliance shines in the tinge of blood, the ghastly complexion of corpses, and the sickening manifestations of pestilence. The Bleak Exaltation chooses champions who died in the pursuit of knowledge, scholars for which no sin is too great if committed in the name of discovery, and individuals for whom the idea of forbidden or dangerous notions is a limitation only lesser minds preoccupy themselves with. Daybreaks are the inventors, sorcerers, and surgeons of the Underworld, freed from fears and morals so that their research can reach heights others can only dream of. The drive to push studies beyond any limitation, to attain dark understanding, and unveil the secrets of existence with cold experimentation defines the Daybreak Caste.

When creating a Daybreak Caste Abyssal, ask yourself what drives them to formulate and experiment. Which aspect of their ravenous hunger for knowledge leads to the creation of masterworks of necromantic puissance, grotesque leviathans of flesh and bone, and weapons whose only purpose is violence? Strained from the pull of their own terrible genius, how does their connection to other beings change? Does it fuel their macabre innovations or die bit by bit with each limit the deathknight surpasses? When enraptured in their creative endeavors or the search for knowledge, what kind of vision leads them to achievements both great and terrible? The line between wildest dream and horrible nightmare blurs when Daybreak Castes apply their knowledge to the world around them.

EXAMPLE DAYBREAK CASTES INCLUDE:

- A doctor who dabbled in necromantic practices when one too many patients turned up dead.
- A scholar the ancient world whose obsession with history directed them into the company of intellectual ghosts.
- An artisan equally comfortable with working with clay, paper, and ink as bone, ash, and blood.

Additional Exalt Milestones

At the end of each session Daybreak Castes gain an Exalt milestone if they:

- Unearthed a dreadful secret or learned lost history from the dead.
- A necromantic spell or creation of theirs played a central role in breaking their opponents' morale.
- Obtained knowledge, information, or resources from a place of learning outside the Underworld for the purposes of aiding the dead or while obeying the chivalry of death.
- Tainted a significant location or artifact with the Essence of death.
- Achieved a breakthrough in a deathly craft or the necromantic arts.

Day Caste

The Day Castes act as a reminder the horrors of the grave persist even when the sun is high in the sky. No matter the place or the time, the Children of Woe are the shadows who refuse to surrender to the light, deliverers of swift and quiet death against which no defense can hold. Day Castes are individuals well-versed in subtlety and stealth. They walk unseen pathways to achieve their goals, animated by an uncanny inclination to annihilate their enemies before vanishing into the shadows.

When creating a Day deathknight, ask yourself why and how they learned to use darkness to their own

benefit. Were they a saboteur, a killer, or an infiltrator? How did they become a master of hiding their intentions and presence to obtain what they want? Consider which dark aspirations grant your Abyssal's purposes edge. To put masterwork plans of precise devastation into practice, how do they achieve ruthless motivation and clarity of intent? Were they able to look into what simmers in their hearts, would they find calculated vengeance, scorching wrath, or cold hatred?

Their path is riddled with blood and corpses, a demonstration they were the right person for the job.

EXAMPLE DAY CASTES INCLUDE:

- A criminal mastermind who calls upon the power of the Underworld to further their schemes.
- An informant and spy for the fractious ghost-courts of her home, a shadowland.
- A ruthless assassin who promises no escape even for the ghosts of his victims.

Additional Exalt Milestones

At the end of each session Day Castes gain an Exalt milestone if they:

- Killed a significant character without being discovered.
- Infiltrated a highly-secured place or learned a well-kept secret without leaving any witness.
- Offered an item they stole in Creation, Malfeas, Yu-Shan, or the Wyld to a significant ghost or sacrificed it to the Neverborn.
- Assassinated a significant character or group at a ghost's request.
- Stopped a significant character from achieving their goals because of their infiltration, manipulation, or observation.

Moonshadow Caste

Moonshadow Castes are the ambassadors of the apocalypse. The Children of Dust pave the way for the end of the world with their words to create strife, division, and ruin. They combine truth and lies with fear to maneuver others like broken marionettes on a stage celebrating the glory of the void. Moonshadows know well the power found within expression. They are savvy diplomats and wicked courtiers but also people who learned how the right words can shatter souls and make entire households crumble. Moonshadow Castes embody the role of the emissaries of the Deathlords in a world that has every reason to fear them. They are the mouths speaking for the inhabitants of the Underworld.

When creating a Moonshadow Caste Abyssal, think about how they met their demise. Did their schemes get exposed? Did they lose the game of deception and paid with their life for it? Did someone sacrifice them as a resource in a maneuver the deathknight wasn't privy to? What led them to accept the deal the Deathlords offered them to rise again and become envoys of the Underworld? Was it painful, infuriating? Humiliating, perhaps? How does your deathknight relate to this role? Do they embrace it as herald for the dead, or would they rather keep the shades' passions away? How far is your deathknight willing to manipulate others to achieve what they want? When innocents and bystanders are trapped in the inevitable devastation either as pawns or collateral damage, how does that make your character feel?

In pursuit of the Deathlords' will or ghostly retribution, Moonshadow Castes whisper and scheme behind thrones and wield secrets to their most malevolent extent.

EXAMPLES OF MOONSHADOW CASTES INCLUDE:

- A tormented artist who seeks to share death's majesty with the living through exclusive nighttime exhibits.
- A spymaster who pits the living and dead against one another to achieve secret goals.
- A merchant whose network runs across dozens of shadowlands across the face of Creation.

Additional Exalt Milestones

At the end of each session Moonshadow Castes gain an Exalt milestone if they:

- Acted as intermediary between the living and the dead.
- Led a significant character or group into a potentially lethal circumstance.
- Prevented other significant characters or large groups from coming to an agreement.

EXAMPLE CHARACTER: THE PRINCESS OF OBSIDIAN MIRROR EYES

A priest of an ancestor cult before her Second Breath, The Princess of Obsidian Mirror Eyes both consoles the living and communes with the dead. They are a master of emotional manipulation — literally and figuratively. To play a character like The Princess, focus on Performance and Presence. Take the Presence Excellency, Begrudging Hearts Revelation, Sanguine Revel Celebrant, Worst Fears Realized, and Ghost Emperor Edict (**Exalted: Essence**, p. 220).

- Convinced a significant ghost or large group of the dead to join their cause.
- Persuaded a significant opponent to surrender.

The Deathlords

The Deathlords are necromancer-tyrants who surrendered their freedom and identity to the Neverborn in exchange for power. Entities of terrible passions and nightmarish aspirations, Deathlords are the Abyssals' dark lieges.

The fractured ranks of the Deathlords include:

- **The Bishop of the Chalcedony Thurible:** The Bishop is preacher, pontiff, and scholar of a nihilist doctrine called the Shining Way that finds salvation in the all-consuming embrace of the void. His deathknights are evangelists, inquisitors, warrior monks, and philosophers.
- **The Black Heron:** The cover as the ghost-queen known as Princess Magnificent with Lips of Coral and Robes of Black Feathers hides the Black Heron's identity as the greatest spy and assassin among the Deathlords. The Heron uses her deathknights to regain her the power she lost after a defeat at the hand of the gods of Great Forks.
- **The Dowager of the Irreverent Vulgate in Unrent Veils:** The Dowager is a fractured being, reshaped by the powers of the Neverborn into a horrific sorceress, ravenous huntress, and warped monster devoted to the cause of oblivion. The Well of Udr allows her to conjure horrors and plagues against the world.
- **The Eye and Seven Despairs:** The Eye turns the dreams spawned by their dark genius into reality. The chance to create apocalyptic weapons, craft necromantic masterworks, and devise devilish takes utmost priority. Deathknights assist the Eye in their research, gathering knowledge and materials.
- **The First and Forsaken Lion:** Forever imprisoned in an accursed suit of armor as punishment for ambition, the Lion leads the single most powerful military force amongst the dead. The Lion is a grim general and tactician, a force to be reckoned with on the battlefield.
- **The Lover Clad in the Raiment of Tears:** The witch-queen shatters the heart of heroes to demonstrate the deception of hope and attachment to life. She tests the strength of her targets' will, revealing how love, loyalty, and ideals are nothing but flickers of light that cannot survive against the dominion of death.
- **The Mask of Winters:** The Mask of Winters deployed deathknights, ghostly armies, and the undead behemoth Juggernaut to conquer the city of Thorns. A figure with a taste for drama, manipulation, and politics, the Mask engineers conflicts within Creation like a chessboard and dares enemies to make crucial moves.
- **The Silver Prince:** The Deathlord rules over the Skullstone Archipelago — where devout mortals are culled to serve as undead servants for a ghostly aristocracy. Also known as The Bodhisattva Anointed in Dark Waters, the Prince strives to achieve cultural domination instead of ruinous apocalypse. Creation will be reshaped according to his grand design.
- **The Walker in Darkness:** The Walker in Darkness roams the East with his army of undead mercenaries and a creeping shadowland. Devout to the Neverborn and gifted with a deep understanding of desires and ambitions, the Walker tempts princes and merchants alike with military power and dark miracles — for a price.

Abyssal Charms

As heralds of the apocalypse, Abyssals have access to a plethora of powers both great and terrible.

New Exalt Modes

The following modes are additions for the Charms contained in **Exalted: Essence**.

ARMORED SCOUT'S INVIGORATION (P. 203)

Iron Tomb Imprisonment: The Abyssal's armor cannot be removed by any means except by the deathknight's own efforts during downtime. Its Soak increases by one.

BATTALION-BREAKING SHOUT (P. 206)

Clarion of the Grave: If the target battle group routs as a result of this Charm, the Abyssal may spend an additional mote to seize command over the battle group for one round. If the battle group is made of ghosts or undead, it remains under her control for the rest of the scene. Significant commanders may make a War roll to regain their troops at a difficulty equal to the Abyssal's Essence + 3.

FLAWLESSLY IMPENETRABLE DISGUISE (P. 214)

Revenant Vengeful Appearance: If she impersonates a specific dead person, the Abyssal gains a two-success bonus on the roll to resist having her disguise discovered. She may decide to have her caste mark and anima banner take the shape of spectral haunting manifestations instead.

LIGHTNING SPEED (P. 187)

Bloody Footprints: An Abyssal may always benefit from the bonus if they use their movement to frighten, intimidate, or provoke an enemy. After a movement action enhanced by this Charm, the Abyssal may choose to leave behind hazardous terrain covering one range band, resisted at basic difficulty and dealing damage equal to her Essence.

MASTERFUL PERFORMANCE EXERCISE (P. 202)

Haunting Elegy Enactment: Audience members need to accept a **hard bargain** to leave the performance before it ends. If the Abyssal succeeded on her Performance roll, witnesses suffer a two-dice penalty on all rolls for activities focused on something other than the deathknight or her allies.

PHANTOM ARROW (P. 208)

Spectral Terror Injection: The arrow compels opponents to flee and gains the *piercing* tag while its target is in darkness or places of death.

POWER GATHERING TEMPER (P. 205)

Agony-Savoring Spirit: The Abyssal also recovers a number of motes equal to the successes obtained on a decisive attack, after bonuses and penalties are applied, up to a maximum equal to her Essence + Physique. This effect can be used once per scene. At Essence 3, the Abyssal may spend 1 Power on Step 6 to use it again. If this would exceed her total pool size, every 2 motes grants the Abyssal 1 anima.

RIDER-AND-MOUNT UNITY (P. 201)

Ridden to the Bone: The mount ignores wound penalties and doesn't need to breathe nor eat as long as the Abyssal is mounted.

SPIRIT-CUTTING GLANCE (P. 190)

Death's Master: Ghosts and incorporeal undead may not approach the Abyssal. Enemies that wish to get within close range of the Exalt must make Integrity rolls at a difficulty equal to the Abyssal's Awareness or Sagacity. If they fail, they are frozen in place and may not make non-magical movement actions until the start of their next turn or until the Abyssal has responded to their presence, out of combat.

SPIRIT-REPELLING DIAGRAM (P. 211)

Chains of the Labyrinth: Entrapped ghosts suffer −1 Resolve against the Abyssal's influence actions. Once per turn, she may choose to inflict her Essence in environmental damage to all trapped ghosts.

THE PERFECT PRICE (P. 198)

Serpent Knows Its Own: The Abyssal may commit 1 mote for the scene to make a *read intentions* influence action. On a success, she figures the size of the target's Resources Merit and if they intend to cheat or exploit her in the deal. If so, her Resolve during negotiations increases by her Essence.

WELLNESS-RESTORING MEDITATION (P. 213)

Writhing-Maggot Flesh Dance: The Abyssal can reattach severed limbs or remedy similar crippling wounds. On living patients, this Charm only works on recent injuries and the Abyssal may commit one additional mote to use limbs and organs other than the target's. Undead patients have no limitation and the Abyssal doesn't need to commit another mote.

Athletics

FALLING SCYTHE ATTACK

Prerequisite: Athletics 4

The Abyssal draws upon momentum to cut through the living as the scythe goes through wheat.

Spend 1 mote after a reflexive movement or a rush. The Abyssal may attack a target within short range, ignoring any flurry penalty. The attack gains the *piercing* and *smashing* tags. If the deathknight attacks while using a weapon that already has either tag, she can choose to either reduce Soak by an additional 1 or increase Overwhelming by 1 to a maximum of 5.

FROZEN FEARS BLOSSOM

Prerequisites: Athletics 4, Essence 2

Despair and terror sown by the Abyssal yield a harvest of glacial ruin.

Spend 1 mote on Step 2. When attacked by a character with an Intimacy of fear, despair, or helplessness, the Abyssal adds 2 to her Defense. If the attacker missed, any counterattacks made against the attacker this round gain bonus dice to the attack and damage equal to the Abyssal's Essence.

Characters who suffer damage because of this Charm gain a one-die penalty to physical rolls for the remainder of the scene, which stacks up to the Abyssal's Essence + 1.

Entropic Hoarfrost Radiance (Upgrade, Athletics 5, Essence 2): The penalty applies to Integrity rolls as well. The area within short range of the Abyssal becomes difficult terrain.

IN AWFUL GLORY CROWNED

Prerequisites: Athletics 5 or Presence 5, Essence 4

The Abyssal breaks a target to her will with the impossibility of defeating her.

Spend 2 motes on Step 8 of an attack that missed the Abyssal. Make a decisive counterattack with a special *overawe* gambit that costs 4 power and does not count toward the Abyssal's action limit this round. This gambit can always be rolled with Athletics or Presence, and target the lower of Defense or Resolve. If it is successful, the target gains a Major Tie toward the Abyssal of her choosing. This Tie cannot be weakened until the end of the story. The Abyssal may always use a personal, Exalt, or major milestone to take the target as an Ally or other Merit appropriate to their strength and nature.

If the target refuses the Intimacy, they immediately suffer dice of damage equal to their remaining Health levels, ignoring Soak. The Abyssal gains one anima if the target was at full health, an additional anima if the target had half or fewer of their Health levels remaining and another if the damage incapacitates the target.

This Charm may be used once per story. The Abyssal ignores this limit when targeting characters who have any Major Tie toward her.

NIGHT'S CHILDREN LEAP

Prerequisites: Athletics 5, Essence 2

The deathknight transforms in a ravenous swarm and unleashes its hunger on the battlefield.

Spend 1 mote. The Abyssal moves up to one range band in any direction and transforms into a shape such as bats, raitons, or blood mist. The area she lands in becomes an environmental hazard up to short range, dealing 2 damage, resisted with Athletics at basic difficulty. The hazard ends after a number of rounds equal to the Abyssal's Essence. The deathknight is immune to its effects.

Nocturnal Fangs Hunger (Upgrade, Essence 4): Once per round, when the environmental hazard causes damage, the Abyssal regains 1 mote.

Special: This Charm may be activated on Step 2. The Abyssal doesn't move, instead adding her Essence to her Defense against the attack. The environmental hazard triggers in her current position.

SEPULCHRAL BOUND

Prerequisite: Athletics 4 or Awareness 4

The Abyssal treats corpses as gateways for her unrelenting advance.

Commit 1 mote for the scene. The Abyssal gains an instinctive perception of any dead body within medium range and can use her reflexive movement to teleport inside them, consuming the corpse in the process. Buried bodies immediately dig out of the soil in a burst of speed before the Abyssal reemerges.

Vengeful Carcass Detonation (Repurchase, Essence 2): Spend 1 mote. The corpse explodes in a



shower of gore and ghastly energies. The explosion must be reflexively resisted as an environmental hazard, difficulty 3, dealing Essence + 2 damage against anyone in close range.

SHADOW SPECTER STRIDE

Prerequisite: Athletics 3 or Stealth 3

The Abyssal achieves eerie intangibility, freeing herself from the shackles of matter and gravity.

Commit 1 mote for the scene. The Abyssal can walk through solid surfaces they could move through in a single action by turning into shadow matter or ghostly ephemera. The partial intangible state grants no defense against attacks, but an Abyssal who phases through floors ignores falling damage up to medium range, gliding with sinister grace instead. The Abyssal gains a two-dice bonus to intimidation influence actions against whoever witnessed them move with the help of this Charm. Obstructions larger than one range band block the Abyssal's movement.

Advent of Final Darkness (Repurchase, Athletics 5 or Stealth 5): The Abyssal can also teleport from a shadow into another they can see within one range band instead of moving, ignoring any obstacle or difficult terrain.

Insidious Shade Infiltration (Upgrade, Athletics 5 or Stealth 5, Essence 2): Commit 1 additional mote to phase through obstacles of any size. While fully inside a solid obstruction, the Abyssal has heavy cover.

Special: The Charm has no cost in places of death.

WORLD-CLEAVING GUILLOTINE LEAP

Prerequisites: Athletics 5, Essence 4

The Abyssal hangs in the sky like an executioner's blade before carving her death strike into the doomed world.

Spend 4 motes. The Abyssal leaps into the air up to extreme range and rolls Athletics to Build Power. Any character attempting to approach must reflexively make an Athletics or Integrity roll, opposed by the Abyssal's Athletics. She selects an area up to three range bands in size, casting a deathly shadow. For each character in the area, she chooses whether they are compelled to flee or freeze in place on their next turn, treating it as an automatically successful influence action that grants her 1 Power when resisted instead of the usual bonus. On her next turn, she may either spend 3 Power to add a range band to her target area and repeat the influence, or she may make a decisive area attack with any weapon, ignoring range, against all characters in the target area with double 8s and the *piercing* tag. She creates a ravine one range band in depth that swallows all characters in the area. After the attack is finished, the Abyssal falls harmlessly back to the ground,

anywhere inside or on the edge of the ravine. This Charm may be used once per fight unless the Abyssal forces a significant enemy to flee the scene or defeats them and leaves their ruin in the ravine.

Awareness

ALL-SEEING OVERLORD'S LAIR

Prerequisites: Awareness 5, Essence 3

The Abyssal and their dread domain are one.

Commit 3 motes within a structure or location the Abyssal has significant control over, like an attuned manse, her Underworld residence, or a fortress she presides over. She can extend her senses everywhere in the location, ignoring all obstacles. Awareness rolls to focus on details gain bonus dice equal to her Essence. Ventures where coordination between forces and resources matter (such as Crafting, Embassy, and Warfare ventures set in the location) gain bonus successes equal to her Essence. The Charm ends if the Abyssal leaves her stronghold or the affected shadowland.

Dread Abode Mastery (Upgrade, Essence 4): The deathknight can use the Charm in any shadowland, even those she has no control over. Her senses extend for one mile in all directions.

DISCERNING BARGHEST VIGIL

Prerequisite: Awareness 2

The Abyssal senses the promise of death lurking within her prey.

Commit 1 mote for the scene. The Abyssal's sense of smell perceives how many people are present within the same room or similar space as her, or within medium range in combat. This doesn't pinpoint the exact location of hidden characters but reveals they're somewhere in range. The deathknight instinctively understands what general category (human, animal, spirit, etc.) each character belongs to. If she detects the scent of someone she's encountered within the last day or had extensive past experience with, she identifies them automatically.

Ephemeral Quarry's Doom (Upgrade, Awareness 4, Essence 2): The Abyssal can detect dematerialized characters as well.

MIDNIGHT OWL UNBLINKING

Prerequisite: Awareness 2

Even darkness itself is afraid to obstacle the deathknight's vision.

The Abyssal ignores penalties from poor lighting and darkness on all Awareness rolls. While her anima banner is at the Glowing level or higher, her eyes become pure black and she gains a two-dice bonus on all intimidation attempts. When the deathknight enters combat while in poor lighting, she adds a bonus equal to the environmental penalties from darkness that the other characters would suffer to any attack roll she makes during the first round.

Void Stares Back (Repurchase, Awareness 4): Spend 1 mote in response to another character's Stealth roll. The Abyssal inflicts a success penalty equal to her Essence.

OSSUARY MASTER'S EYES

Prerequisites: Awareness 5, Essence 3, Ghostly Sentinel Technique

The deathknight's undead minions are an extension of her will.

When using the prerequisite Charm, the Abyssal may instead meditate for a dramatic scene to expand her senses across each undead creature she has authority over in an area out to extreme range. She can make reflexive Awareness rolls through them as if she were present, gaining a two-dice bonus on the roll.

The Abyssal can take over the body of any undead she observes through. The control doesn't extend beyond rudimentary gestures and slow movement, but the deathknight can use the undead as a medium for her words, gaining bonus dice equal to her Essence on any roll to intimidate or give commands.

Abyssals and Liminals don't qualify as undead for this Charm.

PIERCING GAZE OF THE UNMAKER

Prerequisites: Awareness 5, Essence 4

The Abyssal pulls her senses to her target with the gravity of hatred, bearing down on them as an inescapable terror.

Commit 3 motes. Roll Awareness against the Resolve of any character the Abyssal can name or definitively describe. The Abyssal gains bonus successes equal to the value of her negative Intimacy toward the target. The Abyssal perceives the target no matter where they are for up to one scene. The target feels the Abyssal watching them, and immediately forms an Intimacy of fear toward her or strengthens one that already exists unless they have one at Major intensity or take a hard bargain. The Abyssal may continue to make fear-based influence actions against the target using Awareness until she stops watching them, still lowering their Resolve with her own

negative Intimacy. She may enhance this Influence with Charms from any relevant Ability.

If this Charm fails against a target, the Abyssal may not reuse it against that target for the rest of the session.

SOUL-DRINKING GAZE

Prerequisites: Awareness 5 or Integrity 5, Essence 4

The Abyssal's eyes become unblinking voids into which hope and desire are forever lost.

Commit 3 motes for the scene. The Abyssal can *read intentions* without interacting with any target she can perceive. She may always use the extra successes to purchase influence actions that leverage fear, despair, or pain. No influence purchased with her extra successes can be ignored, only be resisted with a hard bargain. When she uses *read intentions* to read the target's goal for the scene, she may dissuade the target from pursuing that goal without spending any extra successes. If she reads an Intimacy, she may weaken that Intimacy without spending any extra successes.

In combat, she can spend extra successes on *read intentions* actions to deal dice of damage, ignoring Soak. If the target resisted any of her influence, these become levels of damage instead. In combat, she must have higher Power than her target to do this when this Charm is declared. Once per scene outside combat, this ignores the limitations of Cruel Banquet (**Exalted: Essence**, p. 64) and the Abyssal gains 2 additional anima.

TERROR-ENGINEERING INSIGHT

Prerequisite: Awareness 2 or Integrity 2

The Abyssal savors the fears of her victim, reading them like a grim book.

Invoke this Charm while examining a target, a piece of art they created, or a written recollection of their thoughts. During this scene, the Exalt may spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *What does the character fear the most?*
- *What has caused them significant trauma?*
- *Who does the character fear losing?*
- *What phobias do they have?*
- *What haunts the character's nightmares?*

For 1 additional mote per question, each answer may reveal a single relevant Intimacy.

Close Combat

DARK MESSIAH'S WRATH

Prerequisite: Close Combat 4

The deathknight's all-consuming wrath breaks free, ready to annihilate her victims and turn the world to dust.

Commit 2 motes on Step 1 for the scene. The Abyssal abandons all restraint, entering a berserk fury with the following effects:

- She adds successes equal to her wound penalty to the attack roll of withering attacks and the damage of decisive attacks.
- She adds two to her Resolve if she has any Intimacy that would motivate her to keep fighting.
- She lowers her Defense by 1.
- She can't withdraw, use social influence for purposes unrelated to combat, or cease fighting until all enemies are incapacitated or have fled. She's still capable of tactical thinking and intelligent decision.

Ending this Charm before all opponents are either dead or have left the area inflicts a three-dice penalty on all the Abyssal's rolls for the remainder of the scene.

Scream-Rousing Sermon (Upgrade, Essence 2): The Abyssal may make social influence actions unrelated to combat as long as they inspire despair, sorrow, or other negative emotions. She adds successes equal to her Essence to these actions.

ECSTATIC SUFFERING CELEBRATION

Prerequisite: Close Combat 4

The Abyssal rejoices in the pain of those around her, turning torment into strength.

Commit 1 mote for the scene on Step 3. The Abyssal treats the wound penalties enemy characters within short range suffer as bonus dice on all their physical actions, applying them to attack rolls. The bonus from multiple characters is cumulative. Characters the Abyssal has any negative Intimacy toward provide bonus successes instead of bonus dice.

ELEGANT FLOWING DEFLECTION

Prerequisite: Close Combat 4

Attuned to death, the Abyssal senses incoming danger.

Spend 1 mote on Step 4. The Abyssal ignores penalties to Defense up to her Essence. If the enemy's attack damages her, she immediately develops a Minor Intimacy of hatred toward them. If the deathknight makes a counterattack against the target, she gains a two-dice bonus on the attack roll, which does not count toward the dice limit.

Seamless Killer Riposte (Upgrade, Close Combat 5): The Abyssal can reflexively move by one range band after the attack. The attacker's Defense is reduced by one until the end of their next turn.

FIVE KNIFE FIST

Prerequisites: Close Combat 5, Essence 2

The Abyssal's hands become jagged claws of dark Essence, craving to tear apart any obstacle to sate their hunger for blood and terror.

Commit 1 mote for the scene. The Abyssal's unarmed melee withering attacks gain Accuracy equal to half her Essence (rounded up) and increase Overwhelming by 1, to a maximum of 5. On decisive attacks, she gains bonus successes equal to half her Essence (rounded up) to damage. She may choose to grant her unarmed attacks the *chopping, piercing,* or *smashing* tag as appropriate. The Abyssal may shift which tag it grants when she declares an attack.

Ossuary Arsenal Unleashed (Upgrade, Essence 3): The Abyssal's unarmed attacks gain the *artifact* tag. If the Abyssal possesses other Charms that improve a character's unarmed attacks such as Fists of Iron (**Exalted: Essence**, p. 191), they cost 0 motes and don't count as a Charm activation for the current step of combat.

ILLUSTRATIVE OVERKILL TECHNIQUE

Prerequisite: Close Combat 5, Essence 2

The deathknight treats the battlefield like a stage, with monstrous yet rapturous violence as its protagonist.

Spend 1 mote on Step 7. When the Abyssal's decisive attack slays a nontrivial character, she may make a special reflexive influence action based on intimidation that uses Close Combat. The Abyssal gains bonus successes on this roll equal to the amount of damage they inflicted beyond the character's Health levels, plus her Essence if she killed an especially powerful character or her attack destroyed a notable landmark.

Explosive Gore Eulogy (Upgrade, Essence 3): The Abyssal may spend 1 additional mote to use the slain character's corpse as weapon. A target within close range suffers environmental damage dice equal to the Abyssal's Essence plus the levels of excess damage they inflicted, to a maximum of 10.

Special: The Abyssal may spend 1 mote during Step 1 to reflexively kill a trivial character within her weapon's range. She makes the influence action but gains none of the benefits listed above. Once per turn.

SANGUINE FOUNTAIN TABLEAUX

Prerequisite: Close Combat 4 or War 4

The deathknight's sanguinary masterworks of violence reach eternal stillness, enduring and terrible.

Spend 1 mote during Step 7 of a decisive attack. If the attack kills any character, their still-standing bodies erupt in a cascade of blood that freezes into place. The area within short range provides light cover to the Abyssal and her Circlemates.

Battle groups within medium range immediately make a rout check with its difficulty increased by 1.

Carmine Blades Eruption (Upgrade, Essence 2): The cover becomes heavy and the area counts as difficult terrain for everyone but the Abyssal and her Circlemates. The blades slash affected characters passing through the area, and must be reflexively resisted as an environmental hazard, difficulty 3, dealing her Essence in damage.

SOUL-DRINKING MALISON

Prerequisites: Close Combat 4 or Sagacity 4, Essence 2

The Abyssal traps her victim's soul, precluding it from Lethe or oblivion to chain them into service.

Spend 1 anima on Step 7, which does not count as her Charm activation for this Step. When the Abyssal kills a nontrivial character or permanently destroys a spirit, she binds the soul to an item she carries, like a weapon, a book, or a piece of jewelry. The Abyssal regains motes equal to the character's Essence.

The trapped soul is incoherent most of the time, but the Abyssal may make a Close Combat or Sagacity roll to decipher relevant information the trapped spirit might know, with agreement from the Storyteller. Once per session, the soul helps the deathknight train, granting them the benefits of instant training (**Exalted: Essence**, p. 128), or guide them in a venture, adding its Essence as bonus dice to the Abyssal's roll. If the Abyssal uses either benefit, she gains one of the soul's Minor Intimacies as her own.

The Abyssal may trap a number of souls equal to her Essence and may release them at will. The destruction of the item — or relevant magic, with Storyteller agreement — also frees them.

Screaming Steel Wraith (Repurchase, Close Combat or Sagacity 5): Spend 1 mote on Step 3. This Charm requires the deathknight to free one of their bound souls. The Abyssal's decisive attack ignores Soak equal to her Essence. The soul flees, albeit the torment it endured facilitates its transformation into a specter.

UNBREAKABLE NOOSE OF MERCY

Prerequisites: Close Combat 5, Essence 4

The Abyssal leaves her blade in a heart that it claimed, making it hers until she releases it from service.

Spend 2 motes when the Abyssal reduces a character to Incapacitated with a Close Combat attack. The target does not suffer the damage, a phantom of the weapon embeds in their body without any further harm. As long as it remains, the Abyssal can roll threatening influence against the target using Close Combat, and reduces their Resolve as if exploiting a Major Virtue. At any time, from anywhere, the Abyssal may release the weapon harmlessly or cause the target to die instantly from the suspended attack. Significant characters may avoid death by suffering a dramatic injury. If death is not on the line, the character also suffers an appropriate dramatic injury and flees the scene.

The weapon cannot be removed without magic, and the Abyssal opposes any attempts to remove it with Close Combat. Successfully removing the weapon causes it to strike both healer and victim in vengeance, inflicting a hazard of difficulty 5 with a damage equal to the levels of damage the attack had originally dealt.

WORLD-ENDING VOID APOSTLE

Prerequisites: Close Combat 5 or Integrity 5, Essence 3

When the Abyssal's life shatters and crumbles, the echo of the promise she made to oblivion erupts within her soul with insurmountable strength.

Spend 2 motes and 2 anima when the Abyssal is under extreme duress, is forced to act against one of her Virtues or Major Intimacies, or the object of a positive Major Intimacy of hers is killed or betrays her. She gains the following benefits for the remainder of the scene:

- She reduces the cost of Charms used to defend against social influence or increase her Resolve by 1 mote, to a minimum of 0.
- She ignores wound penalties.
- Her melee attacks gain bonus dice equal to her Essence, alongside the *piercing*, *worn*, and *smashing* tags.
- Her size doesn't change, but she's considered to have the *legendary size* quality.

Craft

ACCURSED CHARIOT MALEVOLENCE

Prerequisite: Craft 4 or Navigate 4

The deathknight forges vehicles imbued with echoes of triumphant darkness.

Spend 1 mote when completing a mundane crafting venture to create any sort of vehicle. The Abyssal can operate it without any need for additional crew, and the vehicle doesn't require any laborers, fuel, or animals to move. The Abyssal reduces the difficulty of any roll to pilot the vehicle by an amount equal to her Essence. Spend 1 mote to summon the vehicle and have it reach the deathknight's position as soon as possible, no later than the end of the scene.

Phantom Coachman Servitude (Upgrade, Essence 2): If the deathknight is within a shadowland, the Underworld, or an Abyssal manse, she can issue any order to the vehicle as long as it stands within extreme range. The vehicle moves without any need for a driver in this case.

CHARNEL WORKSHOP MASTERY

Prerequisite: Craft 3

Whereas other artisans need refined materials, the Abyssal finds an answer to all her necessities in flesh and bone.

Spend 2 motes when undertaking a mundane craft venture. The Abyssal reduces penalties for the lack of materials by three as long as she has available dead bodies to use as a replacement. If she uses the remains of a significant character to enhance a crafting venture, the deathknight gains bonus dice on obstacle rolls equal to her or their Essence, whichever is higher.

This Charm reduces base obstacles by 1 when crafting soulsteel artifacts. Reduce obstacles by 2 if the Abyssal uses the body of a significant character she had an Intimacy toward.

Hated Nemesis Reforged (Upgrade, Craft 5, Essence 3): When the Abyssal uses the remains of a significant character she contributed to killing in a crafting venture, gain bonus successes on obstacle rolls if she had an Intimacy toward them. Major Intimacies grant three successes, while Minor Intimacies grant two.

CLARITY OF AFFLICTION

Prerequisite: Craft 3 or Physique 3 or Sagacity 3

The deathknight sees maladies as blessings, letting feverish stroke of genius illuminate her mind, inspire her words, and guide her hand.

Commit 1 mote. The Abyssal ignores any penalty from non-supernatural diseases that apply to physical actions. The penalty a disease would inflict on the Abyssal's rolls becomes an equivalent dice bonus on all rolls to create, research, preach, persuade, or similar endeavors.

Contagious Inspiration's Recipient (Repurchase, Essence 2): Spend 1 mote during crafting, embassy, and information-gathering ventures. The Abyssal increases the severity of a disease she's currently subjected to by one level and makes it supernatural, but reduces the difficulty of obstacles by an amount equal to her Essence.

Scour The Creator's Tool (Upgrade, Craft 5 or Physique 5 or Sagacity 5): When activating this Charm, the Abyssal may decide to inflict themselves with a supernatural disease of Major Intensity. The disease doesn't end when the Charm deactivates, but the deathknight can treat it as usual.

FIVE-FOLD MALICE CURSE

Prerequisites: Craft 4 or Sagacity 4, Essence 2

The deathknight imbues her handiwork with cruel curses, spelling the doom of whoever receives her gifts.

Spend 2 motes when completing a crafting venture for a single item. The Abyssal curses the item, choosing one of the following parameters for the curse to trigger:

- Upon giving the cursed object to someone, she assigns them a duty related to that object or the terms of that deal. If the target fails to perform the duty, willfully or otherwise, the curse falls upon them.
- Alternatively, she can warn the object's recipient against doing something, so long as it involves the object or their bargain in some way. The curse triggers if the target breaks the terms.
- The Abyssal may choose one of her own Major Intimacies. The curse is triggered if the object's bearer acts in a way that opposes that Intimacy.
- The Abyssal may have the curse trigger when the object's bearer does anything intended to cause her ill.

When the curse triggers, the Abyssal rolls a special Craft or Sagacity influence action against the target's Resolve. On a success, the curse manifests as the Abyssal's Great Curse (**Exalted: Essence**, p. 87), with the deathknight choosing the exact Grave Extremity the target suffers. The curse can't trigger more than once per scene. Trivial characters are automatically affected.

Soul-Tarnishing Treasures (Upgrade, Craft or Sagacity 5, Essence 3): If the Abyssal succeeds on the influence roll, the target gains a negative Major Intimacy of the deathknight's choice. The Intimacy lasts for the remainder of the story.

MAGNIFICENT CENOTAPH ALLURE

Prerequisite: Craft 3

The Abyssal's art haunts minds with thoughts of nightmarish beauty and glamorous horror.

Spend 1 mote when crafting a mundane object or completing a mundane artistic crafting venture. The Abyssal imbues the piece with an emotion, rolling an *instill* action, which may use Craft. Characters who see the object for the first time are subjected to the influence. Ghosts reduce their Resolve by one against the Abyssal's art.

Nihilism Inspiring Artistry (Upgrade, Craft 4): Characters who witness the art for the first time are also subjected to a *weaken* action against the successes the Abyssal rolled. This effect can only weaken positive Intimacies.

MALICIOUS MECHANISM MASTERY

Prerequisites: Craft 4, Essence 2

The Abyssal's wicked cleverness hides threats in innocuous objects.

Once per scene, spend 2 motes. The Abyssal reveals that one item she has crafted is actually an explosive, a recording device, or diseased. If the item explodes, it is a difficulty 5 environmental hazard that affects everyone within close range of the target aside from the Abyssal. If it is a recording device, the character gains any pertinent story information from a scene in which they were not present or may make a *read intentions* roll against any target in a scene in which the item was present but the Abyssal was not. If it was diseased, one of the characters holding the object must resist any major severity disease (**Exalted: Essence**, p. 146) of the Abyssal's choosing.

WORLD-SCARRING CONSTRUCTION

Prerequisites: Craft 5, Essence 4

The Abyssal brutally carves her creation into the living Essence of the world.

Commit 3 motes on a crafting venture to create a structure or other stationary work. The Abyssal makes

her work uniquely indestructible. Any character who attempts to damage it must face a difficulty 5, damage 5 hazard, and a character who participates in a venture to deconstruct it suffers from a deadly mundane disease (**Exalted: Essence**, p. 146), replacing its interval with the venture's interval. No matter what is done to the structure, the ghostly image of it remains, returning to plasmic solidity at night. Attempting to build over the phantom structure inflicts the same punishment as damaging the original structure. Even if the phantom structure is covered by material, it warps whatever covers it with images, details, and impossible geometry to fulfill its original purpose. Structures built with this Charm in the Underworld instead eternally rebuild themselves, shattering anything that would stop them.

The Abyssal may use this Charm on a repair project for a destroyed structure, reducing its base time scale to rounds and conjuring the phantom structure instead of restoring the original.

Embassy

BLOOD QUILL CALLIGRAPHY

Prerequisite: Embassy 1 or Sagacity 1

The Abyssal pours her own blood in her writings, imbuing the words with the chill of the grave.

The Abyssal can write without tools, using her own fingers and blood instead. Spend 1 mote when writing. For written influence action made to threaten or relying on fear, the Abyssal gains bonus successes equal to her Essence. If the target has any negative Intimacies tied to the undead or death itself, their base Resolve is reduced by 1.

Foul Paper Plague (Repurchase, Embassy or Sagacity 4, Pestilence-Bearing Touch): Spend an additional mote. The Abyssal may use the written work as vector for Pestilence-Bearing Touch (**Exalted: Essence**, p. 223), with the effect triggering once the page is touched by its intended recipient.

Crimson Deeds Caress (Upgrade, Embassy or Sagacity 3): The writing is unaffected by time, exposure, or similar kinds of degradation. The Abyssal can write on any surface, and the words bleed through any attempt to cover them up. Only direct action against difficulty equal to the Abyssal's Essence + 2 can remove it.

BOTTOMLESS HOARD UNEARTHED

Prerequisite: Embassy 2 or Presence 2

The deathknight is a prince of the dead, the coffers of the Underworld a luxurious weapon of her arsenal.

Spend 1 mote. The Abyssal flaunts her wealth, adding bonus dice to an influence action according to the value of her Resources Merit. If she has access to wealth through Merits such as Backing, she adds that rating instead. Abyssals without an appropriate Merit add one die. These dice don't toward the dice limit.

If the Abyssals invests an appropriate wealth-based Merit in a social venture, she gains bonus successes equal to the normal amount granted by the Merit rather than half.

CAPITAL JUSTICE MANIFESTATION DECREE

Prerequisites: Embassy 5, Essence 4

The Abyssal tries her target, wrapping their neck with a ghostly noose tightened by guilt.

Spend 4 motes. Roll Embassy against a target's Resolve to accuse them of a high crime against local laws, the laws of a group they belong to, or the laws of the Underworld. The Abyssal may use evidence in place of Intimacies to lower the target's Resolve, treated as Minor or Major depending on its strength (for example, disproving an alibi would be Minor, and testimony from the ghost of their victim would be Major). If the target confesses, they suffer a dramatic injury and gain an appropriate Major Intimacy of the Abyssal's choice, both of which can only be removed by fulfilling a condition the Abyssal dictates. If the target contends their innocence, they may roll an appropriate dice pool to oppose the Abyssal's successes, receiving success penalty based on the Abyssal's presented evidence, and/or potentially adding bonus successes based on evidence they introduce. If they fail, they are immediately killed, filling all their remaining Health levels with aggravated damage. If death is not on the line, the target suffers a dramatic injury that requires a major milestone to heal.

Traitor Empress Corpse Parade (Upgrade, Essence 5): The Abyssal tries the leader or other powerful representative of an organization or nation. If the target confesses, they suffer the effects of confessing to this Charm, and all characters with an Intimacy or Virtue supporting the group gain the Intimacy dictated by the Abyssal at the same intensity. If the target resists, both characters enter an opposed venture with an interval of rounds and a minimum of 3 obstacles. If the target loses, they are executed as above, and all members of the group suffer a deadly disease (**Exalted: Essence**, p. 146), with its difficulty increased by the intensity of their Intimacy toward the group.

DEFUNCT AFFILIATE TUTELAGE

Prerequisite: Embassy 2

With the knowledge of the dead within her grasp, the Abyssal navigates foreign cultures and exclusive circles with ease.

Commit 1 mote for the duration of an embassy venture. Ghosts familiar with the social structure the Abyssal's dealing with offer her their expertise. The Abyssal ignores all obstacles related to the knowledge of traditions, conventions, or history of places and organizations.

Companion's Sorrow Affinity (Upgrade, Essence 2): The Abyssal reduces the Resolve of characters within the influenced social structure by her Essence for *read intentions* and *set up* actions.

ELOQUENT EXAMPLE INSPIRATION

Prerequisites: Embassy 4, Essence 2

Showing what kind of reward fools and traitors can expect, the Abyssal gains a gateway toward truth.

Commit 1 mote for the story. The Abyssal publicly punishes a member of an organization for an offense or failing, either real or fabricated. As long as she controls the organization or has sanctioned authority to deliver punishment, the Abyssal automatically succeeds to overcome an obstacle.

Members of the organization fear the Abyssal, gaining a Minor Intimacy of fear toward her. For characters with Resolve lower than three, this counts as Major instead.

If the Abyssal punished the character with a fatal execution, she gains a four-dice bonus on all interactions with all the organization's members and may resolve a venture as if successful with the minimum number of successes required.

TRAITOR-EXTIRPATING INSTINCT

Prerequisite: Embassy 3

The deathknight passes judgement upon the loyalty within the hearts of men.

Commit 1 mote for the scene. The Abyssal gains bonus successes equal to her Essence on *read intentions* rolls made against members of an organization, social group, or hierarchy. On a success, she automatically discerns a character's strongest Intimacy toward the organization or its leaders regardless of what she was otherwise trying to learn with her roll. The deathknight automatically succeeds against trivial characters.

Doomed Betrayer's Reward (Upgrade, Essence 2): If the Abyssal succeeded on her *read intentions* roll and the target harbored a negative Intimacy to the organization or its leaders, she lowers the Resolve of other members by an amount equal to her Essence on influence rolls to turn them against the target.

If the Abyssal instigates acts of violence or deadly punishment against the target, all the other organization's members gain a Minor Intimacy based on bloodthirsty fanatism to commit the act.

Integrity

BOUND BY THE OLD LAWS

Prerequisite: Integrity 3

The deathknight's promises resonate with the solemn inevitability of the grave.

Commit 1 mote when the Abyssal formally commits to an agreement. She gains a Minor Intimacy based on her grim determination to uphold the pact. If she's sincere, her dedication lowers the Resolve of all the other parties involved in the agreement against the Abyssal's influence actions by two. If not, for the remainder of the scene she gains a dice bonus equal to her Integrity or Presence on rolls to manipulate the other parties.

Upon fulfilling the agreement, the Abyssal gains a number of motes equal to half her Integrity, rounded up. Any motes above her total vanish at the end of the session. The Charm ends when the agreement is fulfilled, its terms are broken, or the mote is uncommitted. When it does, the Abyssal discards the Intimacy.

Dark Promises Fulfilled (Upgrade, Integrity 4, Essence 2): Once per session, the Abyssal may make an Integrity roll with a two-dice bonus, gaining a number of motes equal to the successes rolled. These motes can only be spent to pursue the agreement's terms. The motes are lost if not spent by the end of the session, but the Abyssal retains an amount equal to her Essence if she completes her part of the agreement before then.

Affliction of the Oathbreaker (Repurchase, Integrity 4, Essence 3): Spend 1 mote when making the agreement. If one of the other parties breaks it, the Abyssal immediately senses the betrayal, perceiving the location it took places in and its circumstances. For the remainder of the story, she double 8s on rolls to track down the wrongdoer.

CEMETERIAL PRESENCE DETACHMENT

Prerequisite: Integrity 1

The Abyssal rebukes what binds her to mercy and affection to embrace her deathly nature.

Spend 1 mote when someone invokes a positive Intimacy to decrease the Abyssal's Resolve. The

deathknight suppresses positive Intimacies for the remainder of the scene if they would inconvenience her. The Charm incites the Abyssal's Great Curse.

Special: In places of death, the Abyssal's base Resolve increases by two.

CLARITY IN HATRED

Prerequisites: Integrity 5, Essence 3

The deathknight's oath to the Neverborn defines her existence. Everything else is nothing but dust.

Spend 3 motes when the Abyssal is forced to act against one of her Virtues or Major Intimacies. The Abyssal breaks free of any influence she accepted, dispelling every Intimacy or modifier to her Resolve, Charms, or spells imposed on her. Any ongoing effect affecting her mind, body, or soul likewise ends. For the remainder of the session, she gains a Major Intimacy of hatred against a target of her choice and is immune to influence actions and similar effects. This Charm may be used only once per session.

HEART-ANNIHILATING GHOST MEDITATION

Prerequisites: Integrity 5, Essence 4

The Abyssal allows a hunger in her soul to possess her, while the rest of her being watches helplessly.

Commit 3 motes. Choose one of the Abyssal's Major Intimacies. The Abyssal ignores all other Intimacies and cannot be targeted by social influence that does not exploit her remaining Intimacy. She treats attempts to weaken the Intimacy as unacceptable influence, and she may create or strengthen an Intimacy of hatred against that character, which she may act on normally. She is immune to any other effects that rely on her ability to feel emotions unless they directly oppose or support her Intimacy. She also ignores wound penalties and other penalties caused by pain or bodily weakness.

SOUL-DRINKING GAZE

See p. XX.

VENOMOUS SCORN REBUKE

Prerequisite: Integrity 3

The Abyssal's merciless judgement befalls upon sinners, fools, and champions alike.

Spend 1 mote when the Abyssal witnesses someone act in a way that goes against her Virtues, doesn't respect a funereal tradition, or offends a ghost in any way. The deathknight gains a Minor Intimacy of contempt toward the offender. For the remainder of the scene, her base Resolve increases by one. If she openly expresses her scorn, influence actions against the offender or those made to turn others against them gain bonus dice equal to the Abyssal's Essence.

Whispered Hatred Rises (Upgrade, Integrity 4, Essence 2): The Intimacy becomes Major. Spend an additional mote to use this Charm without needing to witness an offending act.

WORLD-ENDING VOID APOSTLE

See p. XX.

Navigate

ACCURSED CHARIOT MALEVOLENCE

See p. XX.

APOCALYPSE RIDES IN

Prerequisites: Navigate 5, Essence 4

Wreathed in the infinite malevolence of the unknown wilds, the Abyssal and her coterie end hope with their mere appearance.

Commit 3 motes for the story at the end of a long journey. As long as she is in the area, each character the Abyssal meets immediately forms a Major Intimacy of fear toward her unless they accept a hard bargain (for example: accepting an Intimacy of simmering resentment, instead). Any character who arrived with her can invoke this Intimacy to apply to themselves. She may also roll any threatening influence using Navigate.

The Abyssal gains one of this Charm's unique modes automatically when she purchases it. She may repurchase the Charm at Essence 5 to gain one more.

Pale Horse's Echoing Hoofbeats: Extras cannot appear in a scene with the Abyssal's mount unless the Abyssal allows it or they are brought in with magic. When the Abyssal's mount moves into a range band, all enemies with an Intimacy of fear toward her must face a hard bargain or use their next action to sprint away. Actions placed into a flurry with a sprint must be the second action.

Consuming Mire Fog: Mist comes in from the water, enveloping everything. All rolls to perceive things visually have a −3-success penalty, and automatically fail beyond medium range without magic. When the Abyssal moves beyond the vision of any antagonists in the scene, she may immediately appear at medium range from any named destination in the area along with anyone who follows her. Characters with an Intimacy of fear toward the Abyssal suffer a consequence every interval of a travel venture opposing her, regardless of their success

or failure. In naval combat, characters with an Intimacy of fear toward the Abyssal must accept a hard bargain to take the *position* action.

In From the Cold: A storm presenting a hazard of difficulty 3, damage 1 per 5 turns covers outdoor areas as far as the horizon. At the beginning of each scene, the Abyssal rolls Navigate as a greater feat of strength to damage a structure or terrain feature. Characters with an Intimacy of fear toward her must accept a hard bargain to deny her safe entry to any place, hospitality, or requests to bargain or negotiate.

INEXORABLE WRAITH HUNT

Prerequisites: Navigate 4, Essence 2

The deathknight opens the way for a spectral cavalcade from which there's no salvation.

Commit 2 motes for the scene. The Abyssal's mount may fly or walk on any surface while ignoring difficult terrain, penalties from hostile weather, and similar external penalties. It gains the benefits of flying mounts (**Exalted: Essence**, p. 148). It passes through any solid obstacle by turning ephemeral, taking the Abyssal along if she's mounted. If the deathknight rides through a mundane environmental hazard without stopping, she and her mount are unaffected.

Inescapable Headsman Pursuit (Upgrade, Navigate 5): The Abyssal doubles 9s on rolls to track down targets while mounted. If she has a negative Intimacy toward the quarry, double 8s.

Special: The Charm costs no motes when used during moonless nights in Creation.

OLD CROW'S WISDOM

Prerequisite: Navigate 2

The deathknight sees life and death as part of a natural cycle she understands intimately.

Commit 1 mote for the scene. The Abyssal gains three bonus dice when making Awareness, Navigate, or Sagacity rolls related to places, flora, fauna, and natural phenomena. She doubles 9s if the roll involves predatory animals, poisonous plants, or other morbid aspects of nature, or if it covers shadowlands, the Underworld, or the undead. She gains a bonus success if it involves both.

Dark Paths Unfolding (Repurchase, Navigate 4): The Abyssal gains double 9s on rolls to recall or find the position of a shadowland. She double 8s when using this Charm in the Underworld or during a moonless night. Success indicates a shadowland within a few days of travel, with extra successes reducing the distance up to within a scene of travel.

RAVENOUS HUNTER YEARNING

Prerequisite: Navigate 4 or Ranged Combat 4

The Abyssal dedicates herself to the hunt. Alert and relentless, she purses her victim across Creation and beyond.

Commit 1 mote. The Abyssal chooses an individual to be her quarry. She gains a two-dice bonus on venture rolls to track her quarry. The bonus dice become bonus successes if any of the following is true:

- The Abyssal faced her quarry in combat in the current story.
- Her quarry has a wound penalty.
- She has a Major Virtue or Intimacy that supports pursuing her quarry.
- Her quarry has an Intimacy of fear toward the Abyssal:

Inexorable Reaper Dedication (Repurchase, Essence 3): The Abyssal may commit 1 additional mote, and treats the living as her quarry and the bonus to dice or successes become equal to her Essence.

Special: If she deals any damage during Step 7, the Abyssal can activate this Charm. This doesn't count as a Charm activation for that Step.

STEED ANOINTED IN BLOOD

Prerequisites: Navigate 5, Essence 2

The deathknight's chosen mount or vessel becomes a fearful presence on the battlefield.

Commit 1 mote for the scene. While mounted or sailing, the Abyssal's attacks gain one Overwhelming, the *artifact* and *piercing* tags, and ignore Soak equal to half of her Essence, rounded up.

During naval combat (**Exalted: Essence**, p. 149), the Charm effects apply to *fire ordnance* actions as well.

SUPERIOR PREDATOR STYLE

Prerequisite: Navigate 2

The Abyssal's otherworldly presence triggers primal fears in beasts great and small.

Commit 1 mote for the scene. The Abyssal automatically scares away mundane animals. They avoid her or keep frightened distance, unless commanded otherwise by handlers or riders. All commands must be rolled as a simple action with a difficulty equal to the Abyssal's Essence + 1. Magical or intelligent beasts must make a

reflexive Integrity roll in order to approach or attack the Abyssal, even if commanded to do so.

Elemental and demons with animal intelligence or undead beasts develop a Minor Intimacy of fear toward the deathknight until the Charm ends. Creatures with said Intimacy can be taken as Familiars.

Hunger Knows Its Master (Upgrade, Navigate 4): The effects extend to hungry ghosts as if they were mundane animals.

WINTER QUEEN'S COUNTENANCE

Prerequisites: Navigate 4, Essence 3

Frozen desolation follows the Abyssal's steps.

Spend 2 motes. For the scene, the Abyssal manifests an aura of freezing cold up to medium range. The area becomes hazardous terrain to everyone except the deathknight's allies. Water within the radius freezes and mundane flames extinguish, with the effect impossible to reverse until the scene ends.

The area within short range of the Abyssal becomes an environmental hazard with difficulty 5 and damage equal to the deathknight's Essence + 1.

Blood-Chilling Caress (Repurchase): Commit 1 mote for the scene. The Abyssal may freeze water with a touch, enabling stunts like running along a body of water by freezing it beneath her feet.

Performance

ALL-CONSUMING APOCALYPSE

Prerequisites: Performance 5, Essence 4

The Abyssal evokes an image of the world's end, consuming the senses and enervating the soul.

Spend 3 motes. Make a Performance-based influence action against any number of characters. Each character whose Resolve she beats suffers from supernatural despair until the end of the scene. Characters who resist the influence must decrease one positive or hopeful Intimacy or increase one related to despair if they accept a hard bargain. Affected characters treat their positive Intimacies as one step lower and suffer a −3 dice penalty to all actions, which becomes a success penalty on rolls to perceive their surroundings or express positive emotions. Noticing anything helpful or encouraging always requires a roll. In combat, affected characters treat all movement as being through difficult terrain and lose 3 Power, which is increased by the Abyssal's extra successes if they take a hard bargain.

This Charm may be used once per scene.

BEGRUDGING HEARTS REVELATION

Prerequisite: Performance 2

The Abyssal's art reveals the rot festering within the hearts of her audience.

Commit 1 mote for the scene. Through performing for the remainder of the scene, the Abyssal may make a special Performance-based *read intentions* action against the highest Resolve among the bystanders, gaining a two-dice bonus on the roll. If her performance discusses matters or features characters toward which significant members of the audience have an Intimacy, double 9s. On a success, the Abyssal becomes aware of any negative Intimacies audience members may have.

Poured Poison Sting (Repurchase, Performance 5, Essence 2): Spend 1 mote when the performance ends. The audience's negative Minor Intimacies are considered Major until the story ends and their Major ones add or remove one additional Resolve.

HAUNTING APPARITION TRICK

Prerequisites: Performance 4, Essence 2

Phantasmal imagery accompanies the Abyssal's performances, turning the surroundings into a haunted spectacle of eerie sights and chilling sensations.

Commit 1 mote for the scene when performing. Illusory apparitions spread out from the Abyssal (or the stage, if she uses one) up to short range. The apparitions are harmless and ephemeral, unable to block any line of sight, but add a three-success bonus to any social influence roll the Abyssal, her Circlemates, or any undead character allied with her makes.

During ventures, the apparitions help the deathknight convey information better, reducing the penalties from language barriers, time pressure, or other impediments to communicating complex ideas by three. She may ignore one obstacle related to any of these things as well.

Grotesque Phantasmagoria (Repurchase): Spend 2 motes. The ghostly apparitions become heart-stopping sights of terror and screams. Place an environmental hazard with difficulty 4 and damage equal to the Abyssal's Essence anywhere within medium range. The hazard covers an area encompassing two range bands and lasts for one round.

INEVITABLE DOOM PROCLAMATION

Prerequisites: Performance 3 or Presence 3, Essence 2

The deathknight announces the ruin she'll deliver upon those who earned her wrath, wielding her own grim honor and the terror she sowed to fulfill the prophecy

Spend 1 mote. The Abyssal makes a public performance or speech in front of a group, social circle, or community where she proclaims how inevitable destruction and death are coming. For the remainder of the story, during ventures that rely on chaos, fear, or intimidation involving the threatened community, the Abyssal automatically succeeds on a number of obstacle rolls equal to her Essence as long as she pursues the doom she promised. The successes are considered to meet the difficulty exactly and do not generate additional effects.

Ruinous Promise Projection (Repurchase, Performance or Presence 5, Essence 4): If the deathknight is inside an Abyssal manse or a Deathlord's stronghold, she may channel her performance through a herald. The herald must be an Ally or have a Major Intimacy of devotion or loyalty toward the Abyssal. The Charm destroys them utterly, using the deathly Essence released to allow the Abyssal to manifest a ghostly apparition, a nightmarish construct of shadows, or another terrible sight regardless of distance. The herald's body warps as the might of the grave annihilates their body and soul, leaving behind haunted osseous treasures, crystallized skeletons, sinister gems in stygian colors, or other remnants that testify to the sacrifice they made to enact the Abyssal's will: any Ally killed by the Charm becomes an artifact or Hearthstone of equivalent value. Allies must consent to the transformation.

The Exalt and her allies treat the place as a shadowland for the remainder of the story. Any character of the threatened community they kill becomes a ghost with a Tie of Sorrowful Servitude toward the Abyssal.

Oblivion Unbroken Claim (Upgrade, Essence 5): Should the Abyssal manage to cause widespread death and destruction as promised, the affected locations become shadowlands and spawn a demesne within. The deathknight gains a secondary Hearthstone Merit connected to it.

SANGUINE REVEL CELEBRANT

Prerequisite: Performance 1 or Presence 1

The Abyssal's carmine passions tantalize living and dead alike in a rapturous embrace.

The Abyssal gains a two-dice bonus on social influence actions during social events, recreation, or sensual pleasures. She gains 1 additional mote if she provokes Cruel Banquet this way.

Crimson Deeds Caress (Upgrade, Performance or Presence 4): If the Abyssal provokes Cruel Banquet, ghosts pay 1 less mote to materialize or use Charms for the remainder of the scene. This can reduce the cost to 0 and is cumulative with other instances of this Charm.

Physique

BLIGHTED VEINS ERUPTION

Prerequisites: Physique 5, Essence 2

A devastating contagion inhabits the Abyssal's frame, rot and entropy imbibed as vengeful retribution.

Spend 1 mote and 1 anima on Step 8 of a decisive attack. The Abyssal creates an environmental hazard centered around herself as special counterattack, covering two range bands. The hazard has difficulty equal to the Abyssal's Essence + 1 and it inflicts damage equal to the damage she suffered during Step 7. The hazard dissipates after two rounds. The Abyssal is immune to its effects.

Hatred's Everlasting Rot (Repurchase, Essence 3): Spend 1 additional mote. Characters injured by the hazard contract a supernatural disease of the Abyssal's choice at Major intensity.

Cruel Dissolution Chains (Upgrade, Essence 3): Trivial characters killed by the Charm turn into specters with a Major Intimacy of devotion toward the Abyssal. They use the ghost traits (**Exalted: Essence**, p. 338) and materialize without cost immediately after the hazard ends.

CHARNEL'S JUGGERNAUT HUNGER

Prerequisite: Physique 3

The Abyssal feeds on her victims to unlock blasphemous strength.

Spend 1 mote. Corpses within short range dissolve in particles of darkness that merge with the deathknight. Corpses older than a number of days equal to the Abyssal's Essence are unaffected, as they have no power to provide. For the remainder of the scene, the Abyssal gains bonus dice on Physique actions equal to the corpses consumed. These dice count as part of the Physique pool to determine feat of strength requirements (**Exalted: Essence**, p. 150) and apply to resistance rolls as well.

In feats of strength ventures, the corpses reduce the difficulty of obstacles, on a one-for-one basis. If the difficulty lowers to zero, the venture becomes a simple action instead. Any leftover value provides bonus dice to the action as described above.

At Essence 3, the Charm's range increases to long.

Merciless Wraith's Maw (Upgrade, Physique 5, Essence 2): The Charm affects walking dead (**Exalted:**

Essence, p. 339) and Essence 1 ghosts as well. Ghosts may resist the effect, in which case the Abyssal must roll a special Physique-based influence action against the highest Resolve among the targets affected.

CLARITY OF AFFLICTION

See p. XX.

CRUEL HEART MEMENTO

Prerequisites: Physique 5 or Sagacity 5, Essence 3

The Abyssal forsakes love and suffering alike, cutting out her own heart to embrace the stillness of the void.

Spend 2 motes. The Abyssal takes one aggravated damage to remove her still-beating heart from her chest as a simple action. Her heart is an object she may stow or hide and can be stolen or damaged. Damaging her heart requires an attack rather than a feat of strength. She may apply Charms to her heart as if they were herself. As long as the heart stays removed, the Abyssal gains the following effects:

- Any positive Intimacy she has cannot affect her in any way, nor can others leverage them. She cannot gain any new Intimacy based on positive feelings. Intimacies of loyalty, devotion, or similar emotions related to death or the Neverborn are the only exception.
- Her base Resolve and soak increase by one.
- She regains motes equal to her Essence at the end of each session.
- At the end of the story, any positive Intimacy she has is weakened as if subjected to the *weaken* influence action.

The Abyssal and her heart share the same Health. The heart has Defense 1 but Soak equal to the Abyssal's Essence. Any damage inflicted to the heart counts as aggravated. Whoever holds the heart doubles 8s on influence rolls against the Abyssal

The Abyssal can reimplant the heart by activating the Charm again, which ends its effects. It may not be activated again until the following session.

Special: In places of death, rolls to find the heart's location suffer a three-dice penalty.

Eternal Suffering Reborn (Upgrade, Essence 5): Once per story, if the heart is in a place of death when the Abyssal dies, she may spend 3 motes and 1 anima to reflexively roll Sagacity or Physique against difficulty 5. On a



success, her body is consumed by hungering darkness and reforms around the heart at the end of the session. Any positive Intimacy she has ends. The process reimplants the heart in the Abyssal's chest.

HURLED-GRAVESTONE BURIAL

Prerequisite: Physique 5, Essence 2

The deathknight condemns their opponents to an early grave from which there's no escape.

Spend 2 motes on Step 6 of a decisive attack made with a weapon with the *improvised* tag used through a feat of strength. If the roll has damage dice equal or greater than the target's Essence + 2 before Soak, the Abyssal lets the weapon go and buries her enemy under it. Until the obstruction is cleared, the target is considered prone and can't take any action that requires movement but has heavy cover against all attacks.

The target can lift the object only through feats of strength, but others can destroy it. The object shatters after a number of rounds equal to the Abyssal's Essence.

Conjured Bones Breakthrough (Repurchase, Essence 3): Spend 1 additional mote. A Size 1 battle group of walking dead (**Exalted: Essence**, p. 339) with regular Drill emerges from around the weapon. They have a Major intensity Tie of loyalty toward the Abyssal. Outside of shadowlands or the Underworld, they become inanimate at the end of the scene.

SWEET TORMENT INVIGORATION

Prerequisite: Physique 2

The Abyssal weaves her own suffering into paradoxical vitality.

Commit 1 mote for the scene. The Abyssal treats all penalties from discomfort, pain, fear, and other negative feelings as bonus dice on all actions that pursue death, fear, or destructive passions. Wound penalties always qualify for this effect. If a character the Abyssal has a positive Intimacy toward was incapacitated at any point in the scene, she also doubles 9s.

Shared Anguish Thrill (Upgrade, Physique 4, Essence 2): The wound penalties of Circlemates or characters toward whom the Abyssal has a positive Intimacy within short range add cumulative bonus dice as well.

TEMPLE-SHATTERING RUINATION CURSE

Prerequisites: Physique 5, Essence 4

The Abyssal breaks the corpus of the very land, leaving its spirit a wretched ghost.

Spend 4 motes. The Abyssal makes a legendary feat of strength with 5 bonus dice to destroy a structure or geographic feature of notable symbolism to the area, with minimum difficulty 7. All land from which the ruin can be seen becomes a shadowland and suffers from either an unending supernatural storm (difficulty 5, damage 1 per 5 rounds) or a blight that kills all plants in the area and prevents them from ever growing again. The Abyssal automatically succeeds at an *instill* action for a fear-based Intimacy related to the ruin against all characters who witness the act or lay eyes upon the ruin in the future. The first time she meets any character in the area, they must either have the Intimacy or else grant the Abyssal 5 extra dice on her next action.

Presence

BARROW-KING AUTHORITY

Prerequisite: Presence 3

The vacuous eyes of the dead recognize their unholy master in the deathknight's bearing.

The Abyssal may use social influence on mindless undead. Mindless undead without a master are considered to have a Major Intimacy of loyalty toward the Abyssal. The Abyssal may commit 1 mote to apply said Intimacy to all mindless undead of Essence lower than her own.

Spend 1 mote when touching a corpse to reanimate it as one of the walking dead (**Exalted: Essence**, p. 339). It has a Major Intimacy of devotion toward the Abyssal that can't be weakened in any way.

BOTTOMLESS HOARD UNEARTHED

See p. XX.

COURAGE-FLENSING VISAGE

Prerequisites: Presence 5, Essence 5

The Abyssal embodies the ultimate fear before which courage is an unsurvivable task.

Commit 3 motes for the scene. When the Abyssal threatens or demoralizes a character with influence, gambits, or Charms, the target must accept 1 level of damage to apply any resistance, including their Resolve or Defense, as well as effects that make them immune to fear or despair such as mindlessness. If the Abyssal still needs to roll for an effect that has no resistance applied, she treats the difficulty as 1. Once per scene, the Abyssal may gain 2 anima when a target takes damage from this.

IN AWFUL GLORY CROWNED

See p. XX.

NOCTURNAL ARISTOCRACY MASQUERADE

Prerequisite: Presence 4

The Abyssal treads ballrooms and dining halls with the lethal perfection of an apex predator on the prowl.

Commit 1 mote for the duration of a social event the Abyssal organized or was invited to. The Abyssal gains double 8s on social influence actions for the duration of the event. Any successful social influence action also reveals which Intimacy drives the target the most and their greatest fear.

Death Ambassadors' Kinship (Upgrade, Presence 5, Essence 2): Commit 1 additional mote. The Charm's effects apply to all the Abyssal's Circlemates as well.

Special: In places of death, the Resolve of all targets lowers by one against the Abyssal.

SANGUINE REVEL CELEBRANT

See p. XX.

SOUL-CONSUMING PYREFLAME BAPTISM

Prerequisites: Presence 5, Essence 3

The deathknight enkindles her chosen apostles with an ember of sickly green pyreflame, so that it may feed on unholy devotion and grow into an all-devouring bonfire.

Spend 3 motes. The Abyssal anoints a character of lower Essence as her apostle. The apostle may take one aggravated damage or weaken one of their positive Intimacies as if it was subjected to a *weaken* influence action. Remaining Intimacies convert into Intimacies focused on death, destruction, or devoted nihilism. When they do so, the apostle gains two of the following effects for the remainder of the scene:

- They ignore wound penalties and gain a three-dice bonus on actions that pursue the Intimacies described above.
- Surround themselves in a corona of pyreflame as a simple action, creating an instantaneous difficulty 3, damage 3 environmental hazard up to close range.
- Wield pyreflame as a medium ranged weapon with long range and the *one-handed* and *flame* tags.
- Radiating a corona of malevolent emotions, which doubles 8s on all influence actions relying on Intimacies based on anger, envy, or similar emotions.

A character who reduces their Health to zero because of pyreflame perishes in a nightmarish conflagration. The living leave no ghost behind, and undead are utterly consumed. The Abyssal may have a number of apostles up to twice her Essence.

WORST FEARS REALIZED

Prerequisite: Presence 2

Under the surface of every fear lies the fear of death, with the Abyssal as its embodiment.

Commit 1 mote for the scene. When the Abyssal makes a social influence action that relies on fear, she counts as the object of the target's strongest fear-based Intimacy. This Charm doesn't reveal the Intimacy, but if the Abyssal knows it she gains a two-dice bonus on the roll. If the Abyssal is the actual object of the fear Intimacy, she doubles 9s on the influence roll.

If the target has no fear-related Intimacies, the Abyssal needs to spend one less success to learn Minor and Major Intimacies or Virtues during a *read intentions* action.

VOICE OF PERDITION

Prerequisites: Presence 4, Essence 2

The Abyssal unearths the language of the Neverborn, an eternity of hatred and agony made into sound.

Commit 1 mote for the scene. The Abyssal understands any spoken language, hearing it as an alien, hoarse voice rather than its speaker's. The same inhuman voice emerges from the deathknight's mouth and transcends any language barrier. During influence actions made against creatures of darkness, the Abyssal gains bonus successes equal to her Essence.

The speech hurts and frightens creatures devoid of sentient linguistic abilities, triggering a Minor Intimacy of animosity toward the Abyssal.

Void Maw's Howl (Repurchase, Presence 5, Essence 3): Spend 1 mote once per scene. The Abyssal lets out an unspeakable word, wreaking havoc. The effect must be reflexively resisted as an environmental hazard, difficulty 5, dealing Essence + 1 damage against anyone in short range.

Ranged Combat

BOLTS OF INESCAPABLE DREAD

Prerequisites: Ranged Combat 3, Essence 2

The Abyssal fires a warning shot that instills terror in the hearts of her foes.

Commit 1 mote for the scene. As an area of effect (**Exalted: Essence**, p. 146) gambit with a cost of 2 Power, the Abyssal makes a ranged attack against any number of targets present in the scene rolled against the Defense or Resolve of all targets — whichever is lower. On a success, affected targets gain a penalty equal to the deathknight's Essence to Athletics, Awareness, and Integrity rolls.

Touch of Gelid Death (Repurchase, Ranged Combat 5): Commit 1 additional mote. On a success, the Abyssal may also apply the effects of the *ensnare* gambit to affected foes at no additional Power cost.

GRAVE CALLS ITS CHILDREN

Prerequisite: Ranged Combat 4

The Abyssal can grant substance to ghosts or strip them of any tangibility.

Spend 1 mote on Step 3 when making a decisive attack against a ghost, which does not count as the Charm activation for this Step. Gain a two-dice bonus on the attack. If the attack inflicts any damage, the Abyssal may force the ghost to materialize or dematerialize. Ghosts with higher Essence than the Abyssal may resist the effect by rolling their primary dice pool against a difficulty equal to the damage they suffered from the attack.

Sepulchral Emptiness Enforcement (Repurchase): Commit 1 mote for the scene. If the Abyssal kills a target or hits a corpse, it immediately rises as a walking dead (**Exalted: Essence**, p. 339) who follows the deathknight's orders. The undead crumbles to dust at the end of the scene.

HATRED'S ICY SPLINTER

Prerequisite: Ranged Combat 3

The Abyssal freezes hearts with rancor and loathing, so that love no longer finds purchase within.

Spend 2 motes on Step 5 of a decisive attack. If the attack inflicts any damage, the Abyssal gains instinctive knowledge of the target's Intimacies. The target gains no benefit for their positive Intimacies and can't develop any for the remainder of the scene. This effect is permanent for trivial targets.

Blackened Heart Reflection (Upgrade, Ranged Combat, Essence 2): The Abyssal may spend 1 anima to make a social influence roll with bonus dice equal to the damage inflicted. On a success, she can choose one of the target's positive Intimacies and transform it in a negative one for the remainder of the scene.

HEART-NUMBING SPIKE

Prerequisites: Ranged Combat 5, Essence 4

The Abyssal's projectile wreathed in deathly aura kills body and soul with equal measure.

Spend 2 motes and 5 anima. Make a decisive attack. On Step 7, the target must replace their Soak value with their Resolve if it is lower. For each level of damage dealt, the target must weaken one Intimacy of the Abyssal's choosing. The Abyssal may choose the same Intimacy twice for the purposes of reducing a Major Intimacy to nothing. If the Abyssal does not know enough Intimacies, the target must volunteer the remaining Intimacies. For each Intimacy the target refuses to weaken, they take a level of aggravated damage. If the target loses all Intimacies attached to one of their Virtues, they lose that Virtue as a dramatic injury. If the target is Incapacitated, they lose all memory of any Intimacies they lost from this Charm.

RAVENOUS HUNTER YEARNING

See p. XX.

RED-WINGED RAITON MURMURATION

Prerequisites: Ranged Combat 5 or War 5, Essence 3

The blood trickling from the wounds of the Abyssal's victims takes flight to join in the joy of carnage.

Commit 3 motes for the scene after dealing at least 3 health levels of damage in one turn. Summon a Size 1 battle group of common animals that stays in the Abyssal's range band with Drill 3 and the Trained (**Exalted: Essence** p. 325), Desperate Assault, Spear Carriers (**Exalted: Essence**, p. 320), and Mindless (**Exalted: Essence** p. 317) qualities. The Abyssal may always use Ranged Combat with their Formation Attack. If the battle group uses Desperate Assault, their range is long. When the Abyssal or battle group deals Health levels of damage, the Abyssal may spend 1 mote to give the battle group half that many additional Health levels. If this gives the battle group as many total Health levels as the next Size, their Size increases.

SUN-SWALLOWING VORACITY

Prerequisites: Ranged Combat 5, Essence 2

The Abyssal's arrow devours light and warmth, leaving only darkness behind.

Spend 1 mote on Step 1. If the attack hits, every source of light or fire within medium range of the target is snuffed out.

If the attack was withering and the target had a Glowing or higher anima display, the target loses 2 anima.

If the attack was decisive and the target suffers any damage in Step 7, they become blind and suffer the Hindered (p. XX) penalty on all relevant actions and Defense for a number of rounds equal to the Abyssal's Essence.

Piercing the World-Skein (Repurchase, Essence 4): Spend 1 additional mote. On a hit, the arrow opens a monstrous hole in reality that pulls everything in. All targets within a short range of the target attack must make a reflexive Fortitude + Athletics roll against the Abyssal's Essence in difficulty or get pulled within close range and become prone.

Battle groups roll their Size + Drill to resist, suffering a rout check on a failure.

Shadow of Final Days (Upgrade, Essence 5): Commit 3 motes and spend 3 anima on Step 1 to make a special gambit. The Abyssal fires the arrow at the sun against Defense 5 and costs 5 power. If successful, the projectile implodes and devours all sunlight. Darkness blankets the battlefield out to extreme range. The following effects apply:

- All ghosts in the area may immediately and reflexively manifest without cost.
- All natural light sources in the area dies and won't reignite for the Charm's duration, imposing a three-dice penalty on all actions and Defense to characters who can't see in total darkness. Supernatural light sources lose their illumination: Bonfire or Iconic anima clearly illuminates out to short range, while dimmer light sources only illuminate within close range.
- Ghosts and First Circle demons may be summoned as it were night.
- Necromancy spells cost 2 Will less, up to a minimum of 1.

This darkness lasts for a number of hours equal to (1 + extra successes hours). This upgrade can be used only once per day.

TWISTING SPITEFUL SHAFT

Prerequisite: Ranged Combat 4

The deathknight's arrow burrows in her victim's flesh, yearning to find and pierce her heart.

Spend 2 motes on Step 5 of a decisive attack. The Abyssal gains a three-dice bonus to damage. If she deals 3+ damage during Step 7, her arrow begins burrowing into the victim. His wound penalty is increased by 1 and he suffers dice of damage equal to the Abyssal's Essence at the beginning of his turn. This damage ignores Soak.

Removing the arrow requires a simple Sagacity roll at difficulty equal to the Abyssal's Essence + 2. The arrow disintegrates after a number of rounds equal to the Abyssal's Essence.

Sagacity

BLOOD QUILL CALLIGRAPHY

See p. XX.

CLARITY OF AFFLICTION

See p. XX.

CRUEL HEART REJECTION

See p. XX.

FIVE-FOLD MALICE CURSE

See p. XX.

NIGHT-HORROR SUMMONS

Prerequisite: Sagacity 5

The Abyssal conjures an abomination from her own nightmares into existence.

Commit 1 mote during sleep. Summon a nightmare with the traits of a tertiary Familiar. The nightmare is a creature of darkness and is considered to be undead as the Abyssal is. Commit an additional mote to increase its primary dice pool by the Abyssal's Essence. The nightmare has a Major Intimacy of subservience to the deathknight and another Major Intimacy defining its monstrous hunger as agreed upon by the player and Storyteller. The Abyssal cannot maintain more than one nightmare at a time but may banish an existing one as reflexive action. An Abyssal may turn the nightmare into a permanent Familiar through an appropriate milestone (**Exalted: Essence**, p. 107)

Sleep of Reason (Repurchase, Essence 2): The Abyssal may summon the nightmare from an enemy's mind instead than her own. The target has a Major Intimacy of fear toward the nightmare and a Minor one toward the Abyssal. Both Intimacies disappear if the nightmare dies or is banished.

Terrors Fill the Night (Upgrade, Essence 2): The Abyssal may spend an additional mote to summon a nightmare with the traits of a secondary Familiar.

SOUL-DRINKING MALISON

See p. XX.

WAKING NIGHTMARE INSPIRATION

Prerequisite: Sagacity 3

The Abyssal surrenders herself to the tides of oblivion, letting horrific enlightenment guide her actions.

Commit 1 mote. The deathknight enters a fuguelike state, gaining a three-dice bonus on all Sagacity rolls involving death, the Underworld, ancestor worship, poisons, diseases, murder, or any other topic befitting an Abyssal Exalt. Against social influence actions not relying on those topics, her Resolve increases by one and influence effects cost one additional success. The Abyssal suffers a one-success penalty on any Awareness, Performance, Presence, or Sagacity action that doesn't involve those topics.

Perceiving the Ancient Shape (Repurchase): Spend 1 mote while the Charm is active when observing an item, structure, or undead construct to ask one of the following questions and have the Storyteller answer truthfully. Additional questions cost 1 mote each.

- *Who built this?*
- *Why was it created?*
- *What does it do?*
- *How can I destroy or diminish it?*

WHISPERS OF THE VENGEFUL DEAD

Prerequisite: Sagacity 3

The dead's cry for justice finds its deliverer in the deathknight.

Invoke this Charm while examining a target. During this scene, spend 1 mote to ask one of the following questions. The Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *Have they ever committed or orchestrated a murder?*
- *Is the character planning to commit an act of violence?*
- *Who is their greatest enemy among the dead?*
- *What have they done to disrespect or anger the dead?*
- *Whose death would hurt them the most?*

IDEAL FORM DESECRATION THESIS

Prerequisites: Sagacity 5, Essence 4

The Abyssal strikes at knowledge itself with an exegesis of her killing intellect, leaving a scar where a real thing once was.

Commit 2 motes. The Abyssal performs a magical working venture with a time scale of scenes and a minimum of three obstacles to desecrate all memory and knowledge of a specific inanimate object or small area. The target is permanently unable to be perceived by any character who is not undead, even in memory. A character who attempts to perceive the target or actively recall details about it automatically fails and faces a hazard of difficulty 3, dealing 5 damage. If magic is used to contest this, the hazard's difficulty and damage increase by 2 each. Characters with an Intimacy toward the target must weaken its Intensity by the end of each story or suffer a deadly disease (**Exalted: Essence**, p. 145) with symptoms of headaches, nausea, blindness, and internal bleeding. Destroying the target beyond repair renders its remains safe to view, but memories and depictions retain the danger.

The Abyssal may use this Charm on a corpse belonging to a ghost. If she succeeds, the ghost deforms beyond recognition, and their living name suffers the effects of the Charm.

MONSTRANCE-MOCKING MARTYR ANIMATION

Prerequisites: Sagacity 5, Essence 4

The Abyssal recreates the moment of her dark miracle, animating a target with their own ghost, empowered and enslaved by her power.

Spend 3 motes when a willing living target becomes Incapacitated or would otherwise die. The target heals all their Health levels and gains the Immortal (Ghost) (**Exalted: Essence**, p. 319) quality. At the end of the scene, they die and become a ghost bound to the Abyssal's service, which does not count toward the once per year limit for reforming at sunset. Their Major Virtue becomes Loyalty (the Abyssal) and they gain a Major Intimacy toward the Abyssal of her choice. They have an Essence rating equal to what they had in life. They gain the Immaterial (**Exalted: Essence**, p. 319) and Apparition (**Exalted: Essence**, p. 338) qualities, and at least their Essence rating in additional Spirit and Supernatural qualities. At the Storyteller's

option, they may replace these qualities with other qualities they retain from life. The Abyssal may acquire the ghost as a permanent Ally with an Exalt milestone.

Stealth

DEATH-CHEATING DECEPTION

Prerequisites: Stealth 5, Essence 4

The Abyssal recalls the moment of her death, supplying a forgery when it comes to claim her again.

Spend 2 motes and all anima when the Abyssal has at least 5 anima and suffers enough damage to become Incapacitated. The Abyssal ignores the damage entirely, and makes a reflexive *outmaneuver* Build Power roll with double 8s. She automatically enters concealment without needing any cover. A false corpse lies at the place where she should have fallen dead, imitating the last gasps of fleeting life if appropriate. Until the Abyssal's next turn, all characters believe that she died from the damage unless they succeed at a roll to perceive the deception, at a difficulty of her *outmaneuver* roll's successes. If the Abyssal makes an attack roll on her next turn, it benefits from surprise and she gains an anima.

GRAVEYARD STILLNESS MEDITATION

Prerequisite: Stealth 3

The Abyssal's stillness betrays the frightening absence of nothingness.

Commit 1 mote for the scene. As long as the Abyssal remains still, she can't be perceived. The Charm ends when the Abyssal moves, attacks, or makes an overt action. Magical attempts to notice her fail, unless the attempt is flawless in which case, roll off (**Exalted: Essence**, p. 182).

Relentless Void Shroud (Upgrade, Stealth 5): Outside of combat, reflexive movement doesn't end the Charm while in places of death.

IDENTITY-CLAIMING IMPERSONATION

Prerequisites: Stealth 5, Essence 3

The Abyssal's thievery threatens her victims' own memories.

Commit 1 mote. The Abyssal make a special Stealth-based social influence action. On a success, she steals the memories of a given scene and gives them physical shape as a token marked by deathly imagery. The deathknight cannot access the stolen memories, but they guide her actions: she gains bonus dice equal to her successes for any attempt to impersonate the target as long as she keeps the token on herself. Ghosts and trivial characters need to recover the token to reobtain their memories, while significant characters can make an Integrity roll with a difficulty of the Abyssal's Essence + 2 anytime something reminds them of lost events. Intimacies connected to the memories add bonus dice to this roll, two for Minor Intimacies and three for Major.

Shattered Heart Pillaging (Upgrade, Essence 4): Commit 2 additional motes. If the Abyssal knows one of the target's Intimacies, she may steal all the memories related to it. The target doesn't lose the Intimacy but is deprived of any context for the feelings. While impersonating the target, the memento grants the Abyssal a three-success bonus on all *read intentions* and *strengthen* influence actions related to the Intimacy.

LOCK-WITHERING TOUCH

Prerequisite: Stealth 2

No contraption can negate the deathknight's will.

Spend 1 mote. The Abyssal destroys any mundane lock, manacle, or similar restraint with a touch. Stealth rolls made with appropriate tools against magical restraints gain bonus dice equal to the Abyssal's Essence and double 9s.

MURDER REVERB ERASURE

Prerequisite: Stealth 4

The deathknight's deathly accomplishments leave only nothingness behind.

Commit 1 mote for the scene. The Abyssal may decide to let oblivion consume the presence of any character she kills or incapacitates. Evidence of the killing or violence disappears entirely, although other traces of combat remain. This Charm destroys any equipment without the *artifact* tag.

Death's Fellowship Passage (Repurchase, Stealth 4, Essence 2): Commit 1 additional mote. The Charm's effects apply to all the Abyssal's Circlemates as well.

Pruned Life Sorrowful Echo (Upgrade, Stealth 4, Essence 3): If the Exalt's Essence is equal to or greater than a murdered target the Exalt may resurrect him as a ghost without the *immaterial* quality. The ghost has a Minor Tie of fear to the deathknight.

SHADOW SPECTER STRIDE

See p. XX.

SOUL-HAUNTING SHADOW INFILTRATION

Prerequisites: Stealth 5, Essence 3



The deathknight merges with her victim's shadow, using it to control them like a wicked puppeteer.

Spend 2 motes on Step 1. The Abyssal strikes the target's shadow in a special gambit that costs 2 Power, rolling Stealth as part of an attack. If the Abyssal has surprise and the gambit succeeds, the attack doesn't reveal her presence. If used while the target's shadow touches a patch of darkness, the attack gains a two-dice bonus.

If the gambit is successful, the Abyssal enters the shadow. She may use it to travel around, gaining flawless concealment against mundane scrutiny and imposing a dice penalty on magical perception equal to her Essence.

The Abyssal may reveal her presence to the target to control their body as if it were her own. The target still uses their traits, cannot use magic of their own, and cannot be convinced to act against Major Intimacies without social influence. Significant characters can reflexively force the Abyssal to roll a Stealth influence action against their resolve each time the deathknight forces them to take a life-threatening action, they suffer any damage, or at the end of each scene. On a failure, the Charm ends.

War

DARKNESS' CHILDREN SIEGE

Prerequisites: War 5, Essence 3

The Abyssal commands immense swarms of vile creatures to act on the battlefield as an extension of herself.

Commit 1 mote. The Abyssal enacts this Charm as a tactic for a single battle. Legions of creatures such as bats, raitons, or howling ghosts appear in the skies above the battlefield. The Abyssal may spend 3 Power as a simple action to make the swarms coalesce into immense shapes that crush enemies. This creates a one-time environmental hazard against an against an enemy battle group reflexively resisted with difficulty 5 and damage equal to Essence + Force. If the group suffers a rout check, Cruel Banquet triggers. The Abyssal may spend additional Power to create multiple hazards as a simple action up to a number of times equal to her Essence. In places of death, the hazard's difficulty increases to 6.

If the Abyssal's side wins the battle, she and her allies gain a two-dice bonus to future *demoralize troops* tactics made during the venture.

HIVE-MIND HORROR TACTICS

Prerequisites: War 4, Essence 2

The Abyssal's horror imprints in the mind of her soldiers, making them perfect recipients of her will.

Commit 2 motes for the scene. The Abyssal extends tendrils of thought to any number of allied battle groups within long range, mentally linking herself to her forces. She gains the following benefits:

- She communicates with her forces and make *command* actions mentally, negating penalties or rolls due to her forces being unable to hear her commands. Her communications can't be intercepted without magic specifically suited to this purpose.

- She increases the battle groups' Drill by 1.

- She imposes a dice penalty equal to her Essence on rolls made against the *demoralize troops* tactic.

If the Abyssal is incapacitated, all linked battle groups must make an immediate reflexive rout check as the connection is severed.

The deathknights imposes a success penalty instead against the *demoralize troops* tactic when linked to undead battle groups, but the rout check they must make if she becomes Incapacitated is difficulty 5.

IRONCLAD LOYALTY'S REWARD

Prerequisite: War 4

The Abyssal commands her legion to come to her aid with absolute commitment.

Spend 1 mote on Step 2. The Abyssal orders a battle group within short range to reflexively move to her position to shield her. Her Defense increases by an amount equal to the battle group's Drill + 1.

OBLIVION'S UNSHAKABLE DISCIPLINE

Prerequisite: War 2

Those who march under the deathknight's banner leave mortal weaknesses behind

Commit 1 mote for the scene. Enemies gain a two-success penalty on *demoralize troops* actions made against battle groups on the Abyssal's side.

World End's General (Upgrade, War 3): The Abyssal and her allies gain bonus dice equal to her Essence when making rout checks.

RED-WINGED MURMURATION

See p. XX.

SANGUINE FOUNTAIN TABLEAUX

See p. XX.

TERROR INVASION TACTIC

Prerequisites: War 5, Essence 4, Arise and Slaughter (**Exalted: Essence**, p. 224)

The Abyssal marches her army to the drum at the battle that ends the world, and the dead join her as she claims their lives.

Spend 3 motes. Roll a special tactic during warfare. If the Abyssal succeeds, any opposing battle groups in the dramatic scene begin in a state of rout, unable to perform any action except fleeing or cowering. Attempts to rally the battle group are against a base difficulty of 7. A living battle group that loses all its health during this scene returns its slain members immediately as a battle group of war ghosts (**Exalted: Essence**, p. 339) of equivalent Size and Drill under the Abyssal's command, with identical equipment and any other Outnumber Qualities the original battle group possessed.

Success on this tactic grants the leader four bonus successes on her next war project action. This tactic can only be performed once per war.



CHAPTER SEVEN

The Alchemical Exalted

Themes and Roleplay

The Alchemicals stand at the crossroads of two identities: created beings catalyzed around human souls. Whether built in the distant past or in the alien world of Autochthonia, they stand apart from the modern culture of Creation. An Alchemical's story is defined by how they manage the dichotomies of their existence: clinging to humanity, embracing their alien nature, or trying to find a path to coexistence. Play an Alchemical if you want to struggle with your feelings of alienation while building a community.

Artificial and Alive: Alchemicals are constructs built around a human soul, which allows them to hold an Exaltation. Built as fully-functional adults, Alchemicals take parts of their personalities and earliest beliefs from the experiences of their past lives. In their home world of Autochthonia, Alchemicals research their past lives, reading about former deeds and meeting people who knew them before their death. Alchemicals in Creation have no such connections and must forge them on their own. Despite their memories and connections, an Alchemical is an artificial thing, and cannot return to the humanity their soul once knew. Play an Alchemical if you want to straddle the line between construct and human.

Building a Better Tomorrow: Despite constant hardships, Autochthonians harbor an underlying, optimistic vision of the future, a belief that things can get better if everyone keeps reaching for it. Part propaganda and part religion, this vision shapes both mortals and the Chosen. Even ancient Alchemicals awaken in Creation with a subconscious belief that anything can be built, even a perfect world. No matter where they're from, Alchemicals look to the future and see wondrous possibility. Play an Alchemical if you want to foster a hopeful outlook for the future — a future you know you can build.

The Team Behind the Exaltation: An Alchemical isn't truly complete without a community behind them. Forging meaningful connections with a large group can be difficult, so consider working with your Storyteller to flesh out a few key representatives of your community. These Storyteller characters can assist in the Rite of Reconfiguration and help give a voice to the opinions and experiences of the group they represent. In Autochthonia, these people might be your Alchemical's state-sanctioned reconfiguration team. Part technicians, part personal assistants, and part family, these mortals were likely involved in building your Alchemical, and their job is to assist in reconfiguration and repairs. In Creation, an Alchemical must find others to help them with the process. They might not be as skilled as technicians trained from a young age, but they do their best to help you anyway. You can have a reconfiguration team without taking any Merits, but consider investing in Allies or Followers if you'd like them to be a bigger part of the story. Play an Alchemical if you want to have a team of friends who supports you and helps you become stronger.

The World of Autochthonia

Autochthon and his people left Creation thousands of years ago, during the First Age. The realm of Autochthonia is as hospitable to humanity as an ancient Machine-God can manage, which is to say not very. Hazardous smoke and toxic vats of oil dot the metal-forged landscape, dangerous machine-spirits work tirelessly to keep Autochthon's continent-sized organs working and object violently to interference in their work, and relatively safe places to settle and build are prone to drifting apart.

Despite the challenges, humanity has held their own in Autochthonia. With help from the Alchemicals, they have achieved tenuous stability and learned to thrive. Relatively plentiful magical materials and reagents helped them build vast cities full of artificial farms and gardens, skyscraper-sized air purifiers, and efficient water treatment facilities. Humanity formed The Eight Nations, also called the Octet, as their bastions of civilization which have thrived for thousands of years.

The Eight Nations are:

- **Claslat:** The largest of the Eight Nations boasting enormous wealth and political cachet.
- **Estasia:** A militaristic and authoritarian nation whose mercenary army is Autochthonia's greatest fighting force.
- **Gulak:** Gulak's diversity makes it a cultural hotbed. However, its cosmopolitan society is still

GETTING TO CREATION

A magical barrier called the Seal of Eight Divinities prevents travel between Autochthonia and Creation, but it has been known to "leak" and occasionally let through a handful of Autochthonians, or, once, an entire city. Desperate Autochthonian nations might also try to break the Seal intentionally, allowing two-way travel between the realms for trade, or to plunder an unsuspecting Creation for resources. An individual Alchemical in Creation could be an unwilling victim pulled through into a strange new world, a forward scout reporting back to central authorities, an ambassador and diplomat, a spy, a guerilla raider, or some combination of roles. If you're planning to play an Alchemical from Autochthonia in Creation, how they got there and what, if any, job they're expected to perform is something to work out with your Storyteller.

plagued by discrimination, oppression, and social fault lines.

- **Jarish:** Famed for its populace's piety and work ethic, Jarish is ruled by its Theomachracy, a priestly class that maintains both morale and orthodoxy.

- **Kamak:** The wealthiest and the most isolated of the Eight Nations. Kamak's economy is built around its immense surplus of natural resources that's secretly begun to wane.

- **Nurad:** Renowned for its scientific progress, Nurad is threatened by both the exhaustion of its natural resources and the creeping spread of the Maker's strange disease: the blight.

- **Sova:** Sova has expanded its territories into Autochthonia's reaches to combat population density. Its recent war with Yugash has left it subjugated by foreign nations there to rebuild.

- **Yugash:** A nation shaken by war and religious mass revolution, where Populat committees reshape things in the name of their dead prophet.

Autochthonian culture revolves around survival, only possible through the creation and maintenance of complex machinery. Individuality comes second to the needs of the people, luxury and excess are frowned upon even among the higher classes, and citizens are assigned strict roles from birth that define how they serve society.

As an Alchemical, what does this utopian tomorrow look like? Are you still a true believer in the official plans put forth by your nation's leaders, or are you searching for a different path forward? If you were made in the ancient past, do you feel Creation has moved in the right direction since then? Will you try to restore a lost golden age, or work to set the world on a new path?

Elder Alchemicals sometimes choose to make their Colossus-Class Upgrade (p. XX) permanent, cutting themselves off from the scale of ordinary people except through the use of drone bodies. Going further, powerful Alchemicals can heed a calling from Autochthon and plant themselves in the ground, unraveling their bipedal form and growing into an entire city, called a Metropolis. These sentient, Exalted places have Charms the size of buildings, and make up the majority of Autochthon's living space. Metropolitan Alchemicals aren't designed for regular play, but they loom large in the possible future of your Alchemical.

Do you long for the day when you can embrace your community by becoming the very homes in which they dwell, or fear losing your own identity in the process? Alchemicals from Creation may know nothing about this potential, or they may learn about it through scraps of memory or strange dreams. Without other Metropoli as role models, how will they cope with the possibility of this alien future existence?

When playing an Alchemical from Autochthonia visiting Creation for the first time, consider what culture shocks you might experience. Sunlight and food are unimaginably abundant, even the common people are laughably wasteful, and the rich vary from distastefully to criminally opulent. Proper social cohesion is rare, and the local gods are petty individuals rather than logical machine-spirits. Whether your Alchemical sees these differences as good or bad is up to you, and the story that unfolds in your Creation.

Caste Concepts

Defined by the material they're created from, each Alchemical is built to fill a specific role in society, though as Exalted they can quickly outgrow the molds from which they're formed.

Adamant

It's hard to be around an Adamant Caste Alchemical and not feel moved; they effortlessly attract admirers with mathematically perfect proportions and actions so smooth and efficient they glide through the world. Natural muses and teachers, Adamants demand perfection from themselves and others. Their reputation as prima donnas and ruthless taskmasters is matched by their exceptional results. Working with an Adamant is equally wondrous, frustrating, and highly rewarding. In Autochthonia, Adamant Castes oversee schools of higher learning and assist in the production of art and culture (or propaganda) that glorifies their nation. Gifted young mortals may be assigned to an Adamant mentor in preparation for their expected role as a leader or scientist. During the Divine Revolution, their roles were flexible, from fighting on the front lines to winning over new allies through charm and allure.

When creating an Adamant Caste Alchemical, imagine what sort of self-image they have as a precision-crafted artificial being. Do they question their ability to reach perfection, or assume its inevitability? What does perfection look like to them and how do they work toward it? Many Adamant Castes have a fondness for the arts, whether dance, music, sculpture, fashion, and so on. Does your Adamant pursue an art form, inspire artistry in others, or both? Do they see a dichotomy between artistry and efficiency, or see them as harmonious?

Example Adamant Caste Alchemicals include:

- A gentle, but firm, teacher who instructs wayward mortals in martial arts.
- One of Estasia's best propagandists, whose works are well received across Autochthonia.
- Leader of a cult who worships the Adamant as a living idol; in return they protect the cult from the dangers of Creation.

Additional Exalt Milestones

At the end of each session, Adamant Castes earn an Exalt milestone if they:

- Performed or created a moving piece of art that introduced or changed an Intimacy.
- Raised the morale of a group or your community.
- Taught a significant character a new skill or important life lesson.
- Improved the efficiency of an existing plan or system.
- Their example led others to better themselves.

Jade

Anyone can be a hero in the presence of a Jade Caste. Honest, likable, and happy to help, the archetypical Jade stands as an example to be followed, leading from within. The hope of their people rests on a Jade Caste's shoulders, but they're built strong enough to carry it. Many Jade Castes are satisfied with their lot in life, but being a hero to everyone takes its toll. Some develop wildly inflated egos, a crippling fear of failure, or both. Friendships with other Exalts offer a unique opportunity to engage with an equal, if a Jade can follow their own advice and learn to share the burden. The Dragon-Blooded, with their instincts for teamwork and family, can make for particularly close and valuable friends. In Autochthonia, Jade Castes

ADDITIONAL ALCHEMICAL MILESTONE

In addition to the Exalt milestone listed by caste, at the end of each session, gain an Exalt milestone if the Alchemical took action to serve her community in a way that aligned with her Virtues, or gained, strengthened, or emotionally reinforced one of her Major Intimacies toward her community.

are interim shift leaders, sent in to improve morale and cohesion in underperforming factories. Others devote themselves to public speaking, or leading small military groups against Autochthon's enemies. During the Divine Revolution, they supported armies as soldiers and morale officers, raising the spirits of mortal and Dragon-Blooded alike when faced with impossible odds.

When creating a Jade Caste Alchemical, ask yourself how they handle the pressure and responsibility of being a folk hero. Are the friends they make along the way important, or just passingly useful allies? How do they forge human connections as a living machine? Does their Alchemical nature get in the way or have they found a way to be at peace with it? Have they found any hobbies or passions they pursue just for themselves, or is their entire life devoted to serving their community?

Example Jade Castes include:

- An archetypal farm boy turned hero, discovered in his adoptive father's field.
- An exemplar of pious hard work from Jarish.
- A hero of the people burdened by their previous life's failures.

Additional Exalt Milestones

At the end of each session, Jade Castes earn an Exalt milestone if they:

- Completed a heroic task with the assistance of others.
- Returned a favor by helping out a new friend who helped you.
- Publicly shared the glory with your allies.
- Defended someone by putting yourself in harm's way.
- A significant character recognized your hard work or heroism.

Moonsilver

Like their metallic namesake, Moonsilver Alchemicals shift from one identity to the next as easily as breathing. Quick, adaptable, and often deadly, they strike at their community's enemies with pinpoint accuracy and disappear before anyone realizes what's happened. As the most mutable caste, Moonsilvers find themselves as jacks-of-all-trades, tackling every job at once. They adapt quickly, as comfortable speaking to a crowd of rough factory workers as they are dining with royalty or stabbing someone in a dark alley. Being everything to everyone leaves little room for a Moonsilver to discover her own identity. It's easy to wear so many masks that they forget what's underneath. Autochthonians view Moonsilvers with quiet suspicion, aware of their gift for deception. Moonsilvers in Creation have an easier time gaining people's trust, whether or not they plan to keep it. During the Divine Revolution, Moonsilver Castes acted as spies and relays, slipping into unexpected places alongside Lunar infiltrators to return invaluable information.

When creating a Moonsilver Alchemical, consider what roles they are best suited to playing. Do they lean into their Caste's duplicitous nature, or strive for honesty where they can? Has your Moonsilver managed to form real friendships within their community, or are they always wearing a mask? A Moonsilver's Virtues and Intimacies can help shed light upon their truest self; do they install Charms to hide them, or wear their heart on their sleeve?

Example Moonsilver Castes include:

- A chief spy and assassin for Claslat.
- A vigilante who brings those they deem wrongdoers to justice.
- A recently awakened Alchemical who established a criminal empire.

Additional Milestones

At the end of each session, Moonsilver Castes earn an Exalt milestone if they:

- Told a major lie or enacted complex deception without getting caught.
- Killed or permanently neutralized a significant enemy of your community.
- Spent an entire scene invisible or disguised.
- Led a successful ambush.
- Learned crucial information by acting as a hidden agent, spy, or infiltrator.

Orichalcum

Orichalcum Caste Alchemicals are built to shoulder leadership as a duty and a service rather than a crown

of glory. Being in charge requires decisive thought and action, giving Orichalcum Castes a reputation for stubbornness. That's not to say they ignore other points of view; the Orichalcum Caste produces empathetic diplomats who look for win-win situations and unite disparate groups to a common cause. Autochthonian Orichalcum Castes take on leadership positions in the middle of a city or nation's hierarchy, though seldom at the top due to societal taboos against Exalts ruling unchecked. During the Divine Revolution they were assigned to lead niche or experimental units. Orichalcum Castes in Creation may decide that rulership is the best way to serve their community, whether that crown is offered willingly or taken by force.

When creating an Orichalcum Caste Alchemical, consider how they define leadership, and how they think a good leader should think and act. Do they live by these rules, or fall short of their own expectations? How do they treat their own superiors; do they take orders as well as they give them or run off to do things their own way? Do they consider any of their Intimacies to be completely non-negotiable? Your Alchemical will be exposed to all sorts of new ideas and experiences in the Creation of the Second Age; how will they handle such a challenge to their worldview?

Example Orichalcum Castes include:

- A commander from Nurad who protects the nation from gremlin incursions — monsters spawned by the blight.
- A labor captain who transformed a group of workers into a resistance force against the Realm.
- A poet-warrior who has become a beacon of hope through their words and deeds.

Additional Exalt Milestones

At the end of each session, Orichalcum Castes earn an Exalt milestone if they:

- Changed an official policy or law for the better.
- Were publicly celebrated as a hero or great leader.
- Recruited a significant character or group to their cause.
- Convinced two opposing groups to unite or work together.
- Led a group or significant character to safety through bold and decisive action.

Soulsteel

Soulsteel Alchemicals are responsible for the grim task of defending their communities through fear and punishment. Shouldering this grim burden leaves many Soulsteel Alchemicals isolated and feared by the people they care about the most. Some accept their fate and become fiercely independent, others long for connections they don't quite know how to foster. A few learn to punish and terrify only the most obvious and hated enemies of their community, but even the kindest and most forgiving Soulsteels are watched with a degree of fear. In Autochthonia, Soulsteel Castes lead military crackdowns, solve crimes with careful detective work, or act as secret police. Soulsteel Castes spent the Divine Revolution finding dissenters, spies, and traitors within the revolutionary army's ranks. As living machines built from the magical material most associated with death, helping others as anything other than a boogeyman requires building trust.

When creating a Soulsteel Alchemical, consider what sort of reputation they have with their community, and how they've tried to change it or adapt to it. Your Soulsteel might have spawned urban legends that scare people into good behavior. Are such tales based on real events, or pure fiction? Does your Soulsteel try to act with kindness and compassion in public, to avoid being seen as a monster, or double down and act the part of a heartless executioner? No Alchemical can truly thrive without being part of a community, how does your Soulsteel balance that need with the grim tasks they must complete to keep their people safe?

Example Soulsteel Castes include:

- An enforcer of cultural mores from Gulak, best known for being a frightening trendsetter.
- A killer of killers who frightens would-be murderers from striking again.
- A settlement's beloved bogeyman who haunts their shadows and keeps greater threats away.

Additional Exalt Milestones

At the end of each session, Soulsteel Castes earn an Exalt milestone if they:

- Made a public example out of someone.

EXAMPLE CHARACTER: PUBLIC UNIVERSAL FRIEND

Found in a collapsed mineshaft by enslaved workers, *Public Universal Friend* was awoken by accident and immediately incited a revolt. Now they live with the former miners in a thriving community as their de facto leader. To play a character like *Public Universal Friend*, focus on Force, Presence, and War. Take Ox Body, Forge of Thousands, Necessary Brutality Programming, Unstoppable Impulse Engine, and We Lift Together.

- Used fear or intimidation to protect someone.
- Successfully dissuaded a significant character from taking a harmful action.
- Completed an unpleasant or immoral task for the good of your community. The player decides what her character feels is immoral or unpleasant.
- Eliminated a threat to the Circle or your community via violence or underhanded means.

Starmetal

Starmetal Alchemicals see themselves as the backbone of their communities, the people who really keep things running. Clever Starmetal plans foresee all possible futures and nudge events toward the brightest tomorrow, often with such subtlety that no one else realizes why things turned out the way they did. Most Starmetals like it that way; leading from behind keeps them out of the spotlight and focused on results. In Autochthonia, Starmetal Castes act as advisors, researchers, and scientists, and help maintain their cities' complex infrastructure. No long-term planning meeting of any importance is complete without a Starmetal presenter who has ideas and predicted data for the next five, 10, 20, or 100 years. The Divine Revolution saw Starmetals strategizing alongside the Sidereals, and some awaken to find they have old friends in Yu-Shan among the immortal gods or in the memories of the Maiden's Chosen. An Alchemical born in Creation may see their long sleep as part of a millennia-spanning plan of their own invention, waking up with a to-do list a mile long in a world more changed than even they could predict.

Starmetals take personal responsibility for bringing about a utopian future. What does that look like for your Starmetal Alchemical? Do they see the people they guide as valuable colleagues, or more like puppets? Being constantly in the background can be frustrating for a successful planner. Does your Starmetal resent never getting credit or see anonymity as a sign of a job well done?

Example Starmetal Castes include:

- One of Kamak's chief strategists who keeps a close eye on the nation's logistics.
- An oracle well known for their frighteningly accurate predictions.
- A village chief whose foresight has kept her community safe through harsh winters.

Additional Exalt Milestones

At the end of each session, Starmetal Castes earn an Exalt milestone if they:

- Created a detailed plan for someone else to execute.
- Altered someone's fate or role in society.
- Hid your personal involvement in a major plan or event.
- Built up someone else's reputation as a hero or leader.
- Their foresight and guidance led a significant character or their community to victory or safety.

New Charms

As built-in magical machinery, Alchemical Charms can bring them closer to their artificial nature, thinking and acting more automaton than person.

New Exalt Modes

The following modes are additions for the Charms contained in **Exalted: Essence**.

SHARPSHOOTER'S CLEVER TRICKS (P. 209)

Aim-Calibrating Sensors: The Alchemical gains double 9s on Force-based ranged attacks. When she activates this Charm, choose one additional benefit: reduce the flurry penalty when flurrying Aim actions to −2 or reduce the cost of *reveal weakness* gambits to 2. She may change the benefit at the start of each of her turns.

SWIFT-HANDS CASTING (P. 212)

Parallel Protocol Cores: If the Alchemical has not yet successfully cast a spell this session, the flurry penalty for actions including Focus Will is reduced to −1.

General

ALTERNATING RESONANCE FREQUENCY

Prerequisite: None

Each Alchemical contains traces of all six magical materials within them. While their Caste matches the most prominent of those materials, precise essence vibrations can bring another into harmony with it.

Commit 1 mote and choose a major magical material that does not match the Exalt's Caste. The Alchemical is treated as resonant with that magical material. She may immediately benefit from relevant Resonance modes of any Evocations she has learned, including an Evocation she has installed through Living Artifact.

ARTIFACT HEART ATTUNEMENT

Prerequisite: Essence 2

Like an artifact and its wielder, the Alchemical forges a deep bond with another Exalt, bringing their Essences into harmony.

Over the course of a dramatic scene, the Alchemical bonds with a non-Alchemical ally who is resonant with her Caste material. Each then senses the other's location, general health, and current anima level, no matter the distance. If one gains or loses an Intimacy or changes a Virtue, the other is aware of the change.

If both Exalts are present in the same scene and willing, either may commit 1 mote to combine their mote pools, forming a shared pool that either one can spend from. Both characters still recover motes as usual at the end of a scene or round, adding them to the shared pool. This effect can be ended by either party and ends automatically if either is incapacitated or removed from the scene. Anima is increased individually; an Alchemical spending motes to fuel her Charms does not increase the anima of her Solar partner.

When the shared mote pool is split back into two, committed motes remain with the one benefiting from their effects, and a character benefiting from commitment effects over and above their mote pool maximum must choose which effects to end to reduce that number to their maximum. The Alchemical chooses how unspent motes are divided, but neither character may surpass their mote pool maximum.

CADRE-PORTING COUNTERBALANCE FLEXION

Prerequisites: Essence 4, Colossus-Class Upgrade Installation

The Alchemical calibrates the breadth of her body into balancing platforms, allowing others to stand and move atop her.

Commit 2 motes while Legendary Size. Allies within short range may use their reflexive movement to board or disembark the Alchemical. Characters who are on board the Alchemical automatically move with the Alchemical whenever she moves, and are treated as if aboard a large mount, applying the bonus to actions that benefit from the Alchemical's movement, and increasing the cost of all gambits against them by 1. They ignore any hazards posed by dangerous terrain the Alchemical moves over.

In naval combat, the Alchemical gains a second pool of Power for herself as a vessel, which only gains and loses Power from naval actions. She increases the number of Fire Ordnance actions her vessel-self can take to three, and otherwise benefits normally from other characters' naval actions She does not increase her

Defense from the presence of a character with Navigate and applies her wound penalty to all naval actions instead of interacting with the rules for sinking. When her Soak is reduced by the Ram action, she only applies the reduction against Fire Ordnance and Ram actions.

Rapid Scaffolding Eversion Subroutine (Upgrade, Essence 5): When the Alchemical activates Colossus-Class Upgrade Installation in combat, she may activate this Charm on the same Step.

COLOSSUS-CLASS UPGRADE INSTALLATION

Prerequisite: Essence 2

The metallic implants that shape the Alchemical's body swell and interlock into a colossal form, allowing him to protect his community from enormous threats.

Commit 1 mote for the scene. The Alchemical gains the Enormous Size quality. Gain two temporary Bruised Health levels while this Charm is active. Treat her as always meeting the requirement for greater feats of strength and she does not need to roll for any greater feat of strength at standard difficulty. While she remains within close range of her Circlemates or members of her community, they may treat her towering form as light cover. At Essence 3, she may commit an additional mote to gain the *Legendary Size* quality, gaining a third temporary Health level, extending the benefits to extreme feats of strength, and providing heavy cover instead.

Titan of Steel (Repurchase, Essence 3): This effect becomes permanent.

INSATIABLE ENGINE FUELING

Prerequisite: Essence 2

The Alchemical burns through his own body to refill his essence reservoirs.

As a simple action, the Alchemical chooses how many Health levels he wishes to lose, gaining 1 mote per Health level lost, up to his Essence in health levels. For every mote gained, he also gains 1 anima. This action may be flurried, but he may not heal himself with Charms or other effects during the round in which this Charm is used. The Alchemical may gain motes in excess of his maximum mote pool, but any excess motes vanish at the end of the scene.

Health levels lost to this Charm are lost via immediate damage that cannot be negated or reduced. Other effects that activate upon taking damage may still be applied, including effects activated by wound penalties, but levels lost to this Charm cannot also be counted toward the activation cost of other effects.

Agony Engine Protocol (Repurchase, Essence 3): The Alchemical may take aggravated damage instead, regaining 2 motes per Health level lost.

SELF-POWERING HEARTHSTONE MATRIX

Prerequisites: Essence 2, any Hearthstone Merit

Integrated hearthstone sockets along the Alchemical's skin allow her to take full advantage of a manse or demesne's power.

The Alchemical may socket up to her Essence in hearthstones directly onto herself. She uses the Evocations of any hearthstone she has socketed as if it were an artifact with her Living Artifact ability. If the hearthstone has an effect when set into a weapon or armor, the Alchemical may apply that effect to any applicable gear she is using, including non-artifact gear. Installing new hearthstones or rearranging existing ones requires undergoing the Rite of Reconfiguration.

VAT SURROGATE REWEAVING SYSTEM

Prerequisite: None

When pressed, an Alchemical may substitute her own Essence for the time and care necessary to perform the Rite of Reconfiguration.

Commit 1 mote. As a simple action, the Alchemical may switch the Evocation he has installed through Living Artifact without undergoing Reconfiguration. This action can be flurried. If the mote commitment of this Charm is released, the Alchemical loses access to both the original and switched Evocations until he has the chance to undergo the Rite of Reconfiguration. He may not use this Charm again until he has undergone the Rite of Reconfiguration to properly reinstall his Evocation of choice.

Flexible Installation Method (Upgrade, Essence 3): The Alchemical may use this Charm multiple times, committing a mote for each switch. All motes must remain committed until he can undergo the Rite of Reconfiguration, or he loses access to all Evocations until the Rite is completed.

STRUCTURAL ANCHOR EXTENSION

Prerequisites: Essence 4, Colossus-Class Upgrade Installation

Rooting her ever-expanding form to the world, the Alchemical reaches across the divide between titan and terrain.

Commit 2 motes while Legendary Size. The Alchemical expands to encompass two range bands horizontally and vertically. She counts as being within any

range band she encompasses. She can no longer move reflexively and must sprint to move a single range band. At the end of each of her turns, she reflexively designates one range band inside her structure to include a hazard of 5 difficulty and 3 damage, which her allies ignore.

Exponential Growth Accelerator (Upgrade, Essence 5): The Alchemical may extend to three range bands. When she activates Colossus-Class Upgrade Installation, she may activate this Charm in the same action.

Intrusion Interdiction Pattern (Repurchase, Essence 5): Characters attempting to enter or exit the area covered by the Alchemical without her permission must roll against difficulty 5. She may add 5 to the Defense or 5 automatic successes to the resistance of any character that is targeted by forced movement into or out of her covered area.

Finesse

ALL-SEEING GOVERNOR'S BULWARK

Prerequisite: Finesse 3

The Alchemical's dedication to her community warns her when their beliefs are being influenced by outsiders, for good or for ill.

Specify an organization or community the Alchemical is a part of or has chosen to protect. Whenever someone attempts to influence or alter that group with the aid of Charms or other magical effects, the Alchemical is instantly aware of the influence. This includes trying to influence the organization through a grassroots campaign, or targeting specific leaders with social influence designed to alter their policies, votes, or other actions regarding the group. It does not include social influence toward group members not designed to affect the group at large. Only one group may be targeted at a time.

When alerted, the Alchemical may spend 1 mote to ask any of the following questions. Additional questions cost 1 mote each.

- *Is the person trying to influence the group someone I know, and if so, who?*
- *What is the influencer trying to accomplish?*
- *Has the influencer successfully swayed an important figure in the group?*
- *Where is this influence occurring?*

Players should specify when this Charm is active to remind the Storyteller about important alerts. If it's clear this Charm should have alerted the Alchemical but was forgotten, the player may ask questions retroactively, paying the mote cost for as many questions as the Alchemical might have asked at the time.

PHANTASMOGRAPHIC GUARDIAN SEAL

Prerequisites: Finesse 3, Essence 2, All-Seeing Governor's Bulwark

When the hearts and minds of her people are at risk, the Alchemical can act from any distance to put them back on the right path.

The Alchemical gathers together important leaders and other key figures in her community. With their permission, she draws a glyph of protection on each of them in a ritual that requires a dramatic scene.

While they are protected, the Alchemical is alerted any time one of her charges is targeted by social influence enhanced with Charms or other magic. She may immediately create a holographic image of herself that appears next to her charge, through which she can see and hear as if she were present. Though she cannot physically affect the environment through this hologram, she may communicate through it and use any Charms that don't require physical touch, including most Charms that enhance social influence. The holographic image dissipates after a scene, or if the Alchemical chooses to end it.

Any number of people can be protected by this Charm simultaneously, but they must all be associated with the same community and must all be present together for the original protective ritual. An Alchemical may have only one such ritual active at a time; if she wishes to protect a new group of individuals, she must relinquish the old one. Any member protected by a seal may also choose to end the effect, and in doing so ends the effect for everyone. All members are aware when the protection ends, and the Alchemical is aware of who chose to end it.

For large and important communities, getting everyone the Alchemical wishes to protect in one place at one time for the ritual may require an Embassy venture.

Warding Defense Override (Upgrade, Essence 3): The Alchemical may commit 1 mote to forcibly keep her protective seals active when one of its members tries to end it. She is made aware of who attempted to end the effect and may immediately appear as a hologram next to that individual to speak with them for a scene.

ANCILLARY BATTLE CONSCIOUSNESS

Prerequisites: Finesse 5, Essence 5

The Alchemical realigns her pathways of her subconscious thought, uniting them into a secondary consciousness.

Commit 3 motes for the scene. The Alchemical gains a second pool of Power and an extra action each turn. The extra action can only be used to Build Power for the second pool, or to perform gambits using that pool's Power, which do not count towards the attack limit. She may take the extra action before or after her normal action. If an effect measures or impacts the Alchemical's Power (e.g., a Charm that is more powerful when the Alchemical's Power is higher than her target's), the Alchemical chooses which pool is used. Power from the two pools cannot be used together, and Power that the Alchemical receives from any source cannot be split between the pools. The Alchemical also gains one unique mode when she purchases this Charm and can repurchase it to gain a second mode.

Sustained Directive Operation: When the Alchemical fails to resist Influence, she may choose to have that influence apply to only her normal actions until this Charm ends, allowing her to continue to Build Power and perform gambits in ways that would contradict the influence without any penalty, including any movement and reflexive actions that support the extra action.

Limbic Override Operation: When the Alchemical is Incapacitated, she can still use her second action to build Power for her second Power pool and make gambits. If her second pool of Power reaches 10, she may set it to 0 to recover from Incapacitated.

Ex Machina Operation: On a turn where the Alchemical does not use her action to Focus Will or Cast a Spell, she may use her extra action to Focus Will.

APOCRYPHAL OPERATIVE HALO

Prerequisites: Finesse 3, Essence 2

Vanishing into the shadows of her opponent's mind, the Alchemical erases her existence from their conscious memory.

Spend 1 mote. The Alchemical makes a special social influence action against a single target using Presence or Performance. If successful, the target forgets the Alchemical's existence. The affected character's memories are distorted to write out the Alchemical, with the target's player deciding on the specifics of the distortion. The Alchemical's past actions may be attributed to random happenstance, a different person, or a mysterious but unknown actor the target can never quite remember. Any Intimacies the target has for the Alchemical vanish or change to something appropriate for the new memories.

Choosing to ignore this influence does not prevent memory loss, but instead allows the affected character to remember their memory has been tampered with. Rather than filling in the blank space where the Alchemical used to be, the character remembers things as they were but with a clear, uncomfortable gap in bringing up the Alchemical's name, face, or other identifying features.

If the target meets the Alchemical again, their removed memories gradually return over the course of a scene spent in the Alchemical's presence.

Past Rewriting Protocol (Upgrade, Essence 3): The Alchemical controls how her target fills in the blanks, choosing the general story they'll remember in place of the truth, with agreement from the Storyteller. The Storyteller may have the target choose to ignore the influence if the story is highly implausible.

Universal Mythology Reprogramming (Repurchase, Essence 3): The Alchemical may target a group with this special action by spending an additional mote. She may choose to exclude individuals from this influence.

AUTOMATED TARGETING SYSTEM

Prerequisites: Finesse 4

Enhanced target tracking capabilities correct for the movement of both the Alchemical and her target.

The Alchemical may ignore the reflexive movement restriction while taking an *aim* action.

BENEFICIAL VOCABULARY PROGRAMMING

Prerequisites: Essence 2, Finesse 3

The precise use of language benefits harmonious labor; with the Alchemical's help her allies learn quickly.

Spend 1 mote to target a nearby willing ally. The target instantly learns a small, specialized language associated with an Ability. Characters who share the Ability-based language may:

- Communicate highly complex instructions to each other in simple spoken terms, allowing characters to ignore one venture obstacle pertaining to instruction, communication, collaboration, or other instances where a technical language would make the project simpler.

- Gain two bonus successes when using teamwork actions with anyone who shares the Ability-based language.

- Characters without this secret language cannot understand nor decipher what the Alchemical and the target speak about, allowing instructions, documentation, schematics, or plans to be transferred orally without interference.

So long as someone imbued with an Ability language is present, the Alchemical may commit 1 mote to speak it herself.

When this Charm is used, the target also gains a Major Intimacy tie of loyalty toward shared-language speakers. Against attempts to weaken this Intimacy, increase the target's Resolve by the Alchemical's Essence. If this Intimacy is ever removed, whether by social influence or the target's own changing feelings, the target loses the ability to speak the imbued language.

EMBEDDED PARAPHASIC INFLICTION

Prerequisites: Finesse 5, Essence 4, Beneficial Vocabulary Programming

The Alchemical weaves belief, compulsion, and instruction into a hyper-efficient burst of magical language their target can't help but spread.

Spend 2 motes. Make an *instill* or *strengthen* action that may always be rolled with Embassy. The target learns one language the Alchemical can teach with Beneficial Vocabulary Programming, attached to the new Intimacy instead of the default Intimacy of loyalty. As long as the target has the Intimacy, their first social influence each scene in any language automatically includes a free *instill* or *strengthen* of the empowered Intimacy. They also make this influence reflexively the first time any character hears them use their new language. This influence is enhanced with the same infectious language as the original influence, teaching and compelling its target in the same way. By the end of the story, this reaches any of the target's subordinates or allies who have a Resolve lower than half the target's appropriate dice pool.

Characters who resist this influence must face a hard bargain, such as becoming temporarily aphasic or unconsciously performing an action in alignment with the Intimacy, and grant bonus dice equal to the influencing characters' extra successes to all characters present who can speak the infectious language.

BLINDING STROBE LIGHT

Prerequisite: Finesse 3

Strong light can be as blinding as any darkness, and the Alchemical can channel her essence to produce a flash as bright as lightning.

Spend 1 mote while making a *distract* gambit. If the Alchemical succeeds, increase the target's Defense penalty by 1, and gain 1 Power for every two extra successes, rounded up. You may distribute this Power to your allies instead of accruing it yourself.

CACOPHONOUS ANIMA DISPLAY

Prerequisites: Finesse 4

The divine nature of the Machine-God's Chosen cannot always be hidden, but it can be confused.

The Alchemical may transform her anima display into a roiling mess of smoke and oil interspersed with flashes of lightning, lit by a nebulous glow. While the divine nature of the anima effect is clear, the source of it is not; the Alchemical no longer suffers penalties from Burning or higher anima. Other Exalts within the effect have their own animas effectively concealed by chaos up to the Bonfire level, at which point their displays become unique enough to again cause stealth penalties.

While regular Iconic animas are unique and distinguishable, every Alchemical using this Charm creates a similar enough cacophony that their displays cannot be distinguished from one another.

Cacophony-Quenching Node (Repurchase, Essence 3): At the end of any scene, the Alchemical may reduce her anima by up to five points.

CONSTRUCTION FLAW ANALYSIS ENGINE

Prerequisites: Finesse 4, Essence 2

Specialized nodes in the Alchemical's brain are dedicated to finding and analyzing weaknesses in material objects.

Reduce the cost of *reveal weakness* gambits to 1, and reduce the Soak value by an additional 1 if successful. Gain double 9s on repair-based crafting ventures.

DECISIVE CRYSTAL BLADE

Prerequisite: Finesse 4

The Alchemical sharpens his senses like an adamant blade, striking where his opponent is weakest.

Spend 1 mote on Step 1 of a decisive attack. Reduce the opponent's hardness to 4 if it's 6 or higher, or reduce it by 2 otherwise. This may be activated in conjunction with any Excellency, but otherwise still counts as the Charm for this Step.

EMPATHY SIMULATION ENGINE

Prerequisite: Finesse 3

Tiny starmetal spheres embedded in the Alchemical's brain allow her to perfectly mirror someone's thoughts and feelings, projecting a false emotional face to the world.

When targeted by a *read intentions* action, the Alchemical may spend 1 mote and choose another person within the scene, which may include the person attempting to *read intentions*. Rather than revealing the Alchemical's motives, Virtues, or Intimacies, the *read intentions* roll reveals those of the chosen substitute's as if they were the Alchemical's own. The Alchemical herself does not learn anything from using this Charm and may not forgo a defense if an ally is using *read intentions* on her while she uses this Charm, though she may choose not to increase her Resolve with any Charms or other effects.

EPHEMERAL LANGUAGE MEDIUM BROADCAST

Prerequisites: Finesse 5, Essence 4

The Alchemical emits a field that conducts communication aligned with her leadership perfectly across vast distances.

Commit 3 motes. Choose a single group of Followers or a battle group the Alchemical commands. The group can communicate with the Alchemical and each other instantly within the same general area (such as a single city). She is capable of leading them remotely across this distance. If they engage in battle while the Alchemical is not present, she joins the battle from afar and may use her turn to Build Power for the battle group and issue orders. This communication can be noticed by other characters near the speaker or receiver with a roll, but interpreting it requires magic and a difficulty 7 roll. Groups enhanced by this Charm cannot be deceived by characters pretending to be part of them. Rolls to cut off or subvert the group's communication automatically fail, and other rolls to disrupt their coordination still suffer a three-dice penalty. Followers increase their Merit dice bonus by one and can be committed to any number of ventures in the same area simultaneously. Battle groups add one success to any roll enhanced by their Drill, which does not count toward the limit. If the enhanced group consists entirely of the Alchemical's community, she may gain an anima on any venture roll enhanced by their success bonus.

Embedded Relay Conduction (Upgrade, Essence 5): The Alchemical can maintain this connection across any distance. She may also use an Exalt milestone to enhance one of her purchased Merits with this Charm permanently, regaining the committed motes. If her Command Merit consists of multiple battle groups, all of them are enhanced at once with this purchase.

EXTENDED ATTACK PATTERN DERIVATION

Prerequisites: Finesse 5, Essence 4

The Alchemical extrapolates her foe's every possible attack from a single flaw.

Commit 3 motes for the scene on Step 4 after successfully defending against an attack. The attacking character automatically misses any attack they make against the Alchemical, treated as a successful defense on Step 4. The Alchemical also fully resists any hazard the target creates without requiring a roll. The target can make a special *break pattern* gambit that costs 5 power and is not blocked by this Charm's defense. If the gambit succeeds, this Charm ends on Step 5, and cannot be used again on the same target for the rest of the fight. When the Alchemical is attacked by the target, gain an additional anima on Step 2.

GROUP-GUIDING SHADOW

Prerequisites: Finesse 3, Essence 2

The Alchemical extends her built-in stealth technology to bolster her allies, allowing everyone to remain undetected.

When commanding a battle group, Alchemical may target the entire group with self-only Stealth Charms. Commit 1 extra mote per point of Size the group has over 2 to protect them. Self-only Stealth Charms affect the whole group so long as motes remain committed. This does not generate anima.

HERETICAL SIGNAL ENCRYPTION

Prerequisite: Finesse 3

Delicate control over her own mind allows the Alchemical to choose who she wishes to engage with and who should be completely ignored.

Commit 1 mote for a scene. The Exalt's precise control over his own neural circuitry allows him to cut off the connection between his auditory processing and linguistic centers. Until he chooses to end the effect, the Exalt cannot parse anything being said by any targets

he wishes to ignore. This makes verbal social influence nearly impossible. Choose two when activating the Charm: *persuade*, *instill*, *dissuade*, *strengthen*, or *weaken*. The Alchemical cannot be targeted by speech-based actions made by the targets, but also cannot understand anything those characters are saying. Charms or other magic that gets a point across without a shared language (such as Poetic Expression Style) bypass this defense, or the target may attempt to get a simple point across with only body language, taking a two-dice penalty to the social action.

At Finesse 4, the Alchemical may choose to ignore a written language instead but may activate only one mode (spoken or written) during a scene.

Paradox Cipher Memory (Repurchase, Essence 3): The Exalt's control allows for even more nuance in this disruption. He can choose to understand the gist of what ignored targets are saying, while still ignoring the full impact of their words. The Exalt doubles his base Resolve against social influence that requires a shared language, and his Intimacies and Virtues do not penalize it.

INFINITELY FOLDED ARGUMENT GENERATION

Prerequisites: Finesse 5, Essence 4

The Alchemical layers her speech with endless variations on her rhetoric, buzzing in a stubborn mind until it conforms.

Commit 2 motes for the session when a target resists the Alchemical's successful influence. The target cannot take a hard bargain and must accept or ignore the influence. The Alchemical gains the bonus dice from the target, ignoring the Influence on all actions directed against the target until they accept the influence.

Self-Iterating Lemma Extension (Upgrade, Essence 5): The Alchemical may commit the motes for this Charm until the end of the story. Once per scene, the Alchemical may change the chosen influence to a related one. If the target accepts the Charm's influence action, this Charm does not automatically end, allowing the Alchemical to change the influence and reduce her bonus dice by the number of successes needed to purchase the influence action she wishes to change to.

MULTI-MODAL OPTICAL ENHANCEMENTS

Prerequisite: Finesse 3

Delicate rings of various magical materials are embedded in the Alchemical's eyes, allowing them to see in unique ways.

Commit 1 mote for the scene to activate up to three modes at once. Acquire two modes upon purchasing this Charm. This may be repurchased to gain one more.

Lighting Modulation Filters: Ignore all penalties caused by strong or weak lighting. The Exalt sees perfectly in the dark with even the faintest of light sources, including the subtle light of a Dim anima.

Magnification Lens: Gain double 9s on Craft rolls involving fine detail work, or a two-die bonus to other rolls involving small details (such as an Awareness roll to spot a pinpoint drop of blood on a book the Alchemical examines).

Telescopic Lens: Ignore all penalties caused by concealment from Ranged Combat attacks, or to other rolls penalized by distance (such as Awareness or Navigate rolls involving distant objects).

Panoptic Vision: The Exalt sees all angles around them simultaneously. Gain a two-dice bonus to contesting Stealth rolls from an opponent trying to remain unseen and apply a one-success penalty to enemies taking *outmaneuver* actions within short range.

Sorcerous Sight Overlay (Repurchase, Essence 2): If the Alchemical knows All-Encompassing Sorcerer's Sight, he may activate it as part of Multi-Modal Optical Enhancement with no extra commitment cost.

RADIANT ICONOGRAPHY ARRAY

Prerequisite: Finesse 3 or Force 3

The Alchemical's anima becomes a precision-crafted display of sound and light, aiding her in convincing and leading her people.

Commit 1 mote or activate without commitment while the Alchemical's anima is at the Burning level or higher. The Alchemical gains conscious control of what her anima displays, allowing her to create holographic images and sounds within its radius. If activated with a committed mote instead, a phantom anima display lights up the area of a large room. This display can enhance any Performance roll with double 9s, and allows the Alchemical to make influence actions even if she and her target do not share a language. While active, battle groups under the Alchemical's command with Poor Drill are instead treated as having Regular Drill.

Iconic General Protocol (Upgrade, Essence 3): While active, the Alchemical enhances the Drill of any battle group she leads by one level. Gain double 9s on all Formation Attack rolls.

SOMEONE IN THE CROWD

Prerequisite: Finesse 2

With deep knowledge of the people she serves, the Alchemical becomes one of them and disappears into the masses.

The Alchemical always knows what sort of disguise will best blend in with the local population. When disguised as an ordinary member of a community, he may choose whether motes spent on stealth-related Charms increase his anima or not. Magical senses cannot pick out the Alchemical individually if he is in a crowd of 20 or more, they only reveal that someone of his Essence rating and nature is present within a group. Gain double 9s on all attempts to resist detection.

Crowd-Scanning Camouflage (Upgrade, Finesse 5): When hidden in a group of at least 50, the Alchemical vanishes. Even if the Alchemical does something obviously supernatural, provided the effect does not cause harm or target specific members of the crowd, onlookers must make an Awareness roll to determine who acted, resisted by the Alchemical's Finesse + Stealth. Anyone who successfully notices the Alchemical cannot remember anything strange about his appearance.

HEROES AMONG THE POPULAT

Prerequisites: Finesse 3, Someone in the Crowd, Essence 3

The Alchemical's friends are a part of his community, and can blend in just as well with his help.

The Alchemical may use this Charm's prerequisite to disguise his Circlemates along with himself as ordinary members of a community, committing 1 mote for a single Circlemate or 2 motes to cover up to 10 individuals. While mingled in a crowd, magical senses can only detect the number of people disguised, the range of their Essence ratings, and which types of Exalted are present among the group. If a Circlemate exits the crowd without the Alchemical using this Charm, its effect ends for that person.

SUBTLE CLAY COURTIER

Prerequisite: Finesse 4

In polite conversation, the Alchemical reins in her anima, ensuring she and her allies remain undetected and underestimated.

The Alchemical may choose to mute any motes she spends to enhance or defend against social influence actions. Muted motes do not increase her anima.

If the Alchemical knows she shares an Intimacy with an ally toward a common cause, she may also mute that ally's motes spent towards social influence actions.

SUBTLE PHEROMONE INTERFERENCE

Prerequisite: Finesse 2

The Alchemical releases an ultra-fine pheromone mist, giving him a distracting allure.

Commit 1 mote. The Alchemical becomes aesthetically or physically appealing to every nearby being capable of such feelings. This provides a two-dice bonus to appropriate social influence actions, including *dissuade, instill, persuade* and potentially others with an appropriate Stunt or description (an enthralled character might let their guard down and more easily reveal their Intimacies, for example). In combat, the Alchemical stands as a distraction to enemies and a beacon to allies, granting the two-die bonus to *inspire* Build Power actions.

Irresistible Presence Approach (Repurchase, Essence 3): Successive application of this effect makes it stronger. Every scene past the first in which the Alchemical uses this Charm to improve a social influence action against the same opponent, he takes an additional one-die bonus to appropriate actions. All bonuses from this Charm count toward the dice limit.

A dramatic scene or an extended period of downtime away from the Alchemical resets this effect.

TENDRIL INCARCERATION PROTOCOL

Prerequisite: Finesse 3 or Fortitude 3

Moonsilver tendrils, near-invisible adamant chain netting, and sturdy soulsteel thorn hooks extend from the Alchemical's artificial body, tools to grab hold of an opponent and keep them locked in place.

Commit 1 mote to activate this Charm for a scene. The Alchemical can initiate a grapple against targets with the Legendary Size quality and battle groups up to Size 1.

Many-Armed Manipulator Array (Upgrade, Essence 3): The Alchemical may flurry Build Power actions and grappling actions at no penalty, and the Alchemical no longer takes the Defense penalty against anyone not in the grapple while engaged.

VIRTUE REORGANIZATION METHOD

Prerequisites: Finesse 3, Subtle Concept Introduction Method (**Exalted: Essence**, p. 226)

With careful wording, the Alchemical bends her target's existing beliefs to instill new ones.

When using this Charm's prerequisite, both the target's Major and Minor Virtues are revealed. When subsequently rolling to *instill* or *persuade*, the Alchemical



may treat the target's Major Virtue as if it were a Minor Virtue, or vice versa, for the purposes of altering Resolve.

Force

AERIAL ALLY REDISTRIBUTION

Prerequisite: Force 3

Hydraulic pistons multiply the force of the Alchemical's arms, allowing him to throw things, or people, a near impossible distance.

Spend 1 mote. The Alchemical may use thrown weapons out to long range and may use her Close Combat ability to make ranged attacks with thrown weapons for the turn. Alternatively, she may spend 1 mote and use a simple action to throw any object or nearby willing target she can lift, sending them as far as long range. Thrown to one side, a character will fall 1 range band per 2 range bands traveled, rounded down, and takes damage according to the usual falling rules (**Exalted: Essence**, p. 145).

Kinetic Downfall Cushioning (Upgrade, Force 4): At the Alchemical's option, thrown characters or objects no longer suffer falling damage when thrown with this Charm.

COURAGEOUS CHAMPION REPLAY

Prerequisites: Force 3, Essence 2

At the height of her power, the Alchemical's anima display incorporates images of her ongoing heroic feats, inspiring others to greatness.

While her anima is at the Bonfire level or higher, the Alchemical's successes benefit her allies. When she makes a decisive attack that deals at least one level of damage, forces an enemy prone or disarms them, defends an ally with the Defend Other action, or is targeted with a decisive attack but takes no damage, each ally may apply double 9s to one roll during their next turn.

DEMIURGE ATELIER CORE

Prerequisites: Force 5, Essence 4

From a limitless chamber within her heart, the alchemical draws forth the fruits of the pinnacle of the Maker's art — the beginnings of a new world.

Commit up to 3 motes for the session. The Alchemical produces an object or creature made from a world within her being, represented by the Artifact, Familiar, Hearthstone, or Resources merit. She commits 1 mote for a tertiary Merit, 2 motes for a secondary

Merit, and 3 motes for a primary Merit. A Merit drawn from this Charm can be a heretofore unknown or even impossible thing, sustained by its connection to the Alchemical. The object is clearly otherworldly in nature, molded by a system that follows the nature and values of the Alchemical's community. When she uses the Merit to add dice to a venture roll that benefits her community, she gains an additional bonus die and two additional anima. The character may use an Exalt milestone to purchase a Merit from this Charm permanently.

This Charm counts as a unique source of Means for Sorcerous Workings (**Exalted: Essence**, p. 312)

Nucleic Gate Expansion (Upgrade, Essence 5): The Alchemical's internal world develops to one which sustains people. Add Allies, Command, and Followers to the list of Merits produced by this Charm.

Host-Convening Nexus (Repurchase, Essence 5): Characters may also travel into the Alchemical's core. Characters inside gain the benefits of a greater manse, including mote recovery and bonuses to actions that benefit from its unique nature. The area is inhospitable, not permitting recovery scenes for any non-Alchemical characters outside the Alchemical's community.

EMOTIONAL IRRELEVANCE PROTOCOL

Prerequisite: Force 3

Positive feelings toward the group aid cohesion and should be protected. Irrelevant feelings must, at times, be purged.

Spend 1 mote and target someone with a positive Intimacy toward your Alchemical or a group she openly serves. The Exalt may instantly remove another Minor Intimacy of their choice that target possesses or reduce a Major Intimacy to a Minor Intimacy. This Charm can only be used once per scene per target.

ESSENCE IRRADIATION CORONA

Prerequisites: Force 3, Essence 3

The dangers of Autochthonia follow his Exalts, threatening all those who surround them.

The Alchemical may turn his anima into a weapon, charging it with lightning and an unseen radiating energy that harms anyone within it. Treat this as a Dragon-Blooded anima effect (**Exalted: Essence**, p. 49), which can only be resisted by effects that would include Autochthonian themes.

FEAR-OVERRIDING DEVICE

Prerequisite: Force 4 or Fortitude 4

When fear serves no purpose, the Alchemical simply removes it from his mind, and the minds of his allies.

Commit 1 mote. The Alchemical and his allies become numb to fear. Battle groups under his command make rout checks as if their Drill is Elite or make no rout checks at all if their Drill is already Elite. The Alchemical and his allies ignore any Intimacies they have related to fear while this effect is active and cannot be targeted by social influence based on intimidation.

The Alchemical may make this effect optional, allowing any ally who wishes to ignore it to do so without difficulty. If the Alchemical wishes to forcefully suppress all fear within his allies, unwilling targets may avoid this Charm's effects with a successful Integrity roll against the Alchemical's Presence. The Alchemical cannot avoid this Charm's effects on himself.

FORGE OF THOUSANDS

Prerequisite: Force 3

An organized Alchemical can turn even untrained hands into precision workers on an assembly line.

When undertaking a venture to craft a new item, the Alchemical may enlist any number of mortal assistants. When crafting mundane items, he gains bonus dice as if they were secondary Followers suited to the task of crafting. For artifacts or manses, they add two bonus dice. These bonuses do not count against the dice limit and can be used in conjunction with normal teamwork rules to receive additional assistance from powerful teammates, and with bonuses from actual followers.

The mortal assistants do not need to be trained, but they must be willing. Targets may be persuaded to become willing.

GEOGRAPHIC CONTROL SPIRE LINK

Prerequisites: Force 5, Essence 4

The Alchemical bridges the shape of the world to her consciousness with a precisely-calibrated structure.

Commit 3 motes. Choose a large settlement or an area of similar size. In a dramatic scene, the Alchemical creates a spire that can house her body and allows her to control buildings and other artificial structures within the area. While she remains in the spire, she can move a building or artificial feature at the speed of a person walking, shifting the ground beneath and around it to prevent any possible damage from the movement. She automatically succeeds at any unopposed feats of strength and gains two extra successes against any character who attempts to stop this movement. Any venture to repair, repurpose, or reorganize structures in the area reduces the time scale by two, to a minimum of rounds. In combat, she treats moving structures as a *prepare* or

outmaneuver Build Power action with two bonus successes. She may always make area attacks against a single range band by toppling a structure.

The control spire is easily disrupted by anyone who can get close, requiring only a single roll against standard difficulty out of combat or a gambit that costs 3 Power, ruining it and requiring the Alchemical to rebuild it with either another dramatic scene or during downtime. Members of her community can rebuild it in her absence without assistance.

As long as the spire survives, the Alchemical can end this Charm and activate it again later without spending another dramatic scene by simply reentering the spire. However, she may only ever have one spire at a time. If she builds one in a new area, the old one disappears completely.

Crawling Metropolis Initialization (Repurchase, Essence 5): The Alchemical may move every building in her controlled area at once in the same direction, walking it across the world. This causes no damage directly, but the disruption is immediately noticed by greater powers.

GIGATON SHOCKWAVE DRIVER

Prerequisites: Force 5, Essence 4

Driving two unstoppable forces into each other, the Alchemical creates a world-shaking concussive blast.

Spend 4 motes. Create a hazard with difficulty 7, 5 damage within short range, difficulty 5 to resist within long range, and difficulty 3 to resist out to extreme range. Apply the hazard difficulty as an extreme feat of strength to destroy each object in that range. All characters who fail to resist the hazard are moved one range band away from the Alchemical, including characters with *legendary size*. Dematerialized characters must still resist the hazard but gain three extra successes on the roll. Everywhere within long range becomes difficult terrain, except for objects at least one range band in size that were not destroyed. Characters who enter the scene after this Charm was used must immediately resist the extreme range hazard unless they arrived through magical summoning or similar esoteric means.

This Charm can be used once per scene.

Cavitation Zone Inhalation (Repurchase): Spend two anima immediately after using Gigaton Shockwave Driver. All targets within medium range who failed to resist the hazard immediately move to close range, and the Alchemical may choose to knock each target prone.

IDENTITY RECALIBRATION SPIKE

Prerequisites: Force 3, Essence 2

The Alchemical extends a needle-sharp soulsteel spike at the base of her target's neck, allowing her to directly reeducate the misinformed.

While the Alchemical has dominance of a grapple, she may take an action to commit 1 mote and insert a metal spike into her opponent. The Alchemical then makes *instill, read intentions, strengthen*, and *weaken* influence actions using Force + Presence or Sagacity that treat her opponent's Resolve as 0. If the target chooses to refuse the influence, the Alchemical deals damage equal to her extra successes rather than gaining bonus dice for a future roll. Treat this damage as a poison with a 1-round duration and a difficulty of 5 that ignores immunity or resistance to mundane poisons.

Ending the grapple ends this effect. This effect can be used outside of combat without initiating a grapple if the target is tied up, unconscious, or otherwise unable or unwilling to resist.

CORPOREAL OVERRIDE GRAFT

Prerequisites: Force 5, Essence 4, Identity Recalibration Spike

The Alchemical embeds a spike at the base of the target's neck, extending tendrils that control their body directly.

Spend 3 motes. Make a special *implant* gambit that costs 5 Power. If the Alchemical has Identity Recalibration Spike active on the target, she can make this gambit using Presence or Sagacity. Outside of combat, this can be done without using Power on a target affected by Identity Recalibration Spike, rolling Presence or Sagacity against the target's Resolve. As long as the target has the implant, they have a Major Virtue of Loyalty to the Alchemical and her community. The Alchemical may make a *persuade* action reflexively at the beginning of each of the target's turns. Whenever the target resists influence that leverages the virtue, they suffer dice of unsoakable damage equal to the extra successes in addition to the usual effects of resisting. As long as the Alchemical is in close range of the target, she may use her action to engage Identity Recalibration Spike by making a *persuade* action that automatically sets the target's Resolve to 1, not able to be modified by anything else.

Removing the implant imposes a hazard of difficulty 10, dealing 10 aggravated damage. Attempting with a medical procedure reduces the difficulty to 7. Failing the hazard roll imposes an additional dramatic injury

unless the target allows the implant to remain. If a target dies from damage caused by this Charm in any way, the Alchemical may choose to spare them and instead take control of their character as a special dramatic injury.

MACHINE-GOD'S REASONING

Prerequisite: Force 3 or Fortitude 3

To feel emotions is human, but Alchemicals are also machines. Connecting to the spark of the Great Maker inside her, the Alchemical gains the clarity of pure logic.

Commit 1 mote. While active, the Alchemical gains the following Major Virtue, which exists alongside her existing Virtues:

Logic: The Exalt is dedicated to acting rationally, without being influenced by emotional reasoning. She assesses potential actions by their capacity to increase those metrics she has deemed most relevant, such as maximizing the preservation of human life or advancing quality of life within her community. Potential paths of action are valued through the Exalt's best statistical estimations and weighed according to their projected value and likelihood of success. While different Exalts may have different opinions on how certain hard-to-measure factors should be weighed and what outcomes are important, each strives for internal consistency.

When this Virtue and another Major Virtue are at odds in regards to a roll, with one penalizing and the other providing a bonus to Resolve, apply the bonus or penalty from Logic only. Intimacies may be created and tied to Logic, but they disappear when the Alchemical chooses to end this Charm.

MAGNETIC WRESTING FORCE

Prerequisite: Force 4

An invisible energetic force allows the Alchemical to pull weapons directly from her opponents' hands.

Spend 1 mote. The Alchemical's weapons and unarmed attacks gain the *disarming* tag for the round, and she may use the *disarm* gambit from short range unarmed or with any melee weapon. Her *disarm* rolls this turn benefit from double 9s. When she would generate Power for an ally through extra successes, she may instead spend successes to fling the disarmed weapon further away, one success per range band beyond close range. This Charm can only be used to target a metal weapon, including one made from any magical material save Adamant.



Armor Wresting Force (Repurchase, Force 5): If an opponent wears any form of metal armor, this Charm affects the *knockback* or *pull* gambit instead. Her weapons and unarmed attacks gain the *pull* tag, and she gains double 9s on the *knockback* or *pull* attempt. Additional successes cannot be spent to cause additional movement.

Battalion-Disarming Engines (Upgrade, Force 5): While using this Charm, the Alchemical takes no penalties when trying to disarm a battle group of any size, provided their weapons are metal.

NECESSARY BRUTALITY PROGRAMMING

Prerequisite: Force 3

Terror is a useful tool. The Alchemical can wield it to crush hope, or even to inspire courage.

Commit 1 mote for the scene. When taking social influence actions based on intimidation, the Alchemical benefits from double 9s, and converts bonus dice from their influence being ignored to bonus successes instead.

Valor-Rousing Monster (Repurchase, Essence 2): The Alchemical may also make intimidation-based social influence actions that achieve the opposite effect of what she says out loud. To instill an Intimacy of determination or courage, she could tell the target that things are hopeless and they should give up. To persuade someone to do something, she could threaten them with horrible consequences. The defending target applies their Virtues and Intimacies in alignment with the actual goal of the Alchemical, not the surface-level intimidation attempt. Using intimidation in this manner still benefits from the general effects of this Charm. *Read intentions* actions still determine the Alchemical's true motives, but the Alchemical gains +1 Resolve against rolls that would reveal her hypocrisy.

OVERPOWERING ASSAULT CONFIGURATION

Prerequisite: Force 2

The relentless onslaught of a dedicated Alchemical turns her into a one-Exalt army.

Commit 1 mote for the scene. For the purpose of concentrated attack penalties, every withering attack the Alchemical makes counts as two attacks.

Well-Oiled Machine (Upgrade, Essence 2): The Alchemical may commit additional motes to include her allies in this effect, one mote per ally, up to her Essence in additional motes.

PANOPTICON FEAR INCEPTION

Prerequisite: Force 2

An Alchemical need not be present to correct a target's actions, their own imagination will do his work for him.

When locking eyes with an opponent, the Alchemical may commit 1 mote and instill in them a feeling of dread and constant observation. While the mote remains committed, the target increases their Resolve by one when being convinced of things he knows the Alchemical would disapprove of.

Specter of Fear Attitude (Repurchase, Force 3): The feeling of observation becomes more intense and distracting. The target suffers a two-dice penalty to any action he knows the Alchemical would disapprove of.

PATRIOTISM-PROVOKING DISPLAY

Prerequisite: Force 2

As a figure of glorious patriotism, the Alchemical's presence drives others to commit to their community.

When using any social influence action to aid her community, the Alchemical's targets cannot use Intimacies based on selfishness, apathy, or cynicism to increase their Resolve. If the Alchemical's influence is ignored, gain double 9s on the roll to which those bonus dice are applied.

PRECISION OVERSEER FORMULA

Prerequisites: Essence 3, Celestial Overseer Concordat (**Exalted: Essence**, p. 227)

The Machine-God's eyes probe deeply into the Exalted, revealing their deepest secrets to the Alchemicals.

When using this Charm's prerequisite, the Alchemical may choose from these additional questions:

- *When did they receive their Exaltation?*
- *What type of Exaltation do they possess?*
- *What master do they serve?*
- *Do they have other Exalted allies nearby?*
- *What do they know about me and my business here?*

RADIANT ICONOGRAPHY ARRAY

See p. XX.

RELENTLESS TASKMASTER PROTOCOLS

Prerequisite: Force 3

Whether by carrot or stick, the Alchemical pushes her group to complete tasks faster and more efficiently.

Once per story, the Alchemical may cut corners on any venture that involves a group without suffering any automatic consequences. The Alchemical must have already overcome at least one obstacle in the venture with the group before using this Charm, establishing a rapport that allows her to drive them harder.

REPEATING PULSE CANNONS

Prerequisites: Force 2, Essence 3

Twice the weapons means twice the speed, and twice the damage to the Alchemical's unfortunate opponent.

On activating this Charm, the Alchemical transforms both forearms into ranged weapons. These may have the statistics and properties of any ranged weapon he currently wields, including magically created ones such as Glorious Exalted Bolt (**Exalted: Essence**, p. 208), and cannot be disarmed. He may then spend one mote to create a flurry of three ranged attacks, each rolled at only a 1-die penalty. This overheats the weapons; he cannot attack again with them until a full round has passed. The Alchemical may still make unarmed attacks but cannot wield a different weapon without some Charm or special ability to do so while both his arms are transformed.

If he ends his commitment to this Charm while his weapons are overheated, the essence overload deals one point of environmental damage to the Alchemical. The usual rules for reactivating a Charm still apply.

SYNAPTIC ACCELERATION NODE

Prerequisite: Force 4

Lightning-quick thought brings the tactical advantage of rapid action to the Alchemical and her allies.

Once per round, the Alchemical may interrupt the turn order as if she were an important Storyteller character, permitting her or any ally her player chooses to act next which includes interrupting an enemy handing off initiative to themself or an ally at the end of one round and the start of another. If used when a Storyteller character interrupts, she spends 1 mote and places herself or her chosen ally before that Storyteller character in the turn order.

If the Alchemical uses this Charm primarily on behalf of other players' characters throughout an important combat scene, the Storyteller may count this as a special personal milestone, in addition to any the Alchemical may accomplish in the session by achieving her goals.

UNBOUND ESSENCE BOOSTER

Prerequisites: Force 3, Essence 2

The Alchemical takes a moment to recharge her essence pool from the ambient power around her.

As a simple action, which cannot be flurried, the Alchemical rolls her Essence in dice and recovers motes equal to the number of successes to a maximum of her total motes. She takes a −1 penalty to her Defense until the end of the round. Motes gained by this Charm overflow her maximum mote pool, but excess motes vanish at the end of the scene.

For example, *Lissome Avid Engineer* rolls her Essence of 3 and gets very lucky, rolling 5 successes. This is less than her total pool of 10, but she only spent 3 motes, so she recovers those 3 and has 2 extra to use before the end of the scene.

Anima Boosting Aerial (Repurchase): For every mote gained, also gain one anima.

Soul-Turbine Generation (Repurchase, Essence 4): This mote recovery action can now be flurried, and the Alchemical no longer takes a penalty to her Defense.

UNIVERSAL PILOT KEY

Prerequisite: Force 3

Any mechanism, living or mechanical, is familiar enough to an Alchemical that he can adapt to it.

The Alchemical instinctively knows how to handle, drive, or pilot any mount or vessel she comes across, and never suffers penalties to Navigate rolls due to inexperience. When flurrying naval combat actions, she reduces the penalty for both actions to −1, and she may take *position*, *ram*, and *escape* actions as if she were at the helm from anywhere on the ship. Any trained animal she can ride will treat her as its master while she is mounted.

UNSTOPPABLE IMPULSE ENGINE

Prerequisite: Force 4 or Fortitude 4

Like the ceaseless hammering of pistons in a well-oiled machine, the Alchemical's onslaught is constant and unyielding.

Commit 1 mote for the scene. Double the Alchemical's weapon damage, to a maximum of +5. Unmodified unarmed attacks are treated as having a damage rating of +1.

Special: This may be activated on Step 5 of the first decisive attack the Alchemical makes.

VITAL FUNCTION BOLSTERING INFUSION

Prerequisites: Force 5, Essence 4

The Alchemical supports a broken body with powerful magical enhancements.

Commit 3 motes. One character immediately gains six Health levels split evenly between each type, +1 die to all rolls with a selected Attribute or dice pool, and +1 to either Soak, Defense, or Resolve. They ignore penalties from wounds in Health levels not given by this Charm, including Incapacitated. A character enhanced by this Charm who loses the last Health level it grants or takes a dramatic injury immediately ends this Charm instead, which causes the Alchemical to spend the committed motes. Ending this Charm by taking a dramatic injury clears the target's Incapacitated Health level.

WE LIFT TOGETHER

Prerequisite: Force 3 or Fortitude 3

Subcutaneous jade filaments thrum and pulse in harmony with the heartbeats of an Alchemical's community, bringing all their strength to bear against an obstacle.

In feats of strength, the Alchemical may be assisted by a group of willing mortals. Regardless of their strength or training, provided they are present and doing their best to assist, the Alchemical treats their combined size and mass as part of her own for purposes of determining the feat's category.

An Alchemical can be assisted by a number of mortals equal to a battle group of her Essence in Size or less. If acting in combat, this battle group must take a simple action to assist in this manner and cannot flurry. Unless the group is trained, such as a group of mortals defined by the Command Merit, they will possess a Drill of Poor and are not automatically interested in putting themselves in harm's way for the Alchemical.

Fortitude

ARTIFACT EQUITY EQUATION

Prerequisites: Fortitude 4, Artifact Merit

Balancing the scales of Fate, another artifact takes the Alchemical's place when she falls in battle.

When Incapacitated, the Alchemical draws strength from an attuned artifact, taking its power into herself. With a tertiary Artifact Merit, she adds 5 to her Power pool for the purposes of exiting Incapacitated. With a secondary Artifact Merit, she may immediately exit Incapacitated as if she had reached Power 10, resetting to 0 as normal. With a primary Artifact Merit, she both exits Incapacitated and immediately heals one –2 Health level. If she's used Living Artifact to learn an Evocation from the artifact, treat it as one level higher, and heals two –2 Health levels if the artifact is already a primary Merit.

When used in this way, the artifact itself becomes incapacitated instead. Its Evocations cannot be used, even if learned through Living Artifact, armor and weapons lose the artifact tag, and its inherent property is temporarily unavailable. The artifact returns to normal when the Alchemical has the chance to spend a dramatic scene bonding with it, similar to attuning a new artifact.

ARTIFICIAL HEART BLADE

Prerequisite: Fortitude 4

Artifact weapons are made to attune to their wielders. The Alchemical attunes herself to a loved one, forging a blade from the emotions of her own artifact-heart.

Commit 1 mote. As a simple action, which may be flurried, the Alchemical chooses an ally toward whom she has an Intimacy and draws a blade from her own heart to give to them. Only the chosen ally may use this blade properly, in any other hands it loses all tags and gains the *improvised* tag instead.

The Alchemical chooses if the weapon is light, medium, or heavy, and what form the weapon takes, though it must be a melee weapon with a cutting edge. The weapon may have up to three tags, plus the *artifact* tag.

While attacking or defending with the blade, once per round the wielder may substitute one of the Alchemical's Attributes or Abilities for her own in a roll. If the Alchemical's Intimacy toward the wielder is Major, she may do this as often as she likes.

While this Charm is active, double the penalty or bonus to resolve from the Alchemical's Intimacy toward the wielder. This Intimacy cannot be removed completely, though it may be strengthened or weakened.

BIOSTASIS FIELD PROJECTOR

Prerequisites: Fortitude 4, Essence 2

The Alchemical brings rest to the sick and injured, protecting them from the ravages of time while they heal.

While seated and calm, the Alchemical commits 2 motes and projects a protective field around her, covering

people out to medium range. While this field is active, no one within it can die from existing injuries, poison, or disease. Damage intervals and the duration of poisons and disease are paused but resume once the field is dropped unless treated. The Alchemical may maintain this effect for a full dramatic scene, during which she must remain seated. She may take actions that do not require her to stand, including Sagacity actions to heal patients if she has assistants who can bring them to her.

If anyone within the field is attacked or otherwise damaged, such as through dangerous environmental effects, this Charm ends. It also ends if the Alchemical gets up or is moved from her position. It cannot be reactivated until the Alchemical has taken another scene to rest and recover herself.

SUSPENDED RESURRECTION MECHANISM

Prerequisites: Fortitude 5, Essence 3, Biostasis Field Projector

Cradled within the chassis of an Alchemical, even those on the brink of death find themselves restored.

Commit 1 mote. The Alchemical subsumes a willing ally who has become Incapacitated into himself, placing them in a protective pocket dimension located within his artificial body. While his ally is subsumed, the Alchemical ignores the flurry penalty for Build Power actions taken on the ally's behalf. The Incapacitated character cannot be targeted by enemies, but also cannot interact with her other allies, and is not a valid target for Build Power actions that require physical interaction such as *outmaneuver*.

When this Charm ends, the subsumed ally is ejected back into the world next to the Alchemical. The Alchemical may end the effect at any time, and it ends automatically if the ally is no longer Incapacitated. It also ends if the Alchemical himself is Incapacitated, in which case the committed mote is spent rather than returned. The Alchemical may subsume only one individual at a time.

If used to subsume a character who would not normally be considered a relevant combatant, it protects them from death due to injury or illness. The character is held in stasis and does not bleed out or take further damage until they are removed. The Alchemical may attempt treatment with his own Sagacity rolls and Charms, or simply transport his charge to a safer location and eject him for others to treat. This Charm ends automatically when the subsumed character is no longer at death's door and can survive without immediate medical intervention.

CEASELESS LABOR CRUCIBLE

Prerequisites: Fortitude 3, Essence 2

The Alchemical's body provides everything his people need, from nutrition paste and clean water to chemical stimulants and mood boosters.

Commit 2 motes. The Alchemical may provide for the basic needs of a group for the duration of a venture, up to the population of a small city. This removes any obstacles related to lack of supplies, fatigue, or low morale. For long-distance travel, the reduced need for sleep adds two bonus successes to applicable rolls.

This Charm may be used a maximum of the Alchemical's Essence times per story. Mortals subjected to this Charm repeatedly over a single story are prone to unpleasant side effects, from an obsessive addiction to the Alchemical's presence to minor magical diseases that require unusual medical treatment. The Storyteller can apply these at her discretion but should make clear to players what sorts of consequences might occur when they plan to use this Charm. After guiding a group successfully through a barren desert, for example, if the Alchemical wants to drive the same group on small ships across an ocean, the Storyteller might warn that such a rapid change in environments will cause people to grow ill by the end of the venture. It's up to the Alchemical whether the rapid migration is worth handling the consequences at the other end.

CLOCKWORK COMPANION TEMPLATE

Prerequisite: Fortitude 2

Alchemicals have adapted to Autochthonia's lack of animal life by creating their own artificial companions, mounts, and messengers.

Choose an animal to serve as a tertiary Familiar Merit when purchasing this Charm (see **Exalted: Essence**, p. 184). Commit 1 mote to extract a mechanical version of this animal from your Alchemical's form. While clearly artificial in appearance, it behaves like a real animal.

During any Rite of Reconfiguration, you may change the nature of your mechanical familiar, including changing the animal upon which it is based. The Alchemical may only duplicate an animal she has personally encountered, and her artificial familiar cannot possess the Blessed Creature quality without the actual blessings of the appropriate divine patron.

Knowing this Charm counts as owning the Familiar Merit for the purpose of meeting other Charm prerequisites, and the artificial Familiar may be enhanced with

Charms or effects that target Familiars such as Beast-Uplifting Harmony.

ENDLESS LABOR STAMINA

Prerequisites: Fortitude 4, Essence 2

The artificial body of the Alchemical is invigorated by his work, forgoing sleep and relaxation. His shining example motivates those around him to feel the same.

Every time the Alchemical overcomes an obstacle in a venture, she gains a 1-die bonus to her next overcome roll within the same venture. This effect stacks with itself, and so long as they are working on a shared venture with the Alchemical, applies to her allies as well.

When appropriate to the story, the Alchemical can increase the number of obstacles in a venture to decrease their average difficulty one for one or rearrange obstacles with a higher difficulty to the end of the venture.

EXTENDED ESSENCE BARRIER

Prerequisites: Fortitude 3, Essence 2

The Alchemical's essence protects her allies, even when she's unable to defend them directly.

Commit 1 mote to create an essence barrier anywhere within medium range. This acts as heavy cover for anyone within close range of it, and light cover out to short range. Once during her turn, the Alchemical may reflexively reposition this barrier anywhere within medium range.

FEAR-OVERRIDING DEVICE

See p. XX.

FUNDAMENTAL MATTER OUTGROWTH SUBSTRATE

Prerequisites: Fortitude 5, Essence 4

The Alchemical's body acts as an engine of transfiguration, slowly solidifying Essence into magical ore.

The Alchemical supplies any crafting project that she or her Circle undertakes that primarily uses the magical material corresponding to her caste, eliminating one obstacle automatically and adding two bonus successes to purchase advantages that do not count toward the limit, as per invested Merits. She may gain two anima when rolling against an obstacle to craft such a wonder or structure if its purpose is direct use by her community.

Wonders constructed with this Charm can be purchased permanently by any character using an Exalt milestone.

GAIATIC BEAST EMULATION

Prerequisites: Fortitude 4, Essence 2, Identity Obfuscation Matrix (**Exalted: Essence**, p. 229)

A long-forgotten Charm from the days when Alchemicals walked in Creation, few within Autochthonia have the knowledge necessary to make use of it.

Commit 2 motes. The Alchemical's appearance changes to that of an animal she has had the opportunity to observe up close for at least one scene. The animal may not have any size-modifying qualities such as Tiny Creature or Legendary Size, unless the Alchemical possesses that quality herself. Treat this transformation like a Lunar's animal form for purposes of assigning bonuses and using special abilities, save that the Alchemical cannot use abilities that stem from venoms or poisons produced by the animal. The Alchemical may copy the physical appearance of a strange beast, but not a god, elemental, or other non-animal creature, and she never gains access to any new magical abilities from her form.

Anyone observing the transformed Alchemical closely may make a difficulty 7 Awareness roll to notice flaws in the animal disguise: patchy fur over clay skin, eyes that focus with mechanical irises, or other little signs that the creature is artificial in nature.

HOLISTIC SOUL-MODELING MATRIX

Prerequisites: Fortitude 5, Essence 4

The Alchemical extrapolates a functional model of the target's entire being, which she can observe and interrogate at her leisure.

Commit 3 motes for the story after a successful *read intentions* action. The Alchemical can analyze the target at any time she wishes as if the target stood in front of her and spoke freely. She may simulate how the target would respond to new actions or events. She does not suffer penalties or increased difficulty from the environment or circumstances besides the target's own actions, and she does not need to rely on physical evidence to track the target's movement or activity. If the target dies while this Charm is active, the Alchemical immediately learns this fact. The Alchemical's model still functions normally, but the difficulty of every action to analyze the model is increased by two.

INDUSTRIAL SURVIVAL FRAME

Prerequisites: Fortitude 4, Essence 2, Terraforming Protocol (**Exalted: Essence**, p. 230)

Life in Autochthonia is dangerous, especially outside the cities. The Alchemical has a variety of tools built in to handle any extreme.



Commit 1 mote and pick one form of hazard: extreme temperatures, acids and poisons, raw energy, blunt-force trauma, or sharp objects. Ignore penalties and damage imposed by environmental hazards or difficult terrain of that type. If more than one type would apply (like passing through an electrified barbed-wire fence), halve the penalty or damage. This does not include attacks, only passive environmental effects.

Group Durability Protocol (Upgrade, Fortitude 5, Essence 3): Commit 1 additional mote per point of Size to protect a battle group with this Charm's effects. The Alchemical must remain with the group for them to benefit; a routed battle group will usually scatter too far to remain protected. Outside of combat, an Alchemical can protect people out to medium range for 1 committed mote.

INTERNAL ALCHEMY MATRIX

Prerequisite: Fortitude 3

The Alchemical's body becomes a chemical laboratory, allowing her to concoct a variety of useful reagents, potent poisons, and magical wonders.

Spend 1 mote to produce a dose of poison or medicine. When ingested, the correct medicine reduces a disease's difficulty to resist by 1 or doubles the time between intervals, the Alchemical chooses which. The default poison works on skin contact, has a difficulty of 6 to resist, does 1 damage per round, and lasts 5 rounds. Work with the Storyteller to design alternate poisons or create a dose of any poison the Alchemical has been exposed to.

When using this Charm, the Alchemical may reflexively apply her poison to any weapon she has drawn. A successful decisive attack with that weapon also applies the poison's effects. Poisoning an ally's weapon generally requires a separate action, and the default poison dries and loses potency too quickly to be applied before the start of combat.

Wondrous Alchemical Protocols (Repurchase, Essence 2): The Alchemical may use this Charm to produce a dose of an everyday wonder such as maiden tea or age-staving cordial, with a resource cost no greater than secondary. This restriction is removed at Essence 3. More permanent wonders, like talismans, cannot be created this way. These wonders do not last long outside the Alchemical's body; unless imbued, they lose their potency a few hours after being created.

Cure for the Masses (Upgrade, Essence 2): The Alchemical may spend 1 mote per 100 people to produce enough medicine to treat an entire group.

INTERNAL PRISON PROCEDURE

Prerequisite: Fortitude 3, Essence 2

A supernatural prison cell within her body allows the Alchemical to transport dangerous criminals to more permanent holding facilities or interrogate them immediately.

Commit 1 mote when the Alchemical is able to pick up an Incapacitated foe. The Alchemical subsumes her foe into herself, placing him into a pocket prison dimension that exists within her body. The foe's allies cannot help him Build Power, and he cannot make attacks or communicate with the outside world while imprisoned. He may only activate defensive Charms, and they cannot affect the outside world.

While she has someone imprisoned, the Alchemical can make social influence actions against them and may use Charms that require interaction such as Motive-Discerning Technique. When the Alchemical influences the trapped target, the target's Resolve is reduced by any wound penalty they may have.

If an enemy has the Heroic quality, keeping them contained is dangerous. If they're resisting imprisonment, the Alchemical is subject to a special environmental hazard with a difficulty of the target's Essence, an interval of two rounds, and a damage equal to the difference between the Alchemical's Essence and the foe's Essence (to a minimum of 1, if the Alchemical is of the same or higher Essence). Outside of combat, the interval increases to one scene. The Alchemical is treated as being within close range of her prisoner for passive effects that deal damage, such as the Dragon-Blooded's anima.

The Alchemical may contain only one person with this Charm at a time. When she ends her commitment, her prisoner is expelled next to her. If an imprisoned enemy is able to heal himself or escape incapacitation by other means, this Charm ends automatically, with the prisoner reappearing within close range of the Alchemical.

Battalion Imprisonment Dimension (Repurchase, Essence 3): The Alchemical's pocket dimension may contain an enemy battle group of up to her Essence rating in Size, provided none of them possess the Heroic quality. A routed battle group is considered Incapacitated for the purposes of this charm, and non-combat trivial characters can be subsumed with a successful Close Combat or Physique roll. Subsuming a group is a simple action which cannot be flurried.

LIVING TURRET PROTOCOLS

Prerequisites: Fortitude 4, Essence 3

Planting herself firmly in one place, the Alchemical makes herself a potent living weapon platform.

Commit 1 mote reflexively at the beginning of the Alchemical's turn. The Alchemical gains double 9s on all attack rolls so long as she does not move from her current location. If this Charm remains active for a full round, this increases to double 8s. After three more rounds, it increases to double 7s.

If the Alchemical chooses to move from her position, this Charm ends. If she's forcibly moved by someone else, the Charm ends and the committed mote is lost. The Alchemical must wait a full round before this Charm can be reactivated.

MACHINE-GOD'S REASONING

See p. XX.

OMNI-CONCEALMENT OVERLAY

Prerequisites: Fortitude 3, Essence 3, Optical Shroud (**Exalted: Essence**, p. 229)

The Alchemical's implants can fool all five senses, making her near impossible to discover.

Commit 2 motes. While staying still, the Alchemical becomes perfectly invisible and undetectable. Mundane senses and sight-based magical effects cannot detect her presence, and the Alchemical gains double 9s when defending against other magical attempts to detect her. While moving slowly, a slight shimmer makes sight-based magical detection possible but increases the difficulty by 2. If the Alchemical moves quickly or attacks, this Charm ends, but she may choose to forgo a Join Battle roll and simply act first if entering combat against unsuspecting foes. In combat, she benefits from the extra commitment effect of this Charm's prerequisite without needing to commit an additional mote.

PAIN-SUPPRESSION NODES

Prerequisite: Fortitude 2

When pain interferes with the work to be done, the Alchemical simply turns off her ability to feel it.

Commit 1 mote to halve all wound penalties, rounded down. This does not count as a Charm use for its Step and does not generate anima.

Unfeeling Construct Meditation (Upgrade, Essence 2): While the mote remains committed, ignore

all wound penalties. The Alchemical may choose to suffer the penalty if another effect would benefit from it being present.

Special: This may be activated on any Step when the wound penalty would apply.

PATIENT TITAN'S MANUEVER

Prerequisite: Fortitude 4

Storing the Essence and lightning that fuels his body, the Alchemical takes pause to prepare a rapid, deadly strike.

As a simple action which cannot be flurried, the Alchemical may activate this Charm at no cost. On her next turn, she ignores flurry penalties and may flurry any two actions, including two of the same action or actions that can normally not be flurried (such as Build Power), excepting another activation of this Charm.

SENSE-SPANNING VISAGE PROJECTION

Prerequisites: Fortitude 5, Essence 5

The Alchemical's face, voice, and even odor synchronize to cascading patterns, tessellating to encompass all perception.

Commit 3 motes and spend 1 anima. All characters who can perceive the Alchemical become unable to perceive anyone or anything else. They suffer a −3 success penalty on any action that does not solely and directly target the Alchemical, and automatically fail any purely sensory actions that are not magically enhanced. When the Alchemical makes influence rolls to *instill* or *strengthen* an Intimacy toward herself or reduces a target's Resolve with an Intimacy toward herself, she may spend an anima to make the action automatically successful with no extra successes and impossible to ignore, forcing the target to accept the influence or take a hard bargain.

In combat, each character the Alchemical gives Power with a Build Power action gains an additional Power and ignores penalties from this Charm until the Alchemical's next turn. The Alchemical must pay an anima at the beginning of each of her turns, or else end this Charm.

SHARED ARMOR INVIGORATION

Prerequisite: Fortitude 5

A heavily armored Alchemical shields not just herself, but her friends as well.

Commit 1 mote for the scene. Once per turn, the Alchemical's allies within short range may add her armor's tags to theirs and replace any armored Soak value they may have with hers.

Distant Armor Upgrade (Upgrade, Essence 2): Allies out to medium range benefit from this effect.

Omnipresent Protector Aura (Upgrade, Essence 4): Any ally who can see the Alchemical, regardless of distance, benefits from this effect.

SINGLE POINT CONTINUUM CALCULATION

Prerequisites: Fortitude 5, Essence 5

Meditating on the smallest chaotic motion, the Alchemical works backward with an infinitude of equations to derive the state of the world.

Spend 3 motes. As a dramatic scene or an Action Under Duress venture, the Alchemical extends the range of her perception to the entirety of existence. She asks a single question, which can be as simple, complex, concrete, or ephemeral as she likes, as long as it can be answered with sensory information. The difficulty of discovering the answer is never affected by distance or scale. She can scrutinize any and every point in the world at once as if it were a hair's breadth away. She may pierce even the boundaries of realms, peering from Creation into Yu-Shan or other worlds, adding 2 to her difficulty and an additional obstacle. Only the logic-defying Wyld in the Middlemarches and deeper is beyond the reach of this calculation.

STEEL-FACED PRESENCE

Prerequisite: Fortitude 3

The literal stone in the Alchemical's face freezes in place, making it difficult to read.

Commit 1 mote. The Alchemical adds his Essence to his Resolve against *read intentions* actions until the end of the scene.

Emotional Screen (Repurchase, Essence 2): Commit up to your Essence in motes and choose one of your Alchemical's Intimacies for each mote. These Intimacies cannot be learned through *read intentions* actions while this Charm is active. The Alchemical may activate this separately from this Charm's base effect.

SUBVERSION OVERRIDE PROTOCOL

Prerequisites: Fortitude 4, Essence 3

Even when swayed by heretical words, the Alchemical may prepare her mind to return to a righteous state.

Spend 1 mote and make note of the Alchemical's current Virtues and Intimacies. At the end of the next

scene in which any of them have been altered, added, or removed, the Alchemical's Virtues and Intimacies revert to their original state. If Intimacies were altered, suppressed, or removed by magic, the Alchemical retains full memory of what happened to him, but no longer feels any emotional attachment to those memories. He may freely stop any actions motivated by *persuade* actions that involved an Intimacy that no longer exists, including those agreed to by accepting a hard bargain.

If one of the Alchemical's Major Intimacies is removed or weakened, he may spend 1 mote and declare the use of this Charm retroactively. At the end of the scene, his Virtues and Intimacies revert to what they were at the beginning of the scene she declared this.

SYNTHETIC STEED HARMONY

Prerequisites: Clockwork Companion Template, Fortitude 3

Built from the Alchemical's own form, her mount shares her strength and acts in perfect harmony with its rider.

If the Alchemical's artificial Familiar is a mount, increase its Defense, Soak, and Hardness by 2. When successfully unhorsed, the Alchemical may spend 1 mote during Step 8 to remount instantly, removing the penalty caused by the gambit. Spending a mote this way does not count as her Charm for that step.

TRANS-SUBSTANTIVE EGO COMPRESSION ALGORITHM

Prerequisites: Fortitude 5, Essence 4

The Alchemical compresses her soul into a transcendent thought-form, leaving behind a clay husk.

Commit 5 motes. The Alchemical stops inhabiting her artificial body, compressing her physical and mental form into a code which can be transmitted through sound and writing, and is immediately learned by any number of willing characters present. In code form, the Alchemical is only capable of purely mental actions, and cannot observe the world. Only people who know the code can communicate with the Alchemical. Any character who knows the code may perform the Rite of Reconfiguration (**Exalted: Essence**, p. 69) to restore the Alchemical's physical body if the Alchemical allows them to, at which point the motes committed this Charm are spent. The code can never be truly erased from the world. So long as any thinking being exists, the code can and will be rediscovered by at least one individual. Whenever the Alchemical is compiled into a body through the Rite of Reconfiguration, gain 2 anima.

Cascading Thoughtform Distribution (Upgrade, Essence 5): All members of the Alchemical's community, her Circle, and characters included in her Merits always know the code. The Alchemical may be reformed swiftly as an Action Under Duress with 3 obstacles and a base difficulty of 3.

UNSTOPPABLE IMPULSE ENGINE

See p. XX.

WAR GAME CALCULATIONS

Prerequisite: Fortitude 3

Thousands of possible tactics flow through the Alchemical's mind in an instant, allowing her to calculate the best strategy.

Commit 1 mote. For the rest of the scene, any battle group under the Alchemical's command gains double 9s on one roll each round, and the Alchemical gains double 9s on their rout checks. A routed, fleeing battle group cannot benefit from this effect.



CHAPTER EIGHT

The Getimian Exalted

THEMES AND ROLEPLAY

One moment, a Getimian does not exist in Creation, and in the next they do. The Getimian remembers it differently, however. They recall a different world, their Origin, where they were mortal but extraordinary. One was a sorcerer-queen whose realm's borders stretched from Skandar-Bhal to the Shattersea Bastion. Another was a doctor, world-renowned for curing a disease that still kills children in the cradle. They are not exiles from another Creation or another time, but rather, they are Exalted by virtue of the fact that their existence should not ***be***. The Getimian is a stranger in a world where they were never born — a place where they have no friends, no home, no family, no birthright. Play a Getimian if you want to face the pain of a world that forgot you.

The first few weeks of a Getimian's existence are wretched. One Getimian goes home to her mother, returning the hero of a war she heroically carried. She wakes up in her childhood bedroom to find her terrified mother screaming. The war she'd just won is lost; the enemy is burning down the village, and her mother thinks she's a stranger. Another Getimian comes into being and finds his wife is married to someone else, lived rather than dying in childbirth, and is happy with her current spouse. Getimians learn quickly how much worse the world is without them. The Getimian is a discarded fate; a thread that was or should be snipped for the greater design and recruited by a rogue Sidereal into a war against Yu-Shan. Their very existence defies fate, and their nonexistence was chosen by those in Heaven who weave it. Play a Getimian if you want to be an error in the pristine code of reality.

Two things separate the Getimian from their Origin — first, the unreality of that Origin, and second, time, as their Origin is always in the past that never was. The Getimian's power calls upon the passage of time, movement through space, the fallibility of memory, and how their existence defies fate. Getimians typically spend their time restoring Creation to something more closely resembling their Origin, evading the agents of Heaven who would return them to nonexistence, or vengefully retaliating against Heaven. Play a Getimian if you want power over time, space, and memory.

BUILDING AN ORIGIN

All Getimians have an Origin, a time and place that never existed, yet they remember as having existed. Their existence in Creation is the horror story of discovering their lives never happened; their impact on the world never came to be. Many Getimian Charms draw on concepts from the Origin. To make that easier, answer the following prompts, and write them down on your character sheet, and share them with your Storyteller.

- Pick one location in which you held influence. Perhaps you once ruled Greyfalls, owned an archipelago in the West, or were the undisputed emperor of a flourishing kingdom in the far South. Give it a name and detail why you were important. Keep it brief.
- Name two to five people who were important to you. Don't detail them beyond a name and their relationship to you. Keep it to a sentence or two. For example: Durak Seizes-the-Sun, your most trusted advisor; Amaranth Twice, your devoted commander; or Go-Lightly Treven, your hated rival. Since you'll be improvising with these characters as you go, just a name and a short description will help you flesh them out later.
- Define an artifact of great importance that you no longer have. Keep this simple, too. Think of what kind of wonder it might be, and a one-sentence description of what it might do. This will come in handy for any Charm that summons an item. If you have more than one idea, feel free to write those down, too, but have at least one to start.

At your option, to fully give yourself the experience of being from a Creation that never was and no one remembers, whenever you have an idea beyond the above bulleted points, write them down and do ***not*** share them with anyone. Do not share them with the Storyteller. Do not share them with your fellow players. They are your memories alone. (Of course, when you would like any of these details to become relevant to the story — usually through the magic of your Charms — you should share with the Storyteller.)

Getimian Castes

Each Getimian Aspect represents the destiny stolen from the Getimian that they are empowered to reclaim.

Spring

Spring Castes are the warrior-poets who, in their Origin, protected those they held most dear with their strength and grace. They improved the world with their beauty or courage and inspire others to do the same. Spring Castes struggle with the choice between using their gifts to build something new — or reshaping the world to be the better, happier version they remember against their estranged loved ones' wishes.

When creating a Spring Caste, imagine the gifts they had, how they connected people. How is the world different without them? From their point of view, the world has changed. How are the people they knew worse off without them, and how does being "forgotten" affect the Getimian's perception of their identity? The people in their lives from their Origin will probably not welcome a stranger coming into their lives and acting as if they've always known one another. How do they react to that? Do they avoid their old friends, family, and lovers, or do they try to rebuild the connections they fostered? The world may be sadder without the Getimian in it, but the people the Getimian remembers chose their current lives — chose less happy marriages and less profitable ventures. To them, the Getimian is an interloper.

Example Spring Castes include:

- An artisan whose works moved god and mortal alike wrestling with a world that has no memory of their genius.
- An ambassador from a grand kingdom in the far East whose beloved homeland is nothing but an overgrown ruin.
- An envoy to the Scarlet Dynasty, enraged by the discovery that their station and role never existed.

Additional Exalt Milestones

At the end of each session, Spring Castes gain an Exalt milestone if they:

- Created something that inspired the viewer to believe the world is or should be more like the Getimian's Origin.
- Forged friendships between former rivals.
- Physically protected someone or something dear to them from their Origin.
- Built something beautiful and lasting.
- Used Infected Fate (**Exalted: Essence**, p. 72) to grant someone a role based on grace, diplomacy, or artistry.

Summer

Summer Castes are rebels, iconoclasts, visionaries, and assassins. In their Origin, they changed the fate of the world through an act of destruction — like war, murder, or sabotage — breaking down the old to make way for the necessary and new. Many revolutionaries and iconoclasts claim to see a better world on the horizon. The Summer Getimian actually has seen this better world and knows it can be achieved with just a little bit of violence. To everyone else, the Getimian's methods are unproven, and while their Origin may have been better — better for whom? Why do they get to say who "should" live or die, or how the world "should" look?

The Summer Castes have extraordinary power to change the world — more than they could imagine in

ADDITIONAL GETIMIAN MILESTONE

In addition to the milestones from Exalted: Essence, all Getimians gain a milestone if, at the end of the session, they permanently changed a person, object, or feature of the world to make it identical to something from their Origin.

their Origin. Do they revel in that power to change the world, or do they see themselves as a threat to the causes they were once dedicated to? How do they want to change the world? How do they think about the power they have, and do they feel they have a right to use it? Summer Castes are gifted — or cursed — with absolute certainty about what the world ***could*** be, and the power to change it.

Example Summer Castes include:

- An infamous demagogue whose diatribes once moved thousands, now infuriated that no one remembers their treatises.
- A commander of phantom forces that materialize seemingly from nowhere at their word.
- An ambitious sorcerer driven to recreate their lost kingdom through conquest.

Additional Exalt Milestones

At the end of each session, Summer Castes gain an Exalt milestone if they:

- Killed, detained, interrogated, or incapacitated someone who the Getimian believes was evil in their Origin.
- Freed someone from an oppressor or severed an abusive or unwanted Intimacy.
- Successfully concealed their identity or actions from a tyrant, god, or agent of Heaven who is actively seeking them out.
- Caused violent upheaval or turbulent change.
- Used Infected Fate to grant someone a role based on authority, violence, or moral conviction.

Autumn

Autumn Castes cultivate a righteous rage burning within them that they employ to protect the meek by force. They were leaders who made necessary sacrifices in war, doctors who healed the sick, and saviors of the weak. Each was willing to make a terrible sacrifice of something they held dear for the greater good. They carry that burden for the rest of their lives — even if it was the right thing to do. Autumn Castes, in their Origin, had the comfort of knowing the world was better. Perhaps they quarantined a plagued district in a city, which doomed some inhabitants but saved everyone else. Perhaps they sent some men to die to save an army. This kind of sacrifice is more common among people with some kind of expertise and authority — doctors, engineers, leaders, and generals — so Autumn Castes are likely to have a background along those lines. However, the Getimian may have been in the right place in the right time and answered the call to do something tragic and necessary.

In this version of Creation, the Autumn Getimian is still the person who carries that sacrifice with them — but all the good they did has vanished. Do they find that a relief or an injustice? What else are they willing to sacrifice for their goals? Whose lives do they consider expendable, if any? To what extremes are they willing to go for their ambitions? What enemies have they already made, and what are they willing to do about them? Exaltation empowers them to make terrible choices again and again — or try to find another way.

Example Autumn Castes include:

- A doctor who stemmed the tide of a Direction-spanning plague only to learn their discoveries never happened and the disease still ravages the world.
- A leader who guided her people through famine and awakened in Creation to discover that her nation died out years ago.
- An engineer who built an aqueduct that brought lifesaving water to her region who has recently learned that the area is nothing but a barren waste.

Additional Exalt Milestones

At the end of each session, Autumn Castes gain an Exalt milestone if they:

- Protected someone dear to them from their Origin in secret.
- Saved the life of a helpless person or brought their killer to justice.
- As the result of a sacrifice (of themselves or a person or thing they care about), reduced or redirected the effect of a disaster or catastrophe, such as a plague, famine, war, natural cataclysm, etc.
- Made a hard decision with an overall positive outcome.

EXAMPLE CHARACTER: FAR-SEEING CECILE

Far-Seeing Cecile remembers commanding the greatest army of the Northeast that repelled the grasping claws of the Scarlet Dynasty. Cecile is furious with the world as it is and will tear Heaven asunder to recreate what this version of Creation lacks. To play a character like Far-Seeing Cecile, focus on Fortitude, Ranged Combat, and War. Take the Ranged Combat Excellency, Blackmailer's Insight, Blink into Sight, Dove Returns to Roost, and Battle Plan Rumination (Exalted: Essence, p. 215).

- Used Infected Fate to grant someone a role based on leadership, sacrifice, or compassion.

Winter

Winter Castes are power brokers, magicians, advisors, and others who work subtly behind the scenes to impose a new order on the world. The Winter Caste enjoys the intricate web-work of a well-executed plan. It may be frustrating to them to see a structure they built missing, or an alliance they forged in shambles — or it may be exciting to get to re-do everything, but bigger, better, ***right***, with the benefit of hindsight. Their Origin is in their past — the people they dealt with are older, or different. They don't have their old resources, connections, or family. It would be so easy to simply use their Charms to ***remind*** everyone who they are or alter the world to be as they remember it, so they can get back to building the world as it ***should*** be.

The Winter Getimian, perhaps, feels a little less angst about their lost Origin than other Castes, and has fewer personal reasons to hesitate to use their power. What, if anything, prevents your character from simply overwriting the new world with the old (except, perhaps, the wrath of Heaven)? When making a Winter Getimian, think about what moral lines, if any, they would not cross as they pursue power. What new horizons do they wish to pursue? What grand plan do they have for the world? How willing are they to use their Circlemates to accomplish this?

Example Winter Castes include:

- A mastermind whose economic planning caused his kingdom to rise to prominence in his Origin — but it's nothing more than a farming hamlet in Creation.

- A politician whose savvy made Thorns the jewel of the Threshold. Imagine their surprise.

- A warrior-queen discovering her branch of the family has been exterminated and the ruling line has driven her once-flourishing queendom to financial ruin.

Additional Exalt Milestones

At the end of each session, Winter Castes gain an Exalt milestone if they:

- Created or broke a trade deal or political alliance.

- Permanently and significantly altered, removed, or added a large-scale structure or geological feature to Creation.

- Influenced someone in power to make a decision they normally would not or convinced others to behave as if that unusual decision had been made.

- Convinced a significant character to take decisive action based on their suggestions.

- Used Infected Fate to grant someone a role based on planning, infiltration, or long-term goals.

New Charms

Getimian Charms are divided into Flowing and Still aspects. Getimians may utilize either mode of a Charm based on whether they are presently Flowing or Still. If a Charm allows a Getimian to switch her Flowing or Still state or requires the expenditure of a specific type of mote (example: Spend 1 Still mote), gain an additional anima.

New Exalt Modes

The following modes are additions for the Charms contained in **Exalted: Essence**.

A DROP AMONGST THE OCEAN (P. 213)

Forgettable Face: If the Getimian resists an attempt to detect them with an Attribute + Stealth roll, the target gains a Minor Intimacy of "It's best not to interfere in the Getimian's affairs." This dissipates when the Charm ends, along with any memory the Getimian was present.

ARCHIVE MIND MENTALITY (P. 209)

Warp the Faded Memory: Getimian may make changes to scenes they recall from their memory or Origin by dramatic editing with Stunt dice. For 1 mote, the Getimian may retrieve one personal mundane object from the memory that would provide a clue or tip the investigation in their favor, with Storyteller agreement.

GLORIOUS PRESENCE TECHNIQUE (P. 206)

Recollected Respect: In addition to the emotions noted, also *instill* a belief related to the Getimian's Origin in the target. For example, "The God-Tyrant of Wu Jian is our rightful leader and is to be respected."

GUIDING SHADOW SHROUD (P. 214)

You Were Never There: Additionally, if the Getimian or the character they are assisting leaves behind clues of their passing, one undetected clue fades out of existence at the end of the session.

SAGACIOUS READING OF INTENT (P. 190)

Palimpsest Heart: The Getimian may make an Awareness, Craft, or Sagacity action to change the text in an undetectable way. If they successfully add to the text, spend 1 Flowing mote to inflict an additional Minor Intimacy motivating the writing of the text. If they successfully altered the text, spend 1 Still mote and alter the motivating Intimacy behind the writing of the text in the writer.

SPIRIT-REPELLING DIAGRAM (P. 211)

Godly Bane: As the Solar mode but can only trap gods and spiritual servants of Heaven. Captured gods and spirits increase their wound penalties by one.

General Charms

APPROACH BY HALVES

Prerequisite: Essence 4

This patch of desert has stretched for miles, but the city's spires remain on the horizon. No matter how far the target walks, they grow no closer to the city where they were born.

Spend 2 Still motes, pick a target, and then pick an object or location present in the scene or the Getimian has interacted with previously this session. For the duration of the scene, the target feels as if they're covering ground when they walk toward or try to reach for the object or location, but they cannot get any closer, even with the assistance of others. They are, however, capable of approaching adjacent objects or locations. This is a curse that may be removed by any magic that removes curses.

DEVIOUS CARTOGRAPHER

Prerequisite: None

What mountain? What lake? The border was always at the river, not the ocean.

Spend 1 mote and take a crafting action to alter a map. If successful, anyone who reads the map is inflicted with a Minor Principle that the changed feature is correct and always has been. If the change is from the Getimian's Origin, gain 1 anima. This does not alter the material reality of the world, only the beliefs of those who reference the Getimian's cartography. With agreement from the Storyteller, this may also delay, confuse, or redirect enemies trying to pursue the Getimian and her allies if they are given an altered map.

Flowing: Add a feature to the map, like a building, city, lake, river, mountain, or border. Increase the difficulty of travel ventures or warfare scene rolls by 2 when an opposing character tries to locate something that is

not present.

Still: Remove a feature from the map, swap two of them, change the shape of a border or river, or attach a border to another landmark (for example, it's at the mountain range, not the river). Increase the difficulty of travel ventures or warfare scene rolls by 2 when an opposing character cannot find a location not marked on their map.

Sketch the Landscape (Upgrade, Essence 5): Reality changes to match the map. Anyone not afflicted with the Intimacy notices the change. Agree with the Storyteller on the resulting glitches in reality.

FLY IN THE OINTMENT

Prerequisite: None

Haven't we already passed this tree twice? Wait, did we already talk about this?

Spend 1 mote to interfere with a venture. On one of the obstacles, the target must roll twice and take the lower of the two, as they repeat the same challenge and feel disoriented. The Getimian may spend a number of motes equal to their Essence to apply this Charm to additional obstacles. The target might raise money only to find their coffers empty or, at the end of a day's travel, wake up back where they started. If a Storyteller has an antagonist operate off-screen, treat the character as having automatically failed, looping back on themself as suggested.

HEAVEN'S MIRROR REBUKE

Prerequisite: Essence 3

The Getimian redirects the rage of Heaven back on Heaven's servants.

If the target is a spirit, elemental, god, or agent of Heaven using magic to supplement an attack, spend 2 motes on Step 2. If the Getimian successfully defends, turn back the effect of the attack onto them as a counterattack on Step 8. Roll using the target's dice pool and apply the effects of any magic used during Steps 1 through 5 on the counterattack. If the target spent Power, treat this as having the same amount of Power spent, regardless of whether or not this would overcome the target's Hardness.

LAY OF THE LAND

Prerequisite: None

It's easy to navigate if you've been here before.

The Getimian spends 1 mote and recalls the location from their Origin.

Flowing: The Getimian recalls the specific location of a useful object, like a key or lesser wonder (with Storyteller agreement), and where it is. The object must be something that could reasonably be found in that location.

Still: The Getimian recalls the general layout of a building or the area within long range, including any hidden passages or hiding places they would reasonably know about having visited the place before (with Storyteller's agreement). This grants them two bonus dice to applicable Navigate and Awareness rolls.

LOST COMPANION ECHO

Prerequisite: None

Some people talk to the dead in times of trouble, but the Getimian speaks to the never-were.

Spend 1 Still mote to summon the recollection of a companion they had an Intimacy with from their Origin or memory. The companion is ghostly and incorporeal but can be seen by other people and is able to converse like a real person for a dramatic scene before disappearing. While the shade is only based on the Getimian's recollection and perception of the person, it feels like a separate person and may recall information the Getimian is not consciously aware of or has forgotten and may suggest conclusions that the Getimian wouldn't by themselves. With Storyteller agreement, they may use the shade to give clues or advice. Asking anything more difficult requires an appropriate Sagacity roll.

MAYFLY ARMY

Prerequisite: Essence 5

The Getimian summons the army they recall from their other life for one, last, glorious battle. Today, they fight. The next, the stress of their own nonexistence kills them.

The Getimian commits 2 motes and summons an Elite Size 5 battle group from their Origin. She may choose to roll her highest Attribute + Essence. Any successes may be applied to automatically pass rout checks, reflecting the army replenishing itself, over and over. The army evaporates at the end of the session or after one day of downtime. If this battle group should lose all its Health levels before they vanish, the Getimian may re-summon it as a simple action so long as her motes remain committed. The soldiers in her Mayfly Army are not undead and are not creatures of darkness, as they were never real. They cannot be taken over by an enemy commander, cannot be frightened, and do not sleep, breathe, or get tired.

NEW PERSPECTIVE SHIFT

Prerequisite: Essence 2

Seeing things a new way grants the Getimian a chance to shift her internal state.

Once per session when the Getimian would gain a new Intimacy, either mundanely or by magic, whether created by herself or imposed by someone else, she may choose to immediately change states from Flowing to Still or vice versa. Reallocate motes at the next convenient moment but before the next scene begins.

TRUEST SELF RECOLLECTION

Prerequisite: Essence 2

The Getimian calls upon the recollection of who they should have been and speaks it into existence.

Spend 1 mote. For the rest of the scene, the Getimian may recall how their other life would have changed themselves or others fundamentally.

Flowing: The Getimian asserts their true identity. Transfer 1 dot of one of the Getimian's Attributes to another Attribute for the remainder of the scene. The Attribute must have a minimum of 1 dot and a maximum of 5.

Still: Verbally appeal to the target to recall the target's true self. This adds a two-dice bonus to their primary or secondary dice pool for that action for the remainder of the scene. If the target is another player's character, they gain a two-dice bonus to the chosen action for the scene.

UNSHED TEARS

Prerequisite: None

Regret is a powerful thing.

Spend 1 mote after failing a non-combat action once per scene. Time winds back to before the action failed, so long as it is within a few moments of it happening, allowing the Getimian to reroll the failed action before the scene moves on. Nobody within short range notices, but anyone outside looking in does, adding a bonus success to any attempt to discern the Getimian's strange, magical nature.

Flowing: The Getimian may attempt a different action. For example, if they failed at deception socially, they might try flattery instead. If the action was a Charm, they are refunded the resources they spent and cannot use that Charm again but may choose another.

Still: The Getimian may retry a failed action using the same Attribute and Ability, but with an additional two dice representing the benefit of the practice from the previous attempt. If the action was modified or created by a Charm, they may only reattempt using the same Charm.

Pick the Stitch (Upgrade, Essence 3): The range at which time winds back extends to long.

WIN BY INCHES

Prerequisite: Essence 3

Leveraging every trick, the Getimian wins even when she loses.

When purchasing this Charm, choose one Attribute. Whenever the Getimian makes an opposed roll using this Attribute, she is treated as benefitting from the Solar Advantage, First Among Equals (**Exalted: Essence**, p. 60).

Finesse

ARCHITECT'S KALEIDOSCOPE

Prerequisites: Finesse 3, Essence 2

The master architect refines their surroundings.

Spend 2 motes to alter a building and add superficial decorative elements to it, like gilding or a change of color. This cannot change the material the building is made of. This adds a +3 dice bonus to fool others into thinking this is not a location occupied, owned, or built by the Getimian.

Flowing: The Getimian adds one feature to a building, like a hidden room, a door, or a window. This can be leveraged to hide from, entrap, or misdirect enemies , applying the dice bonus to applicable rolls.. For instance, someone who does not know to look for a hidden door fails to find it unless they use magic.

Still: The Getimian swaps two existing features on a building, like a locked door for an unlocked, flimsy one, or the location of one room for another. For example, hiding a person or item behind a locked door, or in a chase scene catching up to the Getimian's quarry (or escaping, if the Getimian is the quarry). This may change the requisite feat of strength required if, for example, a sturdy oaken door is swapped with a delicate paper screen. This also adds the dice bonus to relevant rolls to stay hidden or to track fleeing targets.

Blueprint Correction (Upgrade, Essence 3): As above, but the Getimian may change the material a building is constructed of. They may change a flimsy shack into one made of gold bricks, wooden ships into sinking lead, and stone castles into very flammable

wood. Reduce the requirement or difficulty of feats of strength or other demolition rolls as appropriate. The Getimian may add vulnerabilities to otherwise impenetrable structures without spending Stunt dice. If the building, vehicle, or vessel is owned by someone else, this provokes a roll-off (**Exalted: Essence**, p. 182)

BOUND NEMESIS

Prerequisites: Finesse 4, Essence 3, Constant Problem Tactic (**Exalted: Essence**, p. 242)

In this world, perhaps the Getimian's enemy is a perfectly good person — but the Getimian will fix that.

Commit 1 mote. Reroll any dice that don't come up as successes on rolls against a target affected or previously affected by Constant Problem Tactic. Gain 1 anima for every successfully opposed roll while the Charm is in effect.

Flowing: The Getimian reflexively makes a *persuade* roll that insults their target using Presence or Performance. If successful, they drive the target to behave in unethical ways more consistent with the Getimian's Origin. The player and Storyteller agree on what these unethical ways entail.

Still: The target gains the reputation of having performed a great evil consistent with the Getimian's Origin. They suffer a −3 dice penalty to convincing others to cooperate with them and −5 to convincing others they did not do it. The target is aware they didn't do it and aware the Getimian is somehow the source of the rumor.

CRACK IN THE BARK

Prerequisite: Finesse 2

There's a nook under a desk drawer or a chamber behind a loose brick where even the best thieves wouldn't think to look.

Spend 1 mote. The Getimian recalls a hiding place where a small object (no larger than a fist) could be stored indefinitely without being found. The Getimian may describe the location to others, who may access the hidden cache without needing to search. When the Getimian uses the hidden location, they gain one automatic success on any roll to keep it obscured from observation by outsiders.

For an additional Still mote, they may retrieve a small object that has always been there, even if the character has not stashed anything there previously. The player must justify narratively why it would be there.

FISSURE IN THE GLASS

Prerequisites: Finesse 4, Crack in the Bark, Essence 3

Reaching through the veil that is Creation, the Getimian creates a pocket of reality large enough to stow something.

Commit 2 Still motes and touch a corner where two walls meet. The Getimian reaches through the corner to find a person-sized hole only visible to herself and other Getimian Exalts. The Getimian may hide in the hole and look out without being seen, store objects up to the size of a person, or guide another person into the hole. When the 2 motes are uncommitted, the hole vanishes forever along with any mundane contents. Reopening the hole in the same location will not recover them. A person inside may resist disappearing with Fortitude + Integrity. Upon failure, significant characters may choose to take a dramatic injury and are expelled into a location of the Getimian's choosing. Artifacts, magical materials, and other mystical objects are similarly ejected, requiring repair or reassembly to work properly.

FINESPUN VEIL PIERCING

Prerequisites: Finesse 4, Essence 2

The world-as-it-was is layered over the scenery, illuminating the current, dismal reality.

Spend 1 mote. The Getimian pulls a location from their recollection — which must be a location she has been to within this chronicle — and layers it over the current scene at close range. They may take one action according to the Still or Flowing modes below. If there are people present at the location, those witnesses may make an Awareness roll to notice the distortion themselves. If the witnesses succeed, they may also attempt one Flowing or Still action, depending on the Getimian's state. If the action is against a person, that person notices the distortion without a roll and may also attempt one action. Once one round of actions is complete, the phantasm collapses. This causes glitches and discontinuities at the Storyteller's discretion and with player agreement.

Flowing: The Getimian and anyone at the spectral location aware of the distortion may take an action to persuade a person, strengthen an Intimacy at the target location, break an item, or steal it and bring it back to the original location.

Still: The Getimian may take an action to dissuade someone, weaken an Intimacy, swap one item for another, or move an item within the phantasmal location.

Slash and Step Sideways (Upgrade, Finesse 5, Essence 4): The Getimian and any in the target location who notice the distortion may take an action to "step sideways" into the other location and remain in the new location after the distortion collapses. For 1 additional mote, they may also permit others in their original location within the area of the distortion to follow them, although the effect is indiscriminate; either all may pierce the veil and step through, or none.

FORGER'S LITTLE FRIEND

Prerequisite: Finesse 3

The Getimian calls on their memory to craft the perfect copy.

Spend 1 mote to immediately create a copy of a mundane personal-scale object from the Getimian's Origin or recollection.

Flowing: The Getimian makes a copy that is perfect in every detail. Gain a number of dice equal to the Getimian's Essence + 1 to any roll to convince others that this object is the real thing and not fake.

Still: Make an imperfect copy. Visual inspection of the forgery requires a Finesse + Craft appraisal to spot it, but it's obviously the fake if used for its intended purpose. A forged sword is less keen and imposes a –2 dice penalty instead of an Accuracy bonus. A golden key looks duller and won't turn in its lock. The Getimian may attempt to magically swap the forgery and the original as long as they can see the target, rolling Finesse + Craft or Stealth opposed by the target's Fortitude + Awareness. If the Getimian succeeds, they gain possession of the real object, and the forgery takes the original's place. If they fail, the target is aware of a magical attempt to steal their belongings, and this Charm may not target the item again.

FRAY THE EDGE

Prerequisite: Finesse 3

Even the most splendid garment falls apart under the Getimian's critical gaze. Silk fades and falls apart and silver tarnishes.

Spend 1 mote and touch the target. The target's clothing or armor age in appearance rapidly. The effects are narrative and automatic — a soldier reprimanded for not keeping his armor in order, or a visiting dignitary turned away from the gate as a presumed beggar. Where a roll is required, the target suffers a –3 dice penalty to rolls where they rely on their credibility as a person of status. If this is a venture roll, they may not benefit from investing Resources or Backing.

GRACE IN BATTLE

Prerequisite: Finesse 3

The dancer uses their footwork to step out of the way of a blade. An actor bluffs with their eyes about the attack they intend to make. The poet feels the rhythm of the battle and the narrative pull to glory.

Spend 1 mote on Step 1 or 2. The Getimian calls upon their memory of a masterful performance — theirs or one they witnessed — to aid them in battle. The Getimian substitutes Performance for Close Combat or Athletics for the attack or to calculate Defense.

Special: On an attack, she may use this in conjunction with an Excellency for any of the Abilities referenced.

HIDE IN PLAIN SIGHT

Prerequisite: Finesse 3

An object that wasn't there in the Getimian's Origin becomes less real in this reality. The object seems forgettable, less interesting, or unimportant to the point it may as well be invisible.

Spend 1 mote and pick a personal-scale object as the target. Everyone in the same scene as the target gains the Minor Intimacy "The object isn't real or important." They may still attempt to notice it with a Finesse + Awareness scan of the environment (suffering –2 dice to the roll), but a failure makes them discount that the object is important or the exact one they're looking for. If the object is a weapon, the target looks for another, even if it's the only weapon available. If they're a merchant sent to assess the work, the temporary Intimacy inflicts a penalty to the Craft roll to appraise it, as the merchant is apathetic to the task.

Nondescript Palace (Upgrade, Essence 3): The object may be large-scale or magical. A splendid manse fades into the background. Gunships slip into port unnoticed.

NAVIGATE THE WEB

Prerequisites: Essence 2, Finesse 4

The Getimian recalls the motives, secrets, and lies that make up the political landscape they navigate and bypasses them with ease.

When undertaking a Court Intrigue or Grassroots Movement venture, spend 1 mote. The Getimian already knows the lay of the land — who might oppose them, what methods they would use. Bypass one obstacle based on opposition or counter methods. For the entirety of the venture, the Getimian and her allies may

reroll all failed dice once per venture roll, tallying any new successes.

Flowing: In addition, the Getimian uses their knowledge to pick their battles. The Getimian may change one of the obstacles to one that uses an Ability of their choosing.

Still: The Getimian gains an automatic success to any action that undermines another character politically or weakens their target's Merit or Intimacy as part of the venture.

OTHER SELF DISGUISE

Prerequisite: Finesse 3

The Getimian's mien becomes more like themselves, or more like nothing at all.

Spend 1 mote to alter the Getimian's appearance to best fit her lost history.

Flowing: Choose whether the change in appearance affects the Getimian's Embassy, Performance, or Presence rolls. Add two dice to the dice pool for actions involving that Ability for the rest of the scene. Restored to a fraction of their former glory, they feel and look more "themselves." However, the Getimian also gains a one-die penalty to Stealth rolls to conceal their unusual, magical nature. If they succeed at an action aided by their appearance, gain 1 anima.

Still: The change in appearance moves the Getimian closer to nonexistence. Add two dice to Awareness, Integrity, or Stealth rolls. People familiar with the Getimian must make an Integrity roll to recognize them. If the Getimian fails at a Stealth roll or is recognized as themselves while in this less-real state, they suffer the effects of their Great Curse for the rest of the scene.

OTHER WORLD VISION

Prerequisites: Finesse 4 or Force 4, Essence 2

A vision of the Getimian's Origin flashes before the eyes of their target, inspiring an obsession with a world that never was.

Spend 1 mote. The target acquires a vivid memory from the Getimian's Origin. They are now obsessed with what they have seen and suffer the Hindered penalty while taking action unrelated to the obsession for the rest of the session. For an additional mote, the goal of the obsession does not need to be possible.

Flowing: The obsession is regarding making some detail of the memory come true — for example, killing a person who died in the memory, or planting a forest they saw in the Getimian's Origin that doesn't currently exist.

Still: The obsession is regarding preventing an outcome from the memory, such as a death, the destruction of an artifact, or the crowning of a monarch.

LOVE'S CONSUMPTIVE AFFLICTION

Prerequisites: Finesse 4 or Force 4, Essence 3, Other World Vision

The Getimian inflicts a self-destructive preoccupation with a love that only existed in another world.

Spend 2 motes and curse a target in the scene, making a special Finess + Essence roll against their Resolve. On a success, the target gains a Major Tie of being hopelessly in love with someone, and a Minor Principle of "I must never tell them." These Intimacies can only be eroded by magic. Magic that ends curses ends the effects of this Charm.

Flowing: The target believes they love the Getimian. Any dice pool for a hostile action taken against the Getimian suffers a two-success penalty for the duration of the curse. They break this curse by accomplishing a major goal on the Getimian's behalf, as proof of their love.

Still: The target believes they love someone of the Getimian's choosing, other than herself. All rolls made to do anything other than things the target wants, desires, or specifically requests suffer a two-success penalty until the curse is undone. The target breaks this curse by accomplishing a major goal on behalf of the subject of their infatuation.

PERSUASIVE ORATOR

Prerequisite: Finesse 3

A crowd gathers and loses themselves in the Getimian.

The Getimian spends 1 mote and makes an Embassy, Performance, or Presence action to hold the attention of a crowd within short range. If she uses an Ability other than Performance, it does not suffer the penalty for addressing a crowd. Any who are suspicious of the Getimian may resist, but may not apply bonuses from their Virtues or Intimacies. The Getimian describes an event from their memory and their targets' memories alter to conform to the Getimian's description of their Origin. The targets who fail to resist gain a Minor Intimacy representing their altered memory.

PLAGUE RAT NOTION

Prerequisites: Finesse 4, Essence 4

The ideas the Getimian plants spread from subject to subject like a disease.

Commit 2 Flowing motes and make a Finesse-based *persuade* action to convince the target that something about the Getimian or Creation matches the Getimian's Origin. The target may only refuse with a hard bargain of the Getimian's choosing if they resist, which shifts or alters the Getimian's objective but it remains related to their Origin. If the target does not take a hard bargain, they gain a Minor Intimacy dedicated to a false memory or belief, and the Getimian gains 1 anima. Whenever the target acts upon the Intimacy or otherwise espouses it, the Intimacy spreads to additional targets. Every person infected with the Intimacy spreads the Intimacy in the manner above. The number of people infected with the Intimacy doubles every other session or every two weeks of downtime, and all of Creation is infected within six months of downtime, or by the end of the story. The Getimian may uncommit both motes to remove the Intimacy from all targets, or uncommit one and spend the other to halt the spread of the belief and make the existing Intimacies permanent.

Disease of the Spirit (Repurchase, Essence 5): For 2 additional motes, the Intimacy spreads to realms beyond Creation, such as the heavenly realm of Yu-Shan or the hidden world of Autochthonia.

SCAR-CROSSED FATE

Prerequisites: Force 4 or Finesse 4, Essence 5

The Getimian whispers a truth so cutting it cleaves two destinies apart. Lovers become enemies, foes fall in love, and all contact blisters their skin.

Spend 3 motes when making a *weaken* action against a target's Major Tie to another character. If the *weaken* action succeeds, the Intimacy immediately breaks. This deals 2 levels of aggravated damage to the target and the subject of the Tie and leaves obvious scars on each. The scar creates a revulsion in anyone who sees it, increasing the difficulty of all social actions by 3. If the target held a negative Intimacy toward the Getimian or had otherwise harmed or wronged her previously this story, she may choose to scar a useful limb or sensory organ, inflicting an appropriate dramatic injury. The scar can be cured with a Sagacity-based venture with a base difficulty of 5 and a number of obstacles equal to the Getimian's Force or Finesse, whichever is higher. Both subjects of the curse must be treated for it to be cured. Magic that removes curses provokes a roll off.

Flowing: The Tie snaps, dealing 1 additional level of aggravated damage to both the target and the person whom the Tie was with. The target gains an irresistible urge to flee if the subject of the Tie approaches within medium range. They must succeed on an Integrity roll at difficulty 5 or bolt from the scene.

Still: If the Tie is positive, it's replaced by a negative Tie (and vice versa if the Tie is negative). If the former Tie was Minor, it is now Major. All contact between the target and the subject of the new Tie inflicts 1 level of aggravated damage to both until the curse ends or the scar is cured.

PRACTICE WORLD HALLUCINATION

Prerequisites: Finesse 5, Essence 5

The Getimian prepares for an upcoming confrontation and stages a rehearsal.

The Getimian commits 2 motes before sleeping and dreams of an important battle, conversation, or other crucial upcoming scene. The scene is not identical to what will happen, but differs in major ways such as setting, the attitudes of the people there, and the objects present. All details, like what the scene is, how it differs from the real one to come, and when it ends require agreement with the Storyteller.

Flowing: The Getimian may impose a number of dramatic edits in a subsequent scene based on the dream equal to her Finesse. This may include retroactively changing the outcome of a roll, allowing her to use one of these dramatic edits to automatically pass a roll as if she'd exceeded the difficulty with 1 extra success, or to reroll and take the better of the two results. She does this without paying Stunt dice. The table must agree to any major changes. She may spend all of her dramatic edits to stop a scene and dictate the outcome, with agreement from the other players and the Storyteller.

Still: The Getimian freezes a detail from the dream and makes it inevitable, such as an object being present, a death, or another outcome with agreement from the other players and the Storyteller. She wakes with a necessary weapon in her hand, the funding to launch a new campaign against her enemies, or to discover a hated rival has died in his sleep. These do not need to be plausible but must further the story. Where these outcomes might affect other characters' autonomy, they must accept a hard bargain or a dramatic injury. For example, the Storyteller may disagree that a hated rival could die so easily, instead suggesting that he fall from his horse in battle, gaining a dramatic injury. The Getimian's player accepts this as an outcome that suited her dream.



RECALL THE CHAMELEON

Prerequisite: Finesse 3

The Getimian repairs the moth-eaten memory of a forgotten face or weaves false ones.

Spend 1 mote.

Flowing: The Getimian describes an agent of Heaven they have encountered previously. Reduce the difficulty to pursue, track, identify, or recall said agent by 2. If the agent is a Sidereal obscured by Arcane Fate (**Exalted: Essence**, p. 56), others do not need to roll to remember them until the end of the session. Their memories fade again at the end of the scene.

Still: The target is instilled with the false Minor Intimacy that they have met a stranger (although not the circumstances they met under). If the recalled subject is a Sidereal, they will recognize the Sidereal if they meet. The Intimacy enhances Integrity rolls to recall the Sidereal in the future.

SPIDER FEELS THE WEB

Prerequisite: Finesse 3

The Getimian's rage against heaven burns so brightly that it illuminates the gods' interference in Creation.

Spend 1 mote to detect heaven's interference in the web of fate, whether it's a god's influence, a destiny woven by a Sidereal, or a god's presence in the scene. The Getimian may ask one of the following questions. Additional questions cost 1 mote each.

- *Whose destiny has been altered?*
- *How has a specific person's destiny been altered?*
- *What is one short-term (scene-scale) goal a god is trying to accomplish in this location?*
- *In which of the eight Directions is the nearest god or Sidereal?*
- *In which of the eight Directions is the nearest gate to Heaven?*

SPLENDID MIRAGE FIST

Prerequisite: Finesse 2

The Getimian subtly duplicates the motion of her fist for a fraction of a second and strikes an impossible blow.

Spend 1 mote to reduce the flurry penalty by 2 for both actions. If any action does damage to the target, steal 1 Power from the target.

Trinity Fist (Repurchase, Essence 3): Spend 2 motes. The effect is as above, but the Getimian may also take a third action (which may be an attack) when flurrying, also at a –1 penalty.

TIME'S HOT KNIFE

Prerequisites: Finesse 5, Essence 4

With just a touch, the Getimian may turn eyes to empty sockets, a nose into a dry, open hole in a face, and limbs into long-cauterized stumps.

Spend 2 Still motes and touch a target's injury, skin to skin. If the injury was the result of aggravated damage, it heals the damage but does not reconstitute any missing pieces; a hand remains severed, an eye remains missing. As appropriate, the missing appendage or organ may cause the Hindered penalty. This may heal a dramatic injury — including any taken to the target's Merits. Merits "heal" in unusual ways. A dramatic injury taken to a character's Resources might "heal" as the subject's wealth in gold becomes wealth in bonds of a mining company instead.

Unforgiving Injury (Repurchase, Essence 5): Commit an additional mote to instead make the point of amputation a persistent, unhealed dramatic injury — one that can change a Virtue from Major to Minor or reduce or remove a Merit. This injury cannot be healed by any means until the mote is uncommitted. Once the mote is uncommitted, the target may seek medical attention for a wound but the difficulty to treat it is increased by 2. If the injury was to a Virtue or Merit, the target must spend two recovery scenes making an effort to reinforce their belief or working to rebuild what was lost.

TRICK OF THE LIGHT

Prerequisite: Finesse 3

The Getimian invites their companion to recall a memory and subtly reshapes it. The target is dismayed — of course they've met! How could they have forgotten the Getimian was a guest at their wedding?

Spend 1 mote. Make a Finesse-based influence action to invite the target to recall one detail from a memory of a single event differently. The Getimian alters the target's memory to be more consistent with the Getimian's Origin. If the action is successful, the target gains a temporary Major Intimacy reflecting the change that the Getimian may leverage until the end of the session. How the memory changes is based on the mode.

Flowing: Add a detail — a person or an object they recall was present.

Still: An object or person from the memory is removed. An object or person is swapped for another or the date or time of day of the event is altered.

Sunbeam in Amber (Upgrade, Essence 3): The altered memory is permanent. The Intimacy gained by this Charm cannot be weakened.

TOTAL PRESENCE DELETION

Prerequisites: Finesse 4, Essence 3

As the Getimian once awoke in a world that forgot them, so too will their adversary.

Commit 2 Still motes. Whenever the Getimian uses social influence on a target, she may choose to spend 3 extra successes to suppress the target's Intimacies dedicated to other people. For the rest of the session, the target cannot form Intimacies with anyone they know or have met — with the exception of the Getimian. Anyone the target interacts with similarly cannot form new Intimacies to them and cannot access their Intimacies toward the target. At the end of any scene in which the target met a new character, they must make an Integrity roll at a difficulty equal to the Getimian's Finesse + 1 in order to remember them. Characters who met the cursed target similarly must make an Integrity roll at the same difficulty to recall them after the scene ends. Magic that removes curses ends this effect.

WHISPERS IN ANOTHER HALL

Prerequisite: Finesse 3

The Getimian or their target hears the echoes of an adjacent room.

Spend 1 mote to pull a voice or voices from their Origin to their current location. The effect extends to the current room or within medium range and ends if the Getimian or target moves outside of medium range of their initial location or leaves the room. The listener suffers the Hindered penalty to any Awareness-based listening rolls and must roll to distinguish the sounds of the current location versus the summoned voices or to pick out a single voice in a now-noisy environment. Increase the difficulty of rolls that require concentration or silence by 2.

Flowing: The Getimian's target overhears the voices of whoever might have been present in the location in the Getimian's Origin during an event that happened there. Allies who listen to the voices uncover messages left for them by the Getimian. Agree with the Storyteller on what sort of hint other players'

characters might discern from listening to the voices. Enemies trying to eavesdrop or observe conversation in this location learn one fact from the Origin that is no longer true in Creation, in addition to any correct information.

Still: The Getimian hears the voices of whoever might have been present in the location in the Getimian's Origin during an event that happened there. By listening to them, they reveal one piece of still-relevant information about the location that has not changed between her Origin and reality: the click of a button that opens a hidden passage, or secrets about frequent visitors to it, like the identity of a nobleman's secret paramour.

Familiar Din (Upgrade, Essence 2): The voices are as loud and clear as if the speakers were actually present. All attempts to distinguish voices, what they are saying, and their direction require a roll at difficulty 7.

WINKING EYE DODGE

Prerequisite: Finesse 3 or Fortitude 3

The Getimian declines to occupy the same reality as any who would strike them.

Spend 1 mote on Step 7 to reduce the damage pool by the Getimian's Finesse or Fortitude as the weapon or projectile passes through them. The Getimian does not provide cover for anything behind them when they use this Charm. For the would-be moment of contact, the person or object that would have struck the Getimian blinks out of existence. The assailant feels an incomprehensible, distressing cold of nonexistence.

Flowing: On Step 8, she may spend 1 additional Flowing mote to make a counterattack that must be a *disarm* or *pull* gambit — the Getimian may use the *pull* gambit even without a pulling weapon.

Still: On Step 8 she may spend 1 additional Still mote to make a counterattack that must be an *ensnare* or *distract* gambit.

Cold of Night Infliction (Repurchase, Essence 4): The Charm triggers a Sagacity roll in the assailant as they realize that either they or the Getimian do not exist. If the target passes, they're afflicted with the Getimian's Great Curse for the remainder of the scene regardless of their own background.

WORM BURROWS THROUGH

Prerequisites: Finesse 3, Essence 2

The Getimian makes a door-shaped mark upon a wall and then another upon a second wall, creating doorways between the two points.

Spend 1 Flowing mote and sketch a rough doorway. The sketch must be visible, but may be carved into the surface, painted on, or outlined in chalk. Choose a second wall and sketch another door. The shape and size must be similar. A doorway opens between two places. If the original doorway has been altered or erased in the intervening time, then it is still created, but any who pass through must make a Fortitude + Integrity roll at difficulty 5 to avoid getting lost between the doorways. On failure, they exit out of another doorway of the Getimian's choosing within long range of the portal. The door disappears at the end of the scene.

Tunneling Reality Wound (Upgrade, Essence 3): By spending two additional motes, the second doorway becomes permanent.

WOUND THE CORE

Prerequisites: Finesse 4 or Force 4, Essence 3

The Getimian's blow aims for the soul rather than the body.

Spend 2 motes on Step 1 of a decisive attack. If successful, any damage inflicts a dramatic injury of the Getimian's choice. The Getimian may injure any Attribute, Merit, or die pool, or reduce Virtues from Major to Minor until healed.

Force

ARROW'S UNITY PARADOX

Prerequisites: Force 4, Essence 2

An object in motion, at any fractionally small point in time, is actually still.

Spend 1 mote to split an object into five spectral shades. This object must be something the Getimian could lift with a lesser or greater feat of strength (**Exalted: Essence**, p. 150).

Flowing: On Step 1, an object or projectile hurled during an attack gains +1 Accuracy. In the object's wake, it leaves behind a phantasm in the shape of the projectile traveling along the path the projectile took. The phantasmal path provides light cover and concealment for anyone within close range of it. It persists until the scene ends or the Getimian chooses to end it.

Still: On Step 5, target a projectile or other object that could do damage to the Getimian. The object splits into phantasmal objects along its path, reducing damage by two dice for every range band it traveled. The phantoms create an environmental hazard that persists until the scene ends or the Getimian ends it, with a difficulty to resist equal to Essence + 2 and dealing her Force in damage.

Shades Made Real (Repurchase, Essence 3): Spend an additional mote. The Getimian may pluck the phantasmal objects from the air and drop, throw, or interact with them as normal. These objects, once touched by the Getimian, are as solid as any other and do not fade.

BACKSTITCH MOMENT MANIPULATION

Prerequisite: Force 3

The great wheel of time comes back around.

Spend 2 motes.

Flowing: On Step 4, the Getimian folds time over on itself and forces the target to repeat their last attack. This forces the attacker to re-roll and take the lower of the two rolls. The rerolled attack does not benefit from any bonus dice, including any from the Excellency.

Still: On Step 3, create a phantasmal duplicate of the Exalt that performs the last attack, allowing the Getimian to reroll a failed attack and take the higher of the two rolls. If the rerolled attack succeeds, the target is knocked prone.

CICADA BURROWS OR FLIES

Prerequisites: Force 5, Essence 3

As the cicada sinks into the earth and flies above it, so too do the Getimian's enemies.

Spend 2 motes on Step 1. The Getimian may extend the range by one range band per additional mote. The Getimian targets everyone in range of this effect.

Flowing: The Getimian lifts all characters within short distance above the ground for her Essence in rounds, creating difficult terrain. This reduces damage on Step 6 by three dice and prevents counterattacks on Step 8. The target may flurry an action to make contact with the ground and remove the penalty.

Still: Every person within short range of the Getimian save the Getimian is sucked violently into the earth, even through stone or flooring, dealing damage as if they'd fallen from extreme range (**Exalted: Essence**, p. 145) which may be resisted by an Athletics or Physique roll against a difficulty of the Getimian's Essence + 2 and entraps them for her Essence in rounds. This can be overcome with a feat of strength with a difficulty of the Getimian's Force. While entrapped, the target's attacks suffer a −3 dice penalty, and the target's Defense is reduced by 2.

COMPLETE FOCUS

Prerequisites: Force 4, Essence 5

In the empty void of a still world, the Getimian finds a measure of peace.

Commit 3 Still motes. The Getimian freezes time around them. Outside of combat, the Getimian may do any of the following:

- Undertake a venture with a time scale no longer than scenes
- Treat their wounds
- Sleep
- Any other solitary activity

They may not recover motes or generate Will. Time resumes when the motes are uncommitted, or when the Getimian (or permitted allies) move from the location in which she activated this Charm. She may permit one ally or her Circle to join her in frozen time, which allows her to undertake a recovery scene. Allies may take the listed actions noted as well. Characters forbidden from the space cannot be attacked or interfered with. Objects within the frozen zone cannot be damaged or broken, but may be moved or stolen. Doing so requires a Physique or Stealth roll with its difficulty increased by 2. When the Getimian uncommits the motes, any failed action to move or manipulate objects deals two levels of environmental damage to the character who attempted to move them. This Charm may only be used once per session.

CRUEL CATACLYSM SUBSTITUTION

Prerequisites: Force 5, Essence 5

Sometimes Heaven decides to strike an army from its ledgers. A plague eats through one town, or a tsunami through a coastline full of people. The Getimian can redirect these fates or summon them from their Origin.

Spend 3 motes. The Getimian designates a group of people to whom she holds a Major negative Intimacy or were such in her Origin, which may include a group of people up to as large as a populous nation. To do so, she must spend time during a session visiting and obviously cursing their leaders. Once she has done so, the motes are spent, and the curse begins its work within three days of downtime or by the start of the next session. The curse may be mitigated by a venture with a minimum of three obstacles each with a difficulty equal to the Getimian's Essence. Targets are assumed to do so off-screen, per the rules on p. 315 of **Exalted: Essence**. A suitable atonement of the Getimian's choosing may also be leveraged to avoid said disaster. If neither the venture succeeds nor the offering of atonement made, the Getimian scours her target with one of the following:

- An environmental hazard similar to a supernatural ice storm (**Exalted: Essence**, p. 146)
- A disease of Extreme severity
- A strange curse of the Getimian's design, similar to those detailed in Skin-Twisting Metamorphosis (**Exalted: Essence**, p. 250)

Hazards run their course by the end of the session. Diseases can be cured at the difficulty noted, though may be costly or difficult to cure. Curses can be overturned with a condition that the Storyteller and player agree upon. The Getimian is immediately aware of when her malediction has been undone.

This Charm may only be used once a story. This limitation is reset if the Getimian averts a disaster of similar scope somewhere else in Creation.

CUCKOO STEALS A NEST

Prerequisite: Force 3

Any home is yours with the right attitude.

Find the hearthstone in a target manse or demesne, and spend 1 mote.

Flowing: The Getimian benefits from the hearthstone as if it's their own manse or demesne for the rest of the session even if they no longer have possession it. Any motes restored are halved, restoring additional motes every other scene.

Still: Change the inherent property to match a detail from the Getimian's Origin for the rest of the session. This applies only for the hearthstone's owner. If the demesne or manse has hidden or secret entrances, the Getimian learns their location and how to safely enter.

DUCKLING IMPRINT

Prerequisites: Force 4, Essence 2

Do as I do; become what I am.

Spend 1 mote and begin a dramatic scene of intensely training a Storyteller character, such as those related to the Getimian's merits, in one specific action the Getimian excels in, like a secret fighting technique, a rousing speech, or crafting a specific artifact. At the end of the scene, the target gains a Major Intimacy that the Getimian is a revered mentor, and gains benefits according to the mode for as long as they retain the Intimacy. Additionally, any two characters trained by the Getimian in this way share a positive Minor Intimacy of the camaraderie of a shared mentor.

Flowing: The target gains two additional dice when performing the action they were trained in.

Still: The target uses the Getimian's dice pool rather than their own when performing the action they were trained in.

EMBARRASS THE GODS

Prerequisite: Force 3

The Getimian poisons the long-term efforts of the gods who stole her fate.

Spend 1 Flowing mote to gain +3 dice to all rolls during an Undermine Organization venture if the venture is taken against a god, Heaven, or an agent of Heaven.

EXPERT OF SOME RENOWN

Prerequisite: Force 3

In the Getimian's Origin, they lived a life of the mind.

When purchasing this Charm, pick from among War, Sagacity, Navigate, or Craft. Spend 1 mote to call upon that as an expertise from their Origin.

Flowing: Add a number of dice equal to the Getimian's Essence to the dice pool for actions using the chosen Ability. If they successfully use the Ability in an action, gain 1 anima.

Still: The Getimian instead curses a target with inexperience, and they suffer a dice penalty to actions using the Ability equal to the Getimian's Essence for the remainder of the session. If the target fails any rolls after this is applied, gain 1 anima.

Manyfold Talent (Repurchase, Essence 3): Choose a second Ability to recall from Getimian's Origin.

INFECTIOUS VESSEL

Prerequisite: Force 4

Drink from me and be changed.

Touch a vessel that can hold a liquid and spend 1 mote. For one day of a dramatic scene or until the end of the session, anyone who drinks from the vessel is instilled with a Minor Intimacy of the Getimian's choosing. This lasts until the end of the session.

Cup of Belief (Upgrade, Essence 3): Spend 2 motes. The change to the vessel is permanent, and any undiluted liquid poured from it carries the Intimacy. The Intimacy is now permanent.

Poison the Well (Upgrade, Essence 5): Spend 3 motes. In addition to the above, the Intimacy may be

Major. The liquid can be significantly diluted without losing potency — a pitcher full could conceivably contaminate a neighborhood well. Any liquid affected is delicious and potable. Curdled milk is unspoiled, vinegar is wine, and water runs clean. The Intimacy cannot be weakened.

INSPIRING ATMOSPHERE

Prerequisite: Force 4

Art moves the audience to act.

Spend 1 mote while crafting a personal-scale artifact or performance. Being in the presence of the artifact, weapon, or performance alters any Intimacies according to the Flowing or Still effects below.

Flowing: Strengthen any positive Intimacies related to a Virtue of the Getimian's choosing.

Still: Strengthen any negative Intimacies related to a Virtue of the Getimian's choosing.

Superb Palace (Upgrade, Essence 3): The Getimian may additionally apply this Charm to large-scale crafts. The Charm affects anyone within long range of the object.

KILLING BLOW REMEMBRANCE

Prerequisite: Force 4

In another fight, the Getimian has already triumphed.

Spend 1 mote on Step 7 to call upon the memory of their enemy's death. This does not count as her Charm use for this step.

Flowing: The Getimian inflicts a Minor Intimacy on the target. This Intimacy reflects the target's memory of their own terrible demise. These memories inflict the Hindered penalty to all actions taken for the remainder of the scene as the memory floods back. They recall the immediate circumstances of their death, what killed them, and the pain of dying. When leveraged, this reduces the target's Resolve by 1.

Still: The Getimian recalls the memory of the target's death vividly, grounding themselves. If currently suffering the effects of the Great Curse as a result of the target's presence or actions, reduce the severity; it lasts one scene rather than one session.

MARKED FOR MISFORTUNE

Prerequisites: Force 3, Essence 2

The gravity of another world's fate pulls on the target, creating immense bad luck.

Touch the target and spend 1 Still mote, then roll the Getimian's Force + Integrity, Presence, or Sagacity to interfere with the target's fate versus the target's Fortitude + Integrity. If the Getimian succeeds, name an Ability. The target automatically fails one action using or related to that Ability in the next day of downtime or by the end of the session. This also compels the target to want to use that Ability. For example, if the Ability chosen is Close Combat, the target may find everyone around them on the verge of picking fights. The player and Storyteller should agree on a roll they think would be the most fun, interesting, exciting, or complicated for the target to fail. If the opposed roll fails, fate turns it back on the Getimian. If so, recover the spent mote and gain an additional anima.

MEMORY DISTRACTION TACTIC

Prerequisite: Force 3

The Getimian conjures a vision of a fire from her Origin and sneaks by as the guard stamps out the phantasmal flames.

Spend 1 Still mote. The Getimian recalls something loud, frightening, or out of place from their Origin and conjures a vision of it to the scene. Outside of combat, this provides 2 additional dice to any dice pool to sneak for all friendly characters present. In combat, this is declared on Step 2 and inflicts the Hindered penalty to the target's dice pool, as the target is startled or distracted. The penalty from this cannot be ignored or cleared.

OPEN DOOR POLICY

Prerequisite: Force 2

A locked door is no barrier.

Spend 1 mote. The Getimian may reach through a lock and tamper with it internally, breaking it irreparably.

Flowing: The lock and any latching mechanism are broken open. Anyone wishing to close it or conceal its broken state must make an appropriate roll at difficulty 5.

Still: The lock and any latching mechanism are broken shut, and the difficulty of any attempt to open it is increased by 3.

OTHER WORLD VISION

See p. XX.

LOVE'S CONSUMPTIVE AFFLICTION

See p. XX.

PAIN REALLOCATION

Prerequisites: Force 3, Essence 2

Every cut, every bruise, every break is the will of heaven, and the Getimian would interfere with heaven's design.



Spend 1 mote.

Flowing: On Step 2, redirect the target's attack to another person or willing ally in range of the target's attack. The target believes they are attacking the Getimian and must pass a reflexive Finesse + Integrity roll to notice they struck the wrong character. The Getimian may not use this Charm against that target again this scene. The Getimian steals 2 Power from their target whether they succeed or fail.

Still: On Step 4, choose another enemy within range of the target's attack. The Getimian may use that enemy's Defense instead of their own. The Getimian steals 1 Power from the enemy whose defense they stole. A willing ally may instead spend 1 Power to allow the Getimian to use their Defense.

PORTENTOUS INTRODUCTION

Prerequisite: Force 3

The Getimian brings two people together and pulls the strings of fate.

Spend 1 mote when two people meet for the first time. In both targets, instill a Minor Intimacy of a strong familiar feeling about one another.

Flowing: The feelings match. They may feel love, hate, devotion, sadness, or any other strongly held, mutual emotion.

Still: Instill in each target opposite feelings. For example, one may feel love, the other hate; one sadness, the other joy; one fascination, the other avoidance.

RAGE AGAINST HEAVEN

Prerequisites: Force 4, Essence 4

The Getimian takes out their ire for Heaven out on its gates and guardians.

Spend 3 motes. Enter a dramatic scene summoning the Calibration Gate or sabotaging a heavenly gate the Getimian has knowledge of and can access. While using this Charm, the Getimian gains her Force in bonus dice to all rolls to mislead, confuse, redirect, or hide from the Celestial Lions that guard every heavenly gate, which do not count toward the dice limit. If a combat scene results, she may steal 1 Power from any agent of Heaven who attacks her at the end of every round.

Following this scene, all attempts to access the gate are done so with an increased difficulty equal to the Getimian's Essence + 1. If targeting the Calibration Gate, it is banished until its next appearance and the difficulty

to locate it is increased by 2. If the Getimian knows the spell Summon the Heavenly Portal, she may not use it until she next accomplishes a major milestone.

REDIRECT GRAVITY'S PULL

Prerequisites: Force 3, Essence 2

The direction of the incessant pull of gravity shifts. The contents of the room and everyone in it fall from the floor to the wall.

Spend 1 Still mote and choose the new direction of gravity's pull. The effect extends to the number of range bands equal to the Getimian's Essence up to extreme range until the scene ends. Anyone within the effect is subject to falling damage from landing on walls, being hurled outside of the range of the Charm, and also subject to appropriate environmental damage from any objects that fall on them. Characters may cling to the ground with successful Athletics or Physique actions against a difficulty of the Getimian's Essence + 2, which may be flurried in combat.

STAR-CROSSED

See p. XX.

STOLEN GODLY MEIN

Prerequisites: Fortitude 4, Essence 4

Even a god's fate can be stolen.

Trap a god (using another Charm, magic, a grapple or other physical restraint if they are in corporeal form) and commit 3 motes. While they are trapped, the Getimian may assume their guise, dematerialize, and benefit from the God's purview — giving the Getimian access to the Domain's Beneficence, Domain's Curse, and Immaterial qualities. The control ends when the god's imprisonment does. The Getimian may do so by uncommitting the motes, but this may happen by other narrative means (such as another character rescuing a physically restrained corporeal god).

UNCANNY MIRROR DANCE

Prerequisite: Force 3 or Fortitude 3

The Getimian splits into three perfect copies of themselves that mirror her movements exactly.

Spend 2 Flowing Motes on Step 4. The Getimian splits into three indistinguishable copies at close range, each possibly the Getimian. Increase Defense by 2. If the attack lands, it resolves as normal, and the copies disappear and the defense boost ends. If it doesn't, the Getimian steals 1 Power and the defense boost persists until the start of her next round. If the Getimian counterattacks, add two dice to any roll related to the counterattack (including influence actions or other non-attack actions resolved as a counterattack.)

Persistent Phantom (Upgrade, Essence 2): Commit 1 Flowing mote instead. The effect persists until combat ends.

UNWITTING SERVANT

Prerequisites: Force 4, Essence 3

Hatred binds the target to the Getimian's control, and only forgiveness can break it.

The Getimian touches a target with a negative Tie toward them and spends 2 motes. Against an unwilling target, treat this as an unarmed attack. If successful, the negative Tie creates an additional shadow Intimacy of "I must assist the Getimian" equal in intensity to the original negative Tie. The target is unaware of their hidden Intimacy without the aid of magic or Charms, though it may be identified by others with *read intentions* actions and leveraged as normal. The target may be made aware of the shadow Intimacy through magic or Charms, but it cannot be removed unless the linked negative Tie is also removed.

Flowing: Once per session, when the target takes action to undermine or oppose a Getimian's goals, the Getimian may declare that their target is instead helping them. The target either takes an action to assist rather than oppose the Getimian, adds two dice to the Getimian's pool representing their assistance, or refuses to oppose the Getimian as if refusing social influence.

Still: The target hesitates to oppose the Getimian, losing two dice to any pool to attack or to any other opposed roll.

WOUND THE CORE

See p. XX.

Fortitude

BLACKMAILER'S INSIGHT

Prerequisite: Fortitude 3

Everyone has secrets — and if they don't, some may be created for them.

Spend 1 mote.

Flowing: The Getimian instills a Minor Principle in the target dedicated to hiding and atoning for an incredible wrongdoing. If the target is innocent, they attribute shame or guilt to any minor infraction they've previously committed, believing it to be a grievous injustice. The Getimian learns the nature of this guilt or

shame and gains two automatic successes to attempts to intimidate the target into complying with a demand.

Still: The Getimian is aware of a blackmail-worthy secret the target did in her Origin and gains two automatic successes to attempts to persuade others that the target has done the misdeed in this reality. Until the end of the scene whenever another character *reads intentions* or uses an effect that reveals information, this false secret may be revealed when relevant.

BLINK INTO SIGHT

Prerequisite: Fortitude 3

For a fraction of a second, the cover hiding the Getimian's quarry fades out of existence.

Spend 1 mote. Until the start of the next round, an object providing cover flickers out of existence. All characters ignore the defense bonus from that object and the Getimian gains two additional dice to ranged attacks against any targets that benefitted from the cover.

Special: This may be used on Step 1 in conjunction with the Excellency but no other Step 1 Charms.

BARRIER DENIAL

Prerequisites: Fortitude 3, Essence 2, Blink into Sight

The walls, hills, and obstacles from the Getmian's Origin fade or materialize according to the Getimian's will.

When using the prerequisite, commit the mote instead of spending it. The Charm lasts until the end of the scene.

Flowing: Any solid object of the Getimian's choosing standing between themselves and a target becomes immaterial (but not invisible) to the Getimian up to a number of range bands equal to their Essence for the rest of the scene. A thin wall standing between the Getimian and their target is immaterial, and the Getimian may move or attack through it. The Getimian may also attack through the immaterial barrier, but may not see through it for the purposes of Awareness rolls or other rolls to detect the presence of enemies.

Still: The Getimian creates an invisible barrier between themselves and their target occupying a number of range bands equal to their Essence. The target may pass through it, but they must roll their Fortitude + Athletics or take 1 environmental damage for every range band they traverse as their mind and body resist passing through a "solid" object.

BORN TO DIE

Prerequisites: Fortitude 5, Essence 4

The Getimian creates a second self to accept a killing blow.

Spend 1 mote on Step 7 after the assailant inflicts enough damage to Incapacitate the Getimian. The Getimian blinks to within medium range and leaves behind a perfect duplicate of themselves. The duplicate takes the blow and dies. The Getimian changes state either from Flowing to Still or vice versa and gains 2 automatic successes to any action they wish to take against their assailant on Step 8, as the assailant believes they're dead. The corpse remains, and extended exposure to it risks triggering the Getimian's Great Curse. It is a real corpse and can be reanimated by necromancy, but it fades out of existence at long range from the Getimian.

CLOAK OF ECHOES

Prerequisite: Fortitude 2

The Getimian wears several ghostly copies of themselves, blurring their features and obscuring their movement.

Spend 1 mote.

Flowing: On Step 1 or 2, the Getimian gains an automatic success to an attack or increases Defense by 1, as their movements are much harder to read.

Still: Basic facts about the Getimian's appearance and clothing are difficult to identify, requiring a Finesse + Awareness or Integrity roll at difficulty 5 to recall or distinguish characteristics like age, height, hair color, or facial features.

COMPOUND FRACTURING

Prerequisites: Fortitude 3, Essence 3

The Getimian tangles the threads of fate even further.

Choose a wound, curse, or other effect caused by something beyond Creation, such as a demon, ghost, Fair Folk, or Getimian magic including her own. Gain an additional anima.

Flowing: Spend 2 motes. The Exalt inflicts an additional level of damage or worsens one effect. For instance, if the soil is blighted, the Getimian may double the area affected by the curse. If the curse withers an Ability, the dice penalty increases by one die.

Still: Commit 2 motes. The curse, wound, or other effect is frozen. So long as the motes remain committed, the curse's effects do not apply, the wound does not inflict a penalty or become infected, an effect that



would spread to others stays contained. When the Getimian leverages this to *persuade* or *dissuade* a target, treat it as a Minor Intimacy for the purposes of modifying Resolve.

DISPEL DISTANCE ILLUSION

Prerequisites: Fortitude 5, Essence 5

The Getimian plucks mountains from the landscape and hurls them into the sea.

The Getimian spends 3 motes and chooses a large-scale object at an extreme range like a building, carriage, city, or mountain, and plucks it out of the air. It is now effectively a personal-sized small object in the palm of the Getimian's hand that they may throw as a ranged attack that may use Physique, treated as a heavy weapon with the *improvised* tag and long range. The Getimian may also hurl it to a new location out of combat, making a roll as if it were an extreme feat of strength. The object returns to its original size when it strikes the ground or a person. If thrown as an attack, it deals appropriate weapon damage to anyone hit. All targets (excluding anyone within the object thrown) within long range of the hurled object must resist a hazard using Fortitude + Physique against a difficulty equal to the Exalt's Essence + 2 and dealing her Fortitude in levels of damage. If the Getimian fails the feat of strength, she is also affected by the hazard. At the end of the session, the object will return undamaged to its original location as Creation's reality reasserts itself, unless the Getimian immediately begins a magical working venture (**Exalted: Essence**, p. 162) with 5 obstacles, a timescale of one session, working against a base difficulty of 7 for a hostile environment (Creation reasserting its reality). A Getimian may not use this Charm again until the venture is completed or abandoned.

DOVE RETURNS TO ROOST

Prerequisite: Fortitude 3

The Getimian winds back time, returning projectiles and retrieving weapons.

Spend 1 mote to apply the *returning* tag to a ranged weapon or thrown object for one action.

Flowing: On Step 1, confer all the benefits of the tag on the weapon or object until the start of the Exalt's next turn. This does not count as the Charm for this step.

Still: On Step 8, the ranged weapon or hurled object unexpectedly returns to the attacker as a counterattack. Treat this as an attack with surprise using the original die pool, even if it is not the first turn.

EARTH-SHAKING STRAIGHTENED WAY

Prerequisites: Fortitude 4, Essence 5

The roads are straightened, greatly shortening the distance between the Getimian and their target.

While standing on a road, the Getimian recalls a place or person in their past or Origin on that road that is out of range. Additionally, the area up to long range suffers the effects of an earthquake as the ground shifts under the Getimian. All standing people save the Getimian must roll Fortitude + Physique at difficulty 7 or be knocked prone. All structures are treated as if subject to a destructive greater feat of strength and crumble as trees are whipped, walls crack, and the earth itself splits.

Flowing: The road straightens, halving the distance the Getimian is required to travel to reach their target. She halves obstacles in a travel venture and shares the benefit with anyone with a positive Intimacy toward her.

Still: The Getimian's target must be a person. The road becomes more winding for their target. A travel time of only an hour or two suddenly becomes a venture with a minimum of three obstacles. If it is already a venture, the number of obstacles to reach the Getimian's location doubles.

ENTROPY'S SHELL

Prerequisite: Fortitude 3

The Getimian draws strength from their Origin — it's as if they barely feel the blow. Their assailant sees their attack has little effect and is dispirited.

Spend 1 mote on Step 2 to increase the Getimian's Hardness by 2. If the difference is enough to flip the attack from decisive to withering, then the attack is now withering. If this would not, reduce the damage pool by 2 as well. Either way, the Getimian gains 1 anima and steals 1 Power generated by the attack on a withering attack, or 1 Power the attacker had on a decisive attack. If the attacker wagered all their Power, reduce damage by an additional die.

FAILURE-INFLICTION CURSE

Prerequisite: Fortitude 4

With a strike, the Getimian curses her victim to feel the sting of all her failures, remembered or otherwise.

Commit 1 mote on Step 1 of an attack. If the attack succeeds, curse the target with a sense of failure, exaggerating any actual failures the target may have suffered or ones inflicted from the Getimian's Origin. While cursed, the target decreases Defense and Resolve by 1 and suffers the Hindered penalty to attack actions. This curse lasts until the end of the scene. A cursed target cannot be cursed again until the next session. Ending the curse requires a simple Awareness, Integrity, or Physique roll at a difficulty equal to the Getimian's Fortitude, which may be flurried, or by using magic that ends curses. When the target ends the curse, gain an additional anima.

FORGIVENESS'S TERRIBLE BALM

Prerequisites: Fortitude 4, Essence 2

The Getimian inflicts a terrible peace on their opponent.

Spend 1 mote to soothe wounds.

Flowing: On Step 2, the Getimian rolls Embassy or Presence against the target's Resolve to instill a temporary Minor Intimacy in the target that removes the quarrel between themselves and the target. All is temporarily forgiven, and the target will not attack the Getimian for as long as the Intimacy is in place. The target returns to Step 1 and may choose a new target for the attack or take a different, non-attack action targeting the Getimian. If the Getimian attacks the target, the Intimacy disappears, as the conflict has been renewed. This Intimacy fades at the end of the session, and characters can only be targeted once per session.

Still: The Getimian removes physical pain from their target, including herself. Outside of combat, she may enact painless surgery or grant mercy to the dying. In combat, it's applied on Step 6. The target is still wounded but does not suffer wound penalties until they are Incapacitated. If the target is not the Getimian themselves, and they become Incapacitated, they may roll Fortitude + Integrity or Sagacity as a Build Power roll to recover from Incapacitated.

HEART CHAMBER CAUTERIZATION

Prerequisites: Fortitude 4, Essence 3

The Getimian's influence makes their target numb to justice, love, or other drives.

Name a Virtue the Getimian knows the target possesses. Spend 2 motes for a Minor Virtue or 3 motes for a Major Virtue.

Flowing: The Getimian chooses up to her Essence in Intimacies for the target to permanently lose. The target may resist with a hard bargain but must at least lose one Intimacy.

Still: The target suppresses all Intimacies related to that Virtue until the end of the story.

Dead Virtue (Repurchase, Essence 4): Additionally, target can no longer gain Intimacies related to the Virtue. This is a curse which can be removed by magic that ends curses.

HOLLOW WORLD

Prerequisites: Fortitude 5, Essence 4, One-On-One Imprisonment (**Exalted: Essence**, p. 242)

The city blocks warp upwards into an eerily lit, deserted sphere.

Spend 3 motes and choose one target within short range of the Getimian. The scenery within long range suddenly wraps to the shape of a hollow sphere, with the gravity holding objects to the inside of the sphere. Only the Getimian, their target, and allies of the Getimian's choosing are inside of the sphere. No other characters may enter or exit. The sphere cannot be penetrated by feats of strength, nor infiltrated by unwanted enemies. It must be entered by magic, and provokes a roll off if an effect would allow an enemy to enter automatically. While within the space, the Getimian dictates what enemy actions may be taken an in what direction any movement goes, but they may not prevent enemies from taking actions. For example, an enemy may state they are attacking the Getimian's Lunar ally, and the Getimian vetoes this action and states that the enemy must attack their Solar Circlemate instead.

Any enemy who wishes to refuse the Getimian's control may make an opposed Integrity roll.

Devious Cage (Upgrade, Essence 5): Commit an additional mote. The Getimian steps out of the bubble and leaves their targets there, trapped. Escaping requires a successful venture, or for the Getimian to uncommit the mote. The targets reappear within short range of the Getimian once they are released or escape.

IMBALANCE-AFFLICTING PALM

Prerequisites: Fortitude 4, Essence 3

The Getimian's strike throws his target's body and soul out of alignment.

Spend 2 motes to make a special *imbalance* gambit with a cost of the target's Essence + 2 (to a maximum of 10). If successful, for a number of rounds equal to the extra successes, the target suffers 1 unsoakable level of aggravated damage every time they commit a mote, spend anima, cast a spell, or wager 3 or more Power. Gain an additional anima.

Alchemic Banquet (Repurchase): Gain 1 mote or anima if motes or anima were used. Gain 2 Power or Will if Power or Will was used.

Change Begets Change (Repurchase): Once per scene after spending Power on this gambit, change state from Flowing to Still or vice versa. This may happen even if the attack misses.

MEAN DOG SHOVE

Prerequisite: Fortitude 3

The vector of momentum of a Getimian's strike changes directions.

Spend 1 mote on Step 6 of an unarmed decisive attack.

Flowing: All feeling and momentum of the touch (whether light or an overwhelming shove) is maintained in the new direction of the touch. Any forced movement gambit (such as ***knockback***) instead moves the target toward the Getimian.

Still: Add +2 damage dice on Step 6, as the target doesn't bend or move and so absorbs the full force of the blow. If this deals damage, the target is rendered immobile, unable to make movement actions until the end of their next turn. This may not be used on the same target across consecutive rounds.

MEET IN THE AIR

Prerequisites: Fortitude 3, Essence 2

The Getimian folds space and touches the sky.

Spend 1 mote to blink a person or object out of existence and move them laterally — up or down — by a number of range bands equal to the Exalt's Essence. This transport bypasses hazards and obstacles, but must deposit the target in a place with space for them to fit, that can support their weight. An unwilling subject must be the target of a successful attack.

Flowing: Transport the target over air or water. A target dropped from the air is subject to falling damage (**Exalted: Essence**, p. 145).

Still: Transpose the target with a person or object of similar size. The other person must be willing.

MOVE THE DIAL'S SHADOW

Prerequisites: Fortitude 3, Essence 2

The Getimian's song or soliloquy engrosses her audience. The sun and moon speed in their courses, and the Getimian plays on.

Spend 2 motes. The Getimian rolls a Fortitude + Performance influence action against any number of targets. Those it succeeds against are engrossed by the Getimian's performance, unless they choose to refuse the Getimian's influence.

Flowing: The Getimian and everyone in her audience move forward in time up to the number of hours equal to the Getimian's Essence, regardless of the actual time it took to perform. To anyone unaffected by Charm, the Getimian and her audience disappear for the intervening time and they may not interfere with the performance. The Getimian may enact the entirety of a social venture targeting members of the crowd with a time scale in scenes during this scene. Characters with Essence higher than the Getimian's may choose to remain unaffected by the charm, staying behind while the rest of the audience disappears.

Still: Anyone engrossed by the Getimian's performance is frozen in time. The Getimian's audience cannot move, be moved, or take damage during this time, but targets unaffected by the Charm may otherwise interact with the audience. The effect lasts until the Getimian stops performing for up to a number of hours of downtime equal to the Getimian's Essence. The Getimian's allies may use this time to enact a bureaucratic or stealth-based venture with a time scale in scenes during this scene. It may not contain obstacles related to being noticed by the crowd.

Time's Lengthening Shadow (Upgrade, Fortitude 5, Essence 3): The associated ventures may have a time scale of sessions instead.

OBSTINATE ARROW APPROACH

Prerequisites: Fortitude 3, Essence 3

The Getimian resists the influence of this new, inferior Creation.

Spend 2 motes. The Getimian may ignore an offered hard bargain for a *persuade* or *dissuade* action, and instead gain the benefits as if they had succeeded in the action. For example, a target refuses the Getimian's influence to give up the location of their leader's hideout and offers a hard bargain to reveal the location of a stash of hidden goods instead. The Getimian uses this Charm to ignore the hard bargain, learning what she was looking for in the first place. She may only use this on any given target once per story. This does not ignore unacceptable influence. Gain an additional anima.

Flowing: The Getimian gains two additional dice to all Fortitude-based social actions for the rest of the session.

Still: The Getimian's Resolve increases by 1 for the rest of the session.

ORPHANING BLOW

Prerequisites: Fortitude 4, Essence 2

The Getimian strikes so sharply it snaps the threads that bind the target to their families.

Spend 1 mote on Step 3. If the attack is successful, pick a familial Intimacy — parent-child, child-grandparent, sibling, cousin, or similar blood relation — and alter it. The Getimian does not need to be aware of the Intimacy prior to the attack.

Flowing: One family member of the target with Essence lower than the Getimian now recalls the Getimian as their kin, and their Intimacy alters to reflect it. The target's blood relation forgets the target's relation. If this change reflects the Getimian's Origin, gain 1 anima.

Still: The target forgets one blood relation. They either lose the Intimacy as the family member fades from their minds, or they gain an Intimacy reflecting their lost memory. If this lost Intimacy reflects the Getimian's Origin, gain 1 anima.

PIECES ON THE BOARD

Prerequisites: Fortitude 3, Essence 2

The Getimian may move the combatants in the field like pieces on a game board.

Spend 1 mote. The Getimian may swap themselves physically and in the initiative order with any other person, including an antagonist. This is restricted to one enemy per round.

Flowing: Spend the mote on Step 2. The target must take the blow as if they were the intended target of the attack on Step 1. This makes the target act next if they have not already. A target may only be affected by this once per scene.

Still: Spend the mote on Step 1. The Getimian and a willing target swap. The target may now continue from Step 1 of combat.

SECOND PAIR OF HANDS

Prerequisites: Fortitude 4, Essence 3

The Getimian calls upon an echo of themselves to assist in times of need.

Spend 1 mote when the Getimian or her enemies undertake a venture. She gains assistance from a copy of herself that allows her to take a second action following any non-combat venture that has no flurry penalty. The duplicate cannot be seen in the same scene as the Getimian and will vanish if anyone sees them at the same time. If attacked, the copy does not defend itself. It disappears, and the Getimian takes 1 level of damage. The copy only acts to assist or hinder with the venture (depending on the mode) or hides its existence as a copy and disappears when the venture has ended.

Flowing: The copy is benevolent and helps the Getimian, halving the number of necessary obstacles to complete the venture (rounded up).

Still: The copy is malevolent, hindering an enemy's venture. It doubles the number of obstacles the enemy has to deal with.

Self-Hating Self (Upgrade, Essence 5, Fortitude 5): The Getimian's copy exerts a higher level of free will, existing in the same scene as the Getimian and sharing the same dice pools but with a Major Intimacy of wanting to help the Getimian on their venture or hinder the Getimian's enemy on their venture according to the Flowing and Still modes above. When the venture is completed, roll Fortitude + Integrity. If the Getimian succeeds, the copy recognizes they existed for a purpose and fades peacefully. If they fail, the copy becomes a second, fully realized person, identical to the Getimian in every regard, and both the Getimian and their copy gain the Major Intimacy "I must destroy my impostor."

TWIN SOUL BINDING

Prerequisites: Fortitude 4, Essence 2

The Getimian alters their character and targets.

Spend 1 mote. The Getimian swaps the Intimacies of two willing or unwilling characters, which can include herself. If the target is willing, this happens automatically. An unwilling target requires a Fortitude + Embassy, Presence, or Performance roll against the target's Resolve. When the scene ends, their Intimacies swap back. They recall their own actions but forget what motivated them. If the Getimian temporarily restores any Intimacy held by themselves or their target in their Origin, gain 1 anima. If they permanently restore it, gain an additional anima.

Flowing: The Getimian swaps the Intimacies of two characters other than themselves for the duration of the scene. The characters' memories alter and fuse, and they increase Resolve by 2 when upholding the Intimacy and may accept an additional minor positive Intimacy uncontested.

Still: The Getimian swaps their own Intimacies and another character's for the duration of the scene. For the duration of the Charm, they and their target's memories alter and fuse, and they gain +2 dice to any effort to weaken an Intimacy. They may accept one additional minor negative Intimacy uncontested.

Morality Alteration (Upgrade, Essence 3): Additionally, the targets' Virtues also swap. They gain an additional +2 to Resolve when upholding the new Virtues for the duration of the scene. The two characters recall what motivated their actions, retaining the knowledge of their Intimacies and Virtues of the characters to one another after the Charm has ended.

Other Self Remembrance (Repurchase, Essence 4): The Getimian may choose one Intimacy or Virtue at the end of the scene to swap permanently.

TIME CONTROL TACTIC

Prerequisite: Fortitude 3

All things decay.

Commit 1 mote and touch a non-living object. The target ages rapidly. Within a matter of minutes, coins tarnish, wooden doors disintegrate into dust, weapons rust and fall apart. This temporarily destroys any nonmagical item no bigger than a heavy weapon. When the Getimian uncommits the mote, time snaps back and the target returns to normal.

A Gentle or Wicked Touch (Repurchase, Essence 3): This Charm may additionally be applied to living things. To wither an enemy, the Getimian must make a decisive attack against them. If it deals any damage, the target also suffers an appropriate dramatic injury reflecting the decay (a weakened body, a failing immune system, etc.). The Getimian may instead choose to be merciful and heal a dramatic injury suffered by the target. If she chooses this, the target gains a minor Tie of gratitude toward the Getimian.

UNCANNY MIRROR DANCE

See p. XX.

WARPED HALLWAY STRIKE

Prerequisite: Fortitude 4, Essence 2, Spatial Disjunction (**Exalted: Essence**, p. 242)

The Getimian and their target stand on the opposite ends of a hall that lengthens even farther. The space and all objects within stretch or compress.

When using the prerequisite, commit 1 mote instead to warp the distance between the Getimian and their target for the rest of the scene. The target must be within her perception.

Flowing: In addition to Spatial Disjunction's benefits, any target the Getimian closes with must make a reflexive opposed roll using Athletics or Integrity to escape close range. If they fail to flee, gain 1 Power.

Still: In addition to Spatial Disjunction's benefits, increase Defense by 1 while at short range or further from the target. Any enemy attempting to get within close range of the Getimian must make a reflexive opposed Awareness or Physique roll to strike her in melee. If they fail to close, gain 1 Power.

WINKING EYE DODGE

See p. XX.



CHAPTER NINE

The Infernal Exalted

THEMES AND ROLEPLAY

Infernal Exalted embody the rage and sorrow of the defeated Yozis. While their masters languish, trapped by their own overwhelming power, the Green Sun Princes project the might of Malfeas across the face of Creation. They are catalysts of destructive change and upheaval, the sparks of a hundred thousand emerald fires. Infernal Exalted characters may be impulsive, or they may spend centuries sowing seeds of a single monarch's demise, but it is their role to avenge whatever they deem unjust. They shred titanic bureaucracies — those who claim to provide impartial assistance but keep the lowly in their "rightful" places — into helpless pieces, burn through corrupt parliaments like the green flames of hell, and topple the thrones of tyrants. The Yozis choose their Exalted from those who suffered major humiliations, abuses, imprisonments, or other betrayals, and thus the Green Sun Princes bear a deep animus towards anyone they see as unworthy of holding power. Play an Infernal if you want to bring your version of wrathful righteousness to an unjust world.

Key themes to keep in mind while playing an Infernal are:

Vengeance: The Infernal's life was shaped by one grand moment of treachery, oppression, systemic violence, or something that kept her perpetually in survival mode. She's dealt with agreements made in bad faith, the pretty lies of altruism, and selfish motives in the guise of kindness. Therefore, she's vigilant about loopholes, downsides, catches, or other darkness lurking in interactions, and she never signs a contract without knowing all the contingencies. The agreement with the Yozis is clear; demons offer pacts more lawfully than mortals ever could. Wrongdoers fill every corner of society in Creation; they perpetuate their injustices even now. The Yozis have granted the Infernal the power to make it right, by any means possible. Betrayers, tyrants, and liars must pay for their crimes. Infernals are here to get mad and get even. Play an Infernal if you want to have suffered an injustice for which you crave bloody vengeance.

While engaging with themes of vengeance and betrayal, it may be tempting to play an Infernal who refuses to get close to others, letting their hurt consume them and never asking for assistance or backup. This might be an interesting story to tell, but it doesn't make for enjoyable gameplay long term — besides, in a world of inside-out titans and nation-shaping sorceries, a character not connecting with anyone may be the *least* realistic fantasy of all. Even the least trusting Infernal Exalted understands the value in the enemy of her enemies. Circles may form around the vengeful goals of a Green Sun Prince simply because they align with the needs of her Circlemates.

Duality: A Green Sun Prince wrestles with her dual nature: full of demonic fury and titanic power while deeply, emotionally human. She finds herself alone in a crowd, hypervigilant for the next betrayal and itching to unleash her retributive power, while simultaneously craving closeness with others. When an Infernal does get close to someone, the other person is swept into the eye of an emotional hurricane as the Infernal protects him, pushes him away, and fulfills his desires. Her magic is a frightening, uncontrollable thing — the power of the Demon City channeled through the excellence of a formerly Solar Exaltation. At her core the Infernal is an exemplar of skill and virtue, but the touch of the Yozis gives her the drive to bring her enemies to their knees. Play an Infernal if you want to struggle with having both human and diabolical natures.

Unpeaceful Lives: Green Sun Princes are afforded great status in Malfeas, as their title suggests. They lack for nothing, and many lowly demons laud them as celebrities and conquering heroes. Demons of the Second or Third Circle, however, view them as allies, lovers, and worthy rivals. Others see the Infernal host as tools to be manipulated in their own games or mistrust the presence of the Exalted in hell. They are, after all, the tools of the gods who overthrew them and sealed them in this prison eternally. Peace becomes a luxury to the Green Sun Princes; their palaces in Malfeas are subject to invasion by rival demons, enemies they've laid low return for their own revenge, and Creation marks them Anathema. They fight to enjoy any moment of reprieve, as it often comes with a cost or is far-too fleeting. Play an Infernal if you want to remember that there is no rest for the wicked, but the righteous do not need it.

A GATHERING OF PRINCES

All Infernals spend some time in Malfeas. Even if a campaign takes place entirely in Creation, at some point prior to the start of this story, your Infernal went to Malfeas, stayed awhile, and returned to Creation. Every Infernal has attended a mass gathering of all Infernal Exalted, which occurs annually, and attendance is mandatory. Your character has gone to one of these events and feted and feasted with demons and your peers.

Ask yourself: Did you enjoy your time in Malfeas? Would you stay there if circumstances were different? Do you prefer life among demons rather than humans? Did you hate it? Do you find any opportunities to avoid returning or pursue any chance to return? Who did you make a positive connection with? A negative one? Did any demons catch your attention or vice versa? Who maintains your living space in hell while you're away?

Write these down and share them with the Storyteller when they would make the game more interesting.

Caste Concepts

Defined by the outrage that caught the attention of hell, the Green Sun Princes each fill a role in infernal society.

Azimuth Caste

Azimuth Infernals find their strengths in the glory of battle and the subtleties of strategy. They come from the ranks of soldiers, pirates, hunters, guerrillas, warrior-monks and more. They may have been exiled for refusing to comply with immoral orders or cast out by corrupt military superiors or led resistance forces against the Empire of Prasad. What rituals does she participate in before battle? Does she lead through love, fear, or promises of revenge? Does she prefer to operate alone, or lead a group? If she's a commander, what hierarchy does she maintain among battle groups that follow her? How does she care for herself in the throes of post-battle fatigue, if at all? Does she revel in violence or see it as a cruel necessity? What makes others fear your Azimuth?

Example Azimuth Castes include:

- A child of House Mnemon, relegated to simple guard duty after she showed no signs of Exalting. She seethes in entitlement, wanting what she sees as her right by royal birth, and will bring the Realm to its knees.
- A Lintha pirate captain whose reputation for brutality spreads across Creation like tainted waves. No one bothered to verify that the people she brutally killed were attempting to eradicate her family.
- A former Icewalker hunter cast out of his tribe for knowingly feeding his family Wyld-tainted reindeer. That they were starving matters not.

Additional Exalt Milestones

At the end of each session, Azimuth Castes gain an Exalt milestone if they:

- Accomplished a major combat victory through exceptionally violent means.
- Caused a significant enemy or army to flee in terror.

ADDITIONAL INFERNAL MILESTONE

In addition to the Exalt milestone listed by caste, at the end of each session, any Infernal may gain an Exalt milestone if they indulged in spiteful or vicious retribution, sought vengeance, or inflicted punishment in the pursuit of a goal or upholding an Intimacy.

- Destroyed a significant place of power — a palace, a capitol building, a warstrider hangar, an Imperial embassy, etc.

- Killed someone directly causing harm to innocents.

- Defeated, humiliated, punished, or slew a significant character using their power irresponsibly. The Infernal's player determines what the character deems irresponsible.

Ascendant Caste

Ascendant Infernals come from the ranks of heretics, apostates, and cultists to minor, cruel, or forgotten gods. They may have been a demagogue preaching revolutionary sermons, the priest of a god whose cult was dissolved by the Immaculate Order, or an outspoken abolitionist. Did she betray her religion or was she cast out for her unorthodox preaching? Did the moment of Exaltation change what she believes in? What superstitions does she hold? What draws others to your Ascendant? If she leads a flock, is it a cult of personality, scholarship, debauchery, or something else? What belief would she kill for? What belief would she die for? What about your Ascendant makes people believe the words she speaks?

Example Ascendant Castes include:

- A priest of the dead god Aurora seeking her patron's bones to put him to rest. Her Exaltation revealed how truly unfair Aurora's death was.

- A warrior-monk who finds himself compromised after unwisely falling in love with a Lookshy courtesan. Cast from his order, he seeks a new truth.

- A prophet of the cult of Dukantha who spreads the doctrine of might makes right as far as it will go before xe falls to the swords of unbelievers.

Additional Exalt Milestones

At the end of each session, Ascendant Castes gain an Exalt milestone if they:

- Caused a significant character to replace one of their Intimacies with the goals of a significant demon or an Infernal Exalt, including the Ascendant.

- Caused a significant character to change their beliefs as a result of the Ascendant's direct action.

- Found comfort in or relied upon the religion, beliefs, or structures she held or participated in before her Exaltation.

- Laid low, mocked, defiled, or destroyed a religious figure, institution, or organization using its power and influence to worsen the lives of the powerless.

- Incited unrest, provoked to action, or otherwise agitated a significant character, organization, or large group of people.

Horizon Caste

Horizon Infernals seek knowledge above all else, including love, privacy, and common sense. Horizons pursued a vision above all else and their burning curiosity led to the palaces of Hell. They might be a brilliant mathematician denied access to scholarship because of their gender or status, or a doctor who refused to monetize their lifesaving tinctures, or a scientist whose experiments on human bodies were considered unethical despite their undeniable results. What question was so important that, even now, it echoes in her ears? What is her preferred method of research? What sources does she discount offhand? What lengths would she go to pursue her passions? What does she regret learning? What costly lesson does she *not* regret? What lessons does she wish to teach the world? What about her makes others want to listen to your Horizon?

Example Horizon Castes include:

- Once a slave himself in Great Forks, now he manages his own "collection" of extremely skilled indentured labor in Malfeas, creating wonders for the other Green Sun Princes.

- She travels widely with other Exalted, offering her services as a navigator and historian. All she asks is that they each give her a vial of their blood of their own free will.

- There is no ceiling for her. There is no place knowledge cannot be found. She may have been expelled from the Heptagram for her unsavory research, but that's fine. Experience is the best teacher, and she has all the time in the world.

Additional Exalt Milestones

At the end of each session, Horizon Castes gain an Exalt milestone if they:

- Used something they learned that session to harm a significant character.
- Published, announced, or otherwise widely dispersed hidden, secret, or suppressed knowledge or information to the public.
- The use, application, or knowledge of dark secrets led to a significant victory, directly or indirectly.
- Exposed a significant character or organization for having withheld important knowledge that could have positively altered a notable event or prevented disaster. For example, discovering that a corrupt official knew the bridge was faulty and ready to collapse all along.
- Demanded obeisance from a demon, god, or spirit and obtained it.

Nadir Caste

Nadir Infernals find themselves on the outside of polite society, both before and after their betrayal. Iconoclasts, tricksters, and rogues of all sorts, fomenting revolution is their life's work. Once they fell afoul or rules or laws for their so-called crimes, but now they are free, and will never be imprisoned again. They may have been a crime lord harshly punished for their justified but illegal deeds or a political agitator whose incisive words put them on the wrong side of the law, or a vigilante who operates under cover of night, dispensing the justice that her home will not. What law or moral code is her favorite to violate or ignore? Which shadows does she prefer to hide in? Where does she prefer to stand out? Has she ever been punished by an authority? Incarcerated? What has she suffered as a result of her crimes? How does she define freedom? What does it mean to her? What is she willing to do to bring that freedom to others?

Example Nadir Castes include:

- Once a slave traded by House Cynis, she was sent to die for breaking some clause of the contract she was never allowed to read. She now smashes the strongholds of slave traders wherever she can find them.
- The Hundred Kingdoms only know him as the Shadow of Rebellion. Wherever he goes, petty kingdoms fall in his wake. He is a friend to all and an ally to none.
- Their criminal network is filled with brigands, murderers, seditionists, and thieves but they never say no to helping a good cause — especially if violence is involved.

Additional Exalt Milestones

At the end of each session, Nadir Castes gain an Exalt milestone if they:

- Broke a significant character out of some form of incarceration or detainment.
- Their deception, infiltration, or sabotage successfully harmed an institution in power.
- Incited a panic, a righteous mob, or other form of group violence without being attributed as the instigator.
- Convinced a significant character to violate an unjust law, code, or rule. The Nadir's player determines what the character believes is unjust.
- Convinced or assisted a significant character in letting something important go — emotionally or physically.

Penumbra Caste

Penumbra Infernals dance carefully among power brokers, diplomats, firebrands, and courtiers: those whose lives are shaped by the consequences of wealth and power. Politics and parties are their preferred battleground, and their smiles are sharp as knives. They might have been a prince wrongly deposed by their scheming brother, a merchant cast out by their guild for refusing to cooperate with unethical practices, or a diplomat who failed to mend a rift between two blocs in her home nation. What agendas does she hide from others? Which does she pursue openly? Which of her allies does she try to bring together at any opportunity? Who does she consider an asset and who does she consider a true friend? What oaths or promises has she broken? What oaths or promises has she kept? What would she do to destroy those who have wronged her?

Example Penumbra Castes include:

- An heir to one of the most powerful mercenary houses of the Guild, she expected her ransom to

EXAMPLE CHARACTER: ETHRAZAN TAL-MIR

Ethrazan tal-Mir is on a mission to uplift his clan from their displacement and carve his own destiny in the process. He is shrewd but embittered, willing to destroy his clan's oppressors through guile and savvy business. To play a character like Ethrazan, focus on Awareness and Embassy. Take the Awareness Excellency, Crumbling Tower Prophecy, Sinful Heart Intuition, Judicious Vice Enticement, and Queen of the Devil-Dice.

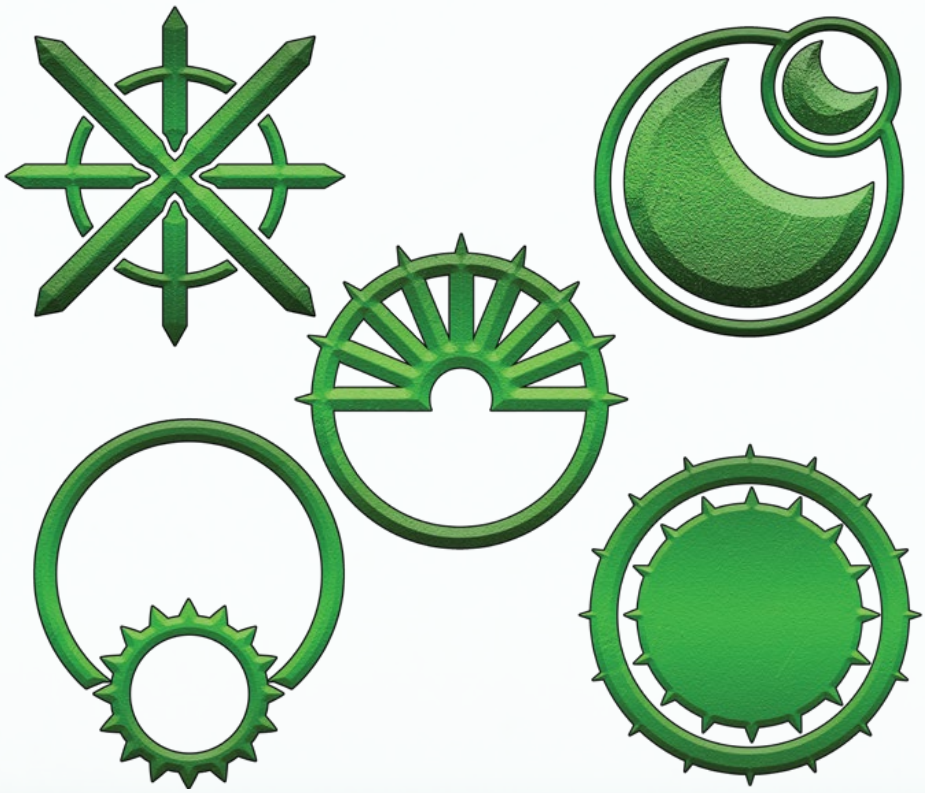
be paid. It wasn't. Now her life's mission is tearing down corrupt bureaucracies.

- After the annual Infernal meeting, he discovered he prefers life in Malfeas. Creation could learn a thing or two from the way demons arrange their lives, so he's determined to bring their hierarchy to the world.
- They run a traveling circus called Ten Thousand Wild Lanterns. Their show's fame brings in all sorts of people, including their enemies. It's the perfect cover when the right people go mysteriously missing.

Additional Exalt Milestones

At the end of each session, Penumbra Castes gain an Exalt milestone if they:

- Led an important official, their representative, or direct descendant into danger.
- Convinced a Circlemate to forsake a favor or a promise to an Intimacy for a scene.
- Mediated a solution in favor of an oppressed or downtrodden party.
- Their plans led to the destruction or downfall of a bureaucracy, monarchy, institution, or organization from the inside.
- Talked a significant character into accepting a bad, raw, or detrimental agreement with another character who holds less status than them.



New Charms

The following are new Charms for the Infernal Exalted.

New Modes

The following modes are additions for the Charms contained in **Exalted: Essence**.

BUREAU-BREAKING METHOD (P. 196)

Burn the Wheels: As Solar mode. Any officials the Infernal interacts with gain a Minor Principle of "I must destroy this organization" in addition to any other social influence effects she may apply.

EAGLE WING STYLE (P. 186)

Ligier's Ascent: As Solar mode. If the Infernal is in Corona of Fury while in flight, all characters within close range of her suffer 1 environmental damage. When she lands, she may spend 1 anima to leave behind a hazard, which requires an Athletics roll to resist and deals 2 damage.

ESSENCE-LENDING METHOD (P. 210)

Vitriolic Link: In addition to any motes donated, the Infernal's target gains the mote recovery benefit of Corona of Fury for the Infernal's Essence in rounds.

MASTER PHYSICIAN TECHNIQUE (P. 212)

Devil-Fever Accelerant: As Solar mode, except the Infernal allows the target to suffer 1 level of damage. In return, all diseases, toxins, or other malaise they may be suffering is expelled violently which fully cures the target. Whatever was affecting the target cannot affect them again until the next session.

PHANTOM ARROW (P. 208)

Hateful Spike: Increase the damage or Power generated by 1 against a target that holds a negative Intimacy toward the Infernal or vice versa. If the negative Intimacy is mutual, increase it to 2.

POWER-GATHERING TEMPER (P. 205)

Strength from Pain: If the attack generated 5 or more Power or if the attack dealt damage to the Infernal, the Exalt gains a number of dice equal to the Power generated or damage dealt to the next attack and damage against the target. If she is in Corona of Fury, these do not count toward the dice limit.

RIDER-AND-MOUNT UNITY (P. 201)

Beast from Hell: Enemies who rush the mounted Infernal or attempt to *unhorse* her must make a reflexive Integrity roll at a difficulty equal to the Infernal's Essence + 2. If they fail, they may not rush or use any gambit that would remove the Infernal from her mount.

WONDER CRAFTING INITIATION (P. 196)

Desire-Refusal Method: An object created by the Infernal indelibly belongs to her or the person she has crafted it for. Any other character attempting to attune to or de-attune the object immediately suffers the Infernal's Essence in levels of aggravated damage, which ignore Soak. Any character who steals the artifact suffers a curse of ill fortune, as if they had broken an Eclipse oath (**Exalted: Essence**, p. 63).

General

DEFINITIVE DECLARATION OF THE SELF

Prerequisite: Essence 4

Only the Infernal is the master of herself. She will have no gods before her.

When purchasing this Charm, declare up to four phrases based on the Infernal's Intimacies, Virtues, or aspirations. For example: *Destroying the Realm, Killing my Rival, Protecting my Circle, Destabilizing the Colonial Rule of Prasad*, and so on. While Devil-Body Transformation or Corona of Fury are active, any time the Infernal's actions support one of these stated phrases, spend 1 mote to add a number of dice to the roll equal to her Essence + 1. This does not count as a Step 1 Charm. These phrases may be exchanged for different ones any time the Infernal earns a personal milestone.

Athletics

HATEFUL NEMESIS PURSUIT

Prerequisite: Athletics 3

Hatred makes the Infernal fleet of foot, swift to hunt down those she loathes.

Commit 1 mote for the scene. The Infernal adds a one-success bonus on actions to track, hunt, or pursue

a character they have a Minor Tie of hatred toward, or a two-success bonus for a Major Tie. She may rush an additional range band toward such a target. When she does so, she may spend 3 anima to rush an additional range band even beyond that.

Marching Unto the Storm (Repurchase, Athletics 5, Essence 2): While rushing toward a hated enemy, the Infernal ignores difficult terrain, swims as easily as she runs, or flies if the target is airborne.

RACING VITARIS

Prerequisites: Athletics 4, Essence 2

The Infernal imitates the deadly daughter of the Yozi Adorjan, the Brilliant Wind, blinding her foes as she races forward.

Spend 1 mote. Immediately move three range bands in any direction, ignoring any hazards but not any obstacles. Enemies within the range band in which the Infernal's movement began must reflexively make Fortitude + Athletics rolls at a difficulty equal to the Infernal's Essence + 3 or be knocked prone. Rising from prone as a result of Racing Vitaris is never reflexive.

Wrathful: The Infernal unleashes a blinding light as if her anima were at 5+. This applies the Hindered penalty to sight-based rolls to all enemies who witnessed her movement. This penalty lasts until the end of the scene out of combat, for the Infernal's Essence in rounds during, or until the target succeeds on a reflexive Fortitude + Integrity roll at difficulty 4, whichever comes first.

RUNNING TO FOREVER

Prerequisites: Athletics 3, Essence 2

The Silent Wind of Malfeas does not know fatigue, and neither does the Infernal.

Commit 1 mote. For as long as the mote remains committed, long-distance running or walking never exhausts the Infernal. She never needs to make resistance rolls to overcome fatigue while traveling on foot and may walk or run any distance between two locations without needing to stop for rest. This does not increase her walking speed without the use of other Charms.

Eternal Motion (Repurchase, Essence 3): Walking or running long distance counts as rest for the purposes of recovering motes or any other effect that would require the Infernal to sleep.

Refreshed by Movement (Repurchase, Essence 3): The Exalt may treat walking or running long distance as a recovery scene.

SCARLET RAPTURE TRANSCENDENCE

Prerequisites: Athletics 5, Essence 4

The Infernal assumes the form of the Killing Wind, made purely of motion and lethal intent.

Commit 3 motes. The first committed Charm the Infernal activates each turn, including this Charm, no longer counts as her Charm activation for that Step. When the Infernal makes a melee attack, she may reflexively sprint or take any non-standard movement before or after the attack, ignoring the limit on movement actions per turn. Characters who did not see the Infernal transform cannot identify her without using magic while this Charm is active.

Wrathful: The Infernal may instead exempt the Excellency from counting as her Charm activation on Step 1.

SKULKING DESECRATION TECHNIQUE

Prerequisite: Athletics 4 or Stealth 4

The Infernal dissolves into a twisting, corrupting torrent of shadow and vitriol, creeping through the ground in search of prey.

Commit 1 mote. The Infernal may move through the earth, leaving a trail of blighted soil and corrupted flora wherever she passes that inflicts a three-success penalty to avoid pursuit. She may do so for a number of rounds equal to her Essence before needing to emerge. If she can't emerge at her current point, she's ejected back where she began the dive. Attacks against her while submerged suffer a two-success penalty unless they can affect dematerialized spirits or have a large area of effect.

WALLS TUMBLE DOWN

Prerequisite: Athletics 4 or Performance 4

Like the demon Stanewald, the Infernal's dances tear down walls that have the temerity to inconvenience them.

Commit 1 mote. At the start of each turn, the Infernal may downgrade a piece of earthen cover within long range; a stone wall providing heavy cover crumbles to provide light instead, and pillars providing light are destroyed entirely. She may attempt feats of strength to destroy earthen objects with Athletics or Performance instead of Physique.

Wrathful: The Infernal may spend two anima to affect all earthen cover within long range, which ends the Charm as though the Infernal had released the committed mote.

WHO STRIKES THE WIND?

Prerequisites: Athletics 4 or Stealth 4, Essence 2

The Infernal vanishes into blood-tinged mist away from danger and reforms unscathed a short distance away.

Spend 2 motes. The Infernal becomes nothing but wind and Essence, passing unscathed through any obstacle, hazard, trap, etc. for the duration of a single continuous movement outside of combat (such as fleeing a burning building). There is no limit on this distance but she must remain in motion. If she stops moving, she must resist any hazards as normal.

She may also use this on Step 5 in combat, reducing damage dice by half her Athletics (round up). After using the Charm this way, move one range band.

Wrathful: Move two range bands if used defensively. Gain an additional anima.

Awareness

ANALYTICAL MODELING INTUITION

Prerequisites: Awareness 3 or Integrity 3, Essence 2

The Infernal reaches into the mind of his target and pries free whatever he wants to know.

Spend 1 mote. Make a *read intentions* action against any character the Infernal has an Intimacy toward, who holds a negative Intimacy to the Infernal, or who the Infernal has interacted with previously this session. The target does not need to be present or nearby for the Charm to work. Targets with Essence lesser than the Infernal's may not increase their Resolve with magic against this roll. In addition to the results of the *read intentions* action, the Infernal may also ask one question of the target relevant to her desires but not related to the target's intentions. Such as: "Where is Mnemon Tarys hiding?" or "Have you seen a man with six fingers?" The target cannot mislead the Infernal when responding, but this Charm reveals if they do not know the answer or have been given false or incomplete information. Additional questions cost 1 mote each.

Solid State Inquiry (Repurchase): The Infernal may spend motes to ask questions of an object, instead of a person.

Wrathful: The Infernal may spend an additional mote to inflict her Essence + 2 dice of damage as an environmental hazard afflicting only her target after asking her final question. This is reflexively resisted with Force + Integrity.

ECHO OF CONSPIRACY

Prerequisites: Awareness 5 or Embassy 5, Essence 4

The whispers others make of the Infernal's downfall ring in her ears across space and time.

Spend 2 motes when a character acts against the Infernal. The Infernal interrupts the action to make a reflexive *read intentions* action with Awareness or Embassy against the lowest Resolve of all characters involved in the target's current plan, even those not present. This Resolve is also reduced by the most intense negative Intimacy toward the Infernal among the conspirators. Until the end of the scene, the Infernal and any other characters she chooses know everything the target and their cohorts intend to do, down to the last contingency and idle speculation. She and her allies are immune to ambushes and surprise, immediately learn the location of all targets, and gain one bonus success or increase to Defense or Resolve that does not count toward the cap whenever countering the target's plan. She may not use extra successes on additional social influence but may instead bank the extra successes to spend on dramatic edits, revealing how she prepared for the plans her target discussed. The scale of her dramatic edits corresponds to the duration and depth of the target's plans. If her proposed preparation is difficult enough to require a roll, she gains double 8s to complete it.

If this Charm is used against targets who had no opportunity to plan for the Infernal specifically, the Storyteller lets the player know this, no motes are spent, and this does not count as a Charm use.

CRUMBLING TOWER PROPHECY

Prerequisite: Awareness 4

In her fitful slumber, the Infernal glimpses betrayal and catastrophe — all the better to avoid them.

The Infernal may choose to have a prophetic nightmare when she sleeps, inflicting a two-dice penalty on mental actions until she takes a recovery scene. She may ask the Storyteller one of the following questions and get a true, useful answer:

- *What currently endangers one of my projects or interests?*
- *Which of my foes is currently threatening me most?*
- *Where am I vulnerable, and how?*

Once per scene when she incorporates her prophetic dreams into a stunt, the Infernal gains an additional anima.

SINFUL HEART INTUITION

Prerequisite: Awareness 3

With her prodigious insight into moral failing, none can hide their greatest sins from the Infernal's prying eyes.

Spend 1 mote. The Infernal locks eyes with a character and forces her way into his mind with an Awareness roll against his Resolve. Success allows the Infernal to step into a memory of one of that character's greatest failures or crimes — something he considers sinful, embarrassing, or otherwise wrong. The Storyteller should choose a moment that's dramatically relevant to the current affairs, or allow the Infernal's player to suggest options. The Infernal may share it with other characters by locking eyes with them, causing them to experience it just as vividly as she did. This memory is powerful leverage for blackmail, providing a two-success bonus. The target intuits exactly what the Infernal has done, though not necessarily how. This may only be used once per scene.

Wrathful: If the Infernal used Force for her roll, she may reduce the target's Resolve by 1 for the rest of the scene as she shatters his mind with repeating nightmares of his own failings.

SULFUROUS TREACHERY BOUQUET

Prerequisite: Awareness 3

All traitors stink of the hypocrisies of Heaven and Creation, an odor painfully obvious to a wary Infernal.

Spend 1 mote. The Infernal makes an Awareness roll against the Resolve of all characters within the scene to detect the stench of betrayal — who's committed traitorous acts in the current or previous story and how severe they were. She doubles 9s on rolls to investigate these betrayals for the rest of the story, including *read intentions* rolls; she also doubles 9s on rolls to leverage this information for blackmail and intimidation.

Traitorous Moments Remembered (Upgrade, Essence 2): When the Infernal generates at least three extra successes on a roll to investigate a betrayal identified by this Charm, she relives the event in a vision that provides an additional clue or piece of useful information.

Close Combat

BLOSSOMING VERDIGRIS BURDEN

Prerequisite: Close Combat 3 or Craft 3

Cursing her foe with the fecundity of hell, the Infernal causes swords and armor to burgeon with tumorous growths of bronze, silver, and gold.

Spend 1 mote or anima on Step 5 of an attack or defense at close range and choose a piece of equipment on the target — usually his armor, weapon, or another significant item. While cursed, the item becomes immeasurably heavier and more burdensome: armor inflicts a two-dice penalty on movement, stealth, and balance, while weapons and similar items inflict a two-dice penalty on their use. Scraping off these growths requires a difficulty 5 Craft roll, or difficulty 3 during a recovery scene.

CORNERED TITAN DESPERATION

Prerequisites: Close Combat 3 or Ranged Combat 3, Essence 3

When backed into a corner, the Infernal draws on any resources she can in order to win.

Spend 1 mote on Step 3. When she purchases this Charm, choose an Ability that is not Athletics, Close Combat, Physique, Ranged Combat, or War. The Exalt may apply an Excellency for this Ability to this attack roll on this Step, even if she used an Excellency on Step 1. The Ability must have a rating greater than the ability she used to make the attack. This does not count as her Charm for this Step.

Wrathful: Waive the mote cost.

Special: This Charm may only be activated while the Infernal is outnumbered, suffers a wound penalty, or while in Corona of Fury.

CRACK THE SKY

Prerequisites: Close Combat 5, Essence 5

The Infernal warns the heavens of her strength by marring their face with her latest victims.

Spend 3 motes. Make a throw from a grapple or a *knockback* gambit. The target is hurled beyond the horizon and suffers damage as if falling five range bands, no longer part of the scene. If the target attempts to resist, they are instead nailed to the sky at extreme range, suffering the Infernal's extra successes as levels of damage and stuck as if grappled by the Infernal. The Infernal ignores the negative effects of this grapple, but still contests the target's attempts to escape and may attack or throw them with Close Combat. If the target does gain control or escape, they immediately fall five range bands to the ground.

If a target dies while hung from the sky, the Infernal may choose to let them fall normally, leave them there forever, or hurl them beyond the boundaries of reality.

FALSE IDOLS LAID LOW

Prerequisites: Close Combat 4, Essence 2

When the Infernal strikes a grievous blow, she may sever the ties of faith and false devotion.

Spend 1 mote on Step 5 of a decisive attack. Characters with Intimacies of loyalty, duty, or faith in the target reduce those Intimacies by one. If the target is a spirit who receives any substantial worship, he also loses a mote as prayers dry to a trickle. The target may resist with a hard bargain, losing access to one of his Qualities based on social capital and respect, like Academic Network or High-Profile, until the end of the story. The target can plead with the Infernal for forgiveness; if she grants it, the Quality is restored.

Wrathful: If the Infernal defeats the target, no character who was present for the attack or who hears about it firsthand can form or strengthen Intimacies of loyalty, duty, or faith toward the target for the rest of the story.

KILL FEINT CLEVERNESS

Prerequisites: Close Combat 5, Essence 3

With wicked cleverness, the Infernal turns a missed attack into a benefit for himself.

On Step 5 after a failed Close Combat attack, the Infernal may declare the use of this Charm and recoup the cost of any spent motes used on Step 1 or Step 3 Charms. Committed motes may not be recovered this way. This does not reduce any anima gained prior to this Charm's activation.

Wrathful: Recoup the cost of all spent motes prior to Step 6.

ONE HAND FURY

Prerequisites: Close Combat 5, Essence 5

The Infernal's good hand becomes twisted into a vessel holding even more of her endless rage.

The Infernal gains a second pool of Power. This pool cannot be filled normally and is not considered for effects that measure or drain the Infernal's Power. After each time the Infernal attacks with Close Combat, the pool gains 1 Power. All the Infernal's attacks gain bonus dice that ignore the dice limit equal to the Power in this pool. When the Infernal makes a decisive attack, she may add all the Power from this pool to it, increasing the maximum Power spent on the attack to 20. This effect may be used in a clash.



Wrathful: Each attack grants this pool an additional Power.

Special: If the Infernal risks death (**Exalted: Essence**, p. 144), this pool begins with 3 Power.

PATHETIC DISTRACTION REBUKE

Prerequisite: Close Combat 4

Those who fail to strike the Infernal are wracked by visions of their own impotence, leaving them open to well-deserved retribution.

Spend 1 mote on Step 8 of a failed attack, or a decisive attack reduced to zero damage by Soak. The target suffers a −2 penalty to his Defense and Resolve against the Infernal for the rest of the scene and must make a reflexive difficulty 3 Integrity-based roll at the start of each of his turns to move to or remain at close range.

Wrathful: The Integrity roll increases to difficulty 5.

RETRIBUTION WILL FOLLOW

Prerequisites: Close Combat 4 or Ranged Combat 4, Essence 2

Anyone who harms the Infernal becomes her mortal enemy, subject to her bloody vengeance at any time.

Spend 1 mote on Step 5 after being successfully hit by a decisive attack. Immediately form a negative minor Intimacy to the target of the Infernal's choosing. It may be strengthened in a later scene. While possessing this Intimacy, the Infernal adds its rating in dice to attack and damage rolls against the subject of the Intimacy. Repeat uses of this Charm against the same target do not stack.

At any time after the inciting combat resolves, the Infernal may declare the use of Retribution Will Follow again and appear in the same scene as the target instantly and regardless of distance. She immediately makes a reflexive attack against the subject of the Intimacy which is resolved as normal. Then, remove the negative Intimacy and gain 1 anima.

Wrathful: If the Infernal enters Corona of Fury during a battle with the subject of the Intimacy, she may gain a second negative Intimacy following another decisive attack by the target, allowing a second appearance in another scene.

Craft

ANVIL-ALTAR SACRIFICE

Prerequisite: Craft 4

It is the right of the princes of hell to create terrible wonders born out of sacrifice.

The Infernal can accept sacrifices from other characters to enhance a Craft-based venture. These sacrifices must be made willingly as part of a bargain or wager. The sacrifice can come from the target's body, mind, or spirit — their voice, sight, friendship with animals, and so on. They suffer a three-dice penalty to any attempts to leverage that lost aspect. This magic cannot be broken unless the object containing the sacrifice is destroyed. Integrating a thematically appropriate sacrifice allows the Infernal to make a venture roll in a few minutes of effort, regardless of the usual time scale. Only a single sacrifice can be integrated into an object.

BLOSSOMING VERDIGRIS BURDEN

See p. XX.

ECHIDNA-EGG GIFT

Prerequisite: Craft 4

The Yozis were once creators, and so it is given to their Infernals to spawn monsters and miracle children alike.

Spend 2 motes. The Infernal creates a mortal creature over the course of a scene. It begins with a Minor Tie of love toward her as its progenitor, and has whatever common knowledge she chooses. Whether beast or humanoid, it bears unmistakable demonic traits, usually based on an animal quality — an avian servitor can fly on wings of tarnished brass, while a devil-horned wolf has the goring attack of a boar. This counts as a secondary Familiar or tertiary Ally, depending on the intelligence of the creature, but does not benefit from the protection of a Merit unless the Infernal invests the appropriate milestone into it.

Homunculus-Shaping Practice (Repurchase, Essence 3): This creates a human at any age she selects. She may also integrate the blood or tears of other creatures to create offspring based on their heritage instead, such as creating a child that mixes the bloodlines of a couple unable to conceive. Humans are always Allies.

MIND-HOLLOW SHAPING

Prerequisites: Craft 5, Essence 4

With precisely-determined stimuli, the Infernal bypasses the person and shapes the soul beneath like an object.

Commit 3 motes for a special crafting venture. Select a target the Infernal interacts with regularly and name the target's Major or Minor Intimacies or Virtues to build or deconstruct. The venture has a time scale of rounds for Intimacies and dramatic scenes for Virtues, with three obstacles for Minor intensity and five for Major intensity. The difficulty of these obstacles is the target's Resolve, which is

decreased by the intensity of any Intimacy the Infernal has toward the target. All characters, including the target, must successfully *read intentions* against the Infernal with a −3 success penalty to understand her goal with this venture.

Once the venture is completed, the target alters the set of Intimacies, or the chosen Virtue as the Infernal dictates. They do not notice or recall the change, and find their previous actions confusing when they recall them. If they resist, they grant the Infernal bonus dice on her next roll equal to her total extra successes across all the rolls and also face a hard bargain, such as forgetting the scene after it ends or suffering an independently acting limb. These bonus dice do not count toward the limit.

Wrathful: The Infernal reduces the obstacles to change Intimacies by 1 or gains 3 extra successes to spend on advantages after each successful roll for a Virtue.

Cerebral Cameo Carving (Repurchase, Essence 5): The Infernal may construct an alternate personality inside the target. She builds a major Virtue with this Charm as normal, but instead of replacing the target's Major Virtue, she adds it as the foundation of the second persona. The persona functions as another character that starts off identical to the original in all ways except their Major Virtue, but influence that occurs after their creation only affects one or the other. The alternate personality only acts when the original's actions contradict their Virtues and Intimacies, at which point they take over for the scene unless the original takes a hard bargain.

UNFAIR EXCELLENCE ENDOWMENT

Prerequisites: Craft 4 or War 4, Essence 2

The Infernal's gift of craftsmanship comes with a devil's bargain.

Spend 1 mote at the start of a crafting venture to create an item for another person's use. The item must interface with rolls in some regard: a weapon, a fine set of clothing for impressing attendees at a Dynast's soiree, copper-bottomed pans for the finest cooking, a flawless sextant and compass, and so on. If the target accepts the item, any time they use it, they gain double 9s on rolls relevant to the item's purpose. Whenever they do *not* use the item for related rolls, they no longer double 10s and gain a minor Tie of dependency to the Infernal.

At any time, the Infernal may spend another mote to recall the object to her person and use it and the Intimacy as leverage for *persuade* or *dissuade* actions. Alternatively, she may spend the mote to cause the object to self-destruct, inflicting her Essence + 2 dice of environmental damage, resisted with Physique as normal. The effects of this Charm end when the item is detonated or otherwise destroyed.

VILE SCORN DECANTATION

Prerequisite: Craft 4

The Yozis know the secrets of a million terrible poisons, which they eagerly teach Infernal acolytes.

The Infernal needs no ingredients or tools to distill mundane poisons and venoms, manifesting the reagents from any of hell's great reservoirs. She can concoct a supernatural poison from her own liquefied hate, choosing who it affects or doesn't affect, so long as her criteria is objective and physical — she could make a hemlock brew that harms only tall people or specifically spares V'neef Rihera, but not one that kills liars. When she crafts such a poison for a specific individual to whom she has an Intimacy of hatred, she may spend 1 mote to add 1 to its difficulty for a Minor Intimacy or 2 for a Major. Poisons made from her hatred always result in spectacular and extravagant deaths that baffle most mortal investigators, with a base difficulty of 5 for useful information other than its obviously supernatural nature.

Embassy

ANONYMITY THROUGH PROPRIETY

Prerequisites: Embassy 3 or Stealth 3, Essence 2

The Infernal's imperious attitude or powerful status prevents her lessers from interfering with her well-laid plans.

Commit 1 mote. While the mote remains committed, any other character present in the scene whose Resolve is lower than the Infernal's Embassy plus the dice added from secondary or primary Backing, Influence, or Resources (**Exalted: Essence**, p. 100) halved and rounded up, treats the Infernal's actions as being none of their business. They can observe and recall what they've seen, but they will not directly interfere, presuming that someone of such caliber has reasons for their actions unless they choose to accept a hard bargain. The Infernal can steal openly, sabotage a rival's business, or have a heated argument in public. The effect ends if the Infernal incites violence against onlookers or engages in wanton destruction. Significant characters may attempt to convince others that the Infernal isn't actually a person of importance, but doing so requires a Presence or Embassy roll at difficulty 5.

AZURE PROPHET ORDINATION

Prerequisite: Embassy 2

As her cult grows, the Infernal may raise up mortal prophets to serve her will and tend her flock.

Commit 1 mote. The Infernal names a willing mortal character as her prophet, marking him with a supernatural symbol of her authority. Unless he disguises himself, anyone who perceives him understands the meaning of this mark. He applies Intimacies toward the Infernal as if they were toward him and gains a one-success bonus on influence rolls to spread her teachings. When she sleeps, the Infernal may commune with her prophets regardless of distance — making each prophet a vital contact for spreading information and coordinating efforts.

Anoint the Worthy Shepherd (Upgrade, Embassy 4): At the end of each story, prophets who've contributed to achieving any milestone for the Infernal are transformed permanently, no longer requiring a committed mote. Followers gained through the Followers Merit always count as automatic prophets.

ECHO OF CONSPIRACY

See p. XX.

EXISTENCE BEYOND RULE

Prerequisites: Embassy 5 or Stealth 5, Essence 4

The Infernal becomes enlightened to the ultimate truth of hierarchy — that she is greater than it.

The Infernal no longer counts as a valid subject for laws of any group or society. She cannot be considered a criminal, and her deeds raise no complaint from those she has not personally wronged. If a character wishes to bring the weight of the law down on her, they must do so through personal appeals or bribes. The Infernal's defiance is selective, and she may call upon laws to her own benefit when it suits her. If a character attempts to convince her to bear the laws of others, they must *persuade* her with two extra *persuade* actions. When the Infernal faces magic that relies on the power of laws, she gains three bonus successes that ignore the cap to her roll or increases her Resolve by 3 without counting toward the cap.

FORBIDDEN WISDOM INTERDICTION

Prerequisite: Embassy 4

Just as the Yozis once sorted what may be known from what must be concealed, the Infernal may choose what teachings are branded heretical.

Commit 1 mote to begin a special Act of Governance venture (**Exalted: Essence**, p. 159) meant to label a topic or piece of information as forbidden knowledge. The Infernal only needs the opportunity to interact with the group to be affected, rather than requiring a position of authority. After a single successful venture roll, the topic becomes taboo and attempts to research or debate about it suffer a success penalty equal to her Essence until the end of the story. The Infernal may freely determine exceptions to these rules, allowing specific people or classes access to the information no matter how strange or hypocritical the justification. Completing the venture renders this effect permanent until undone by later reforms and governance. Once per story, the Infernal may transform a successful venture into a legal prohibition and ethical norm; members of the organization or culture treat honoring it as a Minor Intimacy.

JUDICIOUS VICE ENTICEMENT

Prerequisite: Embassy 2

Hell understands that every soul has a price, whether it's paid in silver, perfume, or blood.

Spend 1 mote to ask one of the following questions about a character in the scene:

- *What could I give this character that they would find tempting?*
- *What's the cheapest price I could offer to secure their help?*
- *What would I have to give to put them deeply in my debt?*

When she leverages this answer, she doubles 9s on influence rolls. If she and the target come to an agreement during the scene, she knows if it's broken in the course of the current story regardless of distance, but doesn't intuit how or why.

QUEEN OF THE DEVIL DICE

Prerequisite: Embassy 4 or Integrity 4

As the rightful rulers of existence, the princes of Hell have the right to make a game out of the world...and to decide the rules of that game for themselves.

Commit 1 mote for the scene to declare a rule within a discrete area out to long range, such as an audience chamber, bedroom, plaza, or the like. The rule must be a behavior that characters must do or avoid, and must be something others could potentially follow: "Don't speak anyone's name," or "Speak only in lies," are acceptable, while "Don't be named Sad Ivory," or

"Don't let your heart beat at all," aren't. Everyone in the space intuits that the rule is a real, metaphysical force. Characters who break the rule suffer a two-success penalty to influence rolls in the area unless they offer a prize to the Infernal — usually a valuable gift, promise, or information.

Banished from the Devil's Hall (Upgrade, Essence 2): In addition to suffering the influence penalty, the target must make a difficulty 3 Integrity roll at the start of each of his turns or be thrown back one range band, ejected from the area by occult forces.

Integrity

ALL-ENCOMPASSING EGO DREAM

Prerequisites: Integrity 5, Essence 5

The Infernal defines reality in relation to herself. What does not agree with her self-concept cannot be real.

Commit 5 motes. All actions that the Infernal can perceive and does not wish to happen face a minimum difficulty of her Resolve. Actions that would normally be unrolled, including all movement and speech, must be rolled using the most appropriate pool. When a roll is made against a character's static value, such as Defense or Resolve, the character may substitute their base value with the Infernal's Resolve if it would be higher, or otherwise increase their value by 2. Opposed rolls work normally, but the Infernal may grant 2 automatic successes to her favored side. These bonuses ignore the dice limit. Any action that gets fewer successes than her Resolve is treated as if it was never even attempted, and no character is able to recall otherwise, even the Infernal. The character who failed remembers what they wanted to do, and that they couldn't, but nothing more than that. All events that would be out of any character's control are instead shaped by the Infernal's conscious desires. She gains a free dramatic edit every turn.

ANALYTICAL MODELING INTUITION

See p. XX.

INFINITE DEPTH OF (VIRTUE)

Prerequisites: Integrity 4, Essence 2, Cosmic Transcendence of Virtue (**Exalted: Essence**, p. 247)

The Infernal's convictions extend far beyond mortal conception.

When purchasing this Charm, choose the Infernal's Major or Minor Virtue. This Charm may be repurchased to apply to whichever Virtue was not chosen originally. Whenever the Infernal makes a rolled action in which she could justify the upholding of her Virtue — from attacking a hated enemy to convincing a tyrant to abdicate and beyond — she adds her Virtue's rating in dice to the action. There is no limit on the number of times she may do this, though the Storyteller may veto any application that is too much of a stretch.

Empowered Soul Approach (Repurchase, Essence 3): The Infernal chooses a Virtue she does not already possess and gains it as a second Minor Virtue. It may be used to inform new Intimacies as normal.

Transcendent Devil-King (Repurchase, Essence 4): Transform any Minor Virtue into a second Major Virtue.

EVEN POWER BETRAYS

Prerequisite: Integrity 4

The Infernal knows that even magic may betray its wielder when the proper coercion is applied.

Spend 1 mote. After successfully resisting a magical effect that would poison, infect, or transform the Infernal, she rebounds it back at the character who inflicted it, levying a two-dice penalty on his own attempts to resist. The context of the rebounded effect changes to benefit the Infernal — a spell meant to bind her to the target binds him to her instead, and so on.

Special: This may be used on Step 8 in combat.

HEEDLESS JUGGERNAUT EGO

Prerequisite: Physique 4 or Integrity 4

When the Infernal sets a plan for herself, she pursues it with the tenacity of the Black Boar of Hell itself.

The Infernal grants herself an Ambition as an additional Minor Virtue, even if she already has a different Ambition as one of her Virtues. When she applies it against Influence meant to convince her to slow down, stop, or avoid conflict, she increases her base Resolve by 1. If the influence fails, she gains the difference between its successes and her Resolve as bonus successes to an action to respond with threats, demonstrations of strength, or other acts of defiance. This Minor Virtue lasts until she reaches her next major milestone; until that time, attempts to restrain herself from acting on her Ambition when presented with the opportunity inflict a two-success penalty from her distraction.

MONSTER-LABYRINTH MIND

Prerequisite: Integrity 2

Like hell itself, the Infernal's mind is a twisting gyre of alien geometries that defies investigation.



Spend 1 mote when a target the Infernal is aware of attempts to read her intentions, scan her thoughts, or otherwise glimpse her mind and soul. The target suffers a hard bargain, choosing between suffering one level of damage as he forces his way through, or accepting a Minor Intimacy of confusion, fear, or awe toward the Infernal or something she represents.

Wrathful: This Charm's cost is waived.

QUEEN OF THE DEVIL DICE

See p. XX.

RAPACIOUS (VIRTUE) RESPIRATION

Prerequisites: Integrity 3, Essence 3

Driven by her Virtues, the Infernal draws power from her well of deep emotion.

When purchasing this Charm, choose the Infernal's Major or Minor Virtue. This Charm may be repurchased to apply to whichever Virtue was not chosen originally. Once per scene, whenever the Infernal applies her Virtue to Resolve against social influence or when her Virtue would cause an influence roll to become unacceptable or provoke the Great Curse, she recovers a number of motes relevant to the intensity of the applied Virtue: 1 for Minor, 2 for Major. If she does not have motes to recover, she may instead gain an equivalent amount of anima.

Navigate

HELLFIRE EMBER CHARIOT

Prerequisite: Navigate 4

The Infernal conjures a vehicle fit for a prince of hell — a chariot pulled by nightmares, a palanquin borne by spined devils, a yacht rowed by damned souls, or the like.

Commit 1 mote. The Infernal conjures an otherwise mundane vehicle of the player's choice and any horses, rowers, or other laborers needed to power it, but not skilled crewmen if necessary — a demon yacht still requires a captain, navigator, and the like. It can comfortably fit her Circle and five other passengers, or equivalent cargo. The demon laborers are loyal and untiring, granting a one-success bonus on travel ventures.

INDIGO NIGHTMARE DELUGE

Prerequisite: Navigate 4

Sowing the sky with the airs of hell itself, the Infernal creates clouds of bilious yellow and lurid purple that rain down intoxicants.

Spend 1 mote to summon rain before this scene ends. Once it begins, it rains torrentially for a dramatic scene that lasts an hour. This replaces any naturally occurring weather, but not weather created by magic. Anyone exposed to the rain must make a Fortitude + Integrity roll to avoid becoming intoxicated, inflicting a two-dice penalty to rolls requiring balance or coordination. Characters sober up after a minute out of the rain. Standing water left behind after the storm has a strange flavor and is as intoxicating as weak beer or wine; crops watered by this Charm develop unnatural coloring and a fermented flavor. Incorporating this rain into a venture to create or provide food adds a bonus success to appropriate rolls. Add two bonus successes if the food or drink involves an alcoholic component.

Sky-Conquering Typhoon (Upgrade, Essence 3): This Charm can contest magical weather, with a two-success bonus to any roll-off. If doing so furthers the Infernal's goals or undermines a character to whom she has a negative Intimacy, the rain begins immediately and she may gain an additional anima.

LOCUST MANA FEAST

Prerequisite: Navigate 2

The Infernal conjures a repast from her twisted generosity — candied locusts, demonic mead, or other hellish delicacies.

Spend 1 mote to create enough food for 50 people, providing all the nutrition and water they need for an entire day of hard labor or travel. The Infernal gains a two-die bonus on influence rolls against anyone who's eaten this food in the past day of downtime or during this session. Characters who subsist on it for three days or more gain a Minor Intimacy of gratitude or devotion toward the Infernal that can't be degraded until he's gone at least three days of downtime or one full session without eating these meals.

Loaves-and-Fishes Abundance (Upgrade, Essence 2): The Infernal may spend up to her Essence in motes, multiplying the number of people she can feed by a factor of 10 for each additional mote — 500 for 2 motes, or 5,000 for 3 motes, and so on.

Spawning Pit Sanctification (Repurchase, Navigate 5, Essence 3): The Infernal may commit one mote to create a replenishing source of food, such as a locust-spawning pit or spring of bubbling mead. This produces enough food for 100 people every day. She can commit additional motes to multiply her bounty, per **Loaves-and-Fishes Abundance**.

NIGHT PARADE CLARION

Prerequisite: Navigate 4 or Performance 4

The Infernal's voice becomes a screeching of owls, wolves, and crickets, calling forth an unnatural darkness.

Commit 1 mote for the scene to spread darkness out to medium range from a point the Infernal can perceive. Characters within suffer a one-success penalty to see anything for every range band between them — one at close, two at short, and three at medium and beyond. Mundane torches or candles are snuffed out in the area, and even magical lights like anima only reduce the penalty by one range band. The Infernal and any demons or nocturnal animals loyal to her are immune to this effect.

Wrathful: The darkness spreads to long range.

SOUL-SAND DEVIL TRANSFORMATION

Prerequisites: Navigate 5, Essence 5

The Infernal takes the form of an endless waste beyond the bounds of space, and gifts her travelers with the same defiance of distance.

Commit 4 motes for the story. The Infernal gains the Immaterial quality (**Exalted: Essence**, p. 319) and alters the space within medium range to a silver-sand desert. She may move to any area adjacent to the desert with her reflexive movement. Specify any amount of time between one turn and the remainder of the session. Any character other than the Infernal who crosses the desert spends exactly that much time traveling before they exit. Characters other than the Infernal who attempt to accelerate their travel with magic must make an opposed roll against the Infernal using Navigate. Any range band the Infernal crosses merges with the desert's border. If she chooses, the desert may infiltrate the path she travels, separating the space on either side of her such that it may only be crossed via the desert. A character crossing the desert may exit at any point on the desert's border, regardless of how long they traveled. The Infernal counts as being within close range of all characters in the desert.

STEEDS-TO-DEVILS PRACTICE

Prerequisites: Navigate 4, Essence 2

No ordinary mount is suitable for the Infernal. She transforms a humble animal into a beast straight from Malfeas.

Commit 1 mote. The Infernal transforms an animal she has tamed or otherwise subdued into a demonic beast of burden, granting it the intelligence, dice pools, and qualities of a First Circle demon (**Exalted: Essence**,

p. 336). It may gain up to the Infernal's Essence in additional qualities relevant to its original nature. For example, a subdued tiger might gain Frenzied Action while a tamed boar might gain Trail of Gore. The animal remains transformed into a demon and is obedient and loyal for as long as the mote remains committed. After releasing the Charm, the animal turns back to normal, unharmed, though may retain unusual demonic traits at the Infernal's option. She may purchase the released animal as a secondary Familiar using an Exalt or personal milestone.

SWAMP WITCH REVIVAL

Prerequisite: Navigation 4 or Sagacity 4

Anointing supplicants with cursed mud and hell-bile unguents, the Infernal grants renewed vigor...at a cost.

The Infernal may conduct a ritual during a recovery scene to grant a mortal character greater recovery (**Exalted: Essence**, p. 144). Characters with greater recovery already can instead heal a dramatic injury. In either case, the beneficiary also gains a two-success bonus against disease and poison for the rest of the story. This healing comes with a price: the target owes the Infernal a favor — a serious but not life-changing task she may call in at any time. Refusing to honor this favor invites a curse upon the target to be created with agreement from player and Storyteller, usually bedeviling him with nightmares, swamp vermin, or misfortune at an inopportune moment.

WORLD-MAKER'S WAKE

Prerequisites: Navigate 5, Essence 4

The Infernal paves the earth with her footprints, parts the sea with her stride, and twists the sky with her silhouette.

Commit 3 motes for a long journey or similar travel venture. The Infernal may always buy a special advantage at a cost equal to the obstacle's difficulty. The obstacle is eliminated from the area forever, and the problem it described cannot occur to any character traveling the same route that the Infernal traveled so long as they follow in her indelible footsteps. A character who attempts to inflict that issue on such a traveler through any means increases the difficulty of doing so by 3, with a minimum of 7 even on tasks that would otherwise be unrolled, requiring a roll with an appropriate dice pool. The intervention manifests in a manner related to the Infernal's own self-concept, feeding starving travelers with fruits shaped by her soul and battering storm clouds with winds the color of her anima.

Performance

BEAUTY WITHOUT MALICE

Prerequisite: Performance 5

When a demon queen deigns to perform, it is impossible to ignore her sublime art just because she is damnation made flesh.

Spend 1 mote when making a Performance-based influence roll based on music or dance. The Infernal gains a one-success bonus and targets cannot bolster their Resolve with Intimacies based on the Infernal's nature or group memberships — only personal Intimacies about that Infernal specifically. If successful, targets reduce the Resolve bonus from Intimacies against demons, Infernals, or hostile organizations the Infernal represents by 1 for the rest of the scene. Gain an additional anima.

KNOWING THE DESOLATE HEART

Prerequisites: Performance 4, Essence 2

The Infernal intimately knows the downtrodden, the angry, and the desperate, and her target is no exception.

Whenever the Infernal interacts with another character who possesses an Intimacy of anger, hate, mistrust, or vengeance toward a person, place, or institution, the player asks the Storyteller to reveal it along with its associated Virtue. If the target has more than one applicable Intimacy, the Storyteller chooses the Intimacy with the highest intensity to reveal, and the Infernal must roll as normal for the rest. If more than one Intimacy is tied for highest intensity, choose the most relevant to the scene. After gaining this knowledge, the Infernal may spend 1 mote to add her twice her Essence in dice to any influence roll that leverages the revealed Intimacy.

If the target does not have any applicable Intimacies, the Infernal may spend the mote to instead make an *instill* action to give the target a relevant Intimacy. The target may not increase their Resolve with their Virtues against this influence. The instilled Intimacy then counts for the dice bonus.

Wrathful: These dice do not count toward the limit.

NIGHT PARADE CLARION

See p. XX.

SHOUT DOWN THE SUN

Prerequisites: Performance 3 or Presence 3, Essence 2

The Infernal's bellowing voice drowns out all other noise.

Spend 1 mote. For the duration of one social influence action, the Infernal's voice drowns out all opposition and background noise, making her words the only thing listeners can hear. Characters targeted by her influence may only increase their Resolve using Virtues or Intimacies. Characters attempting to argue with the Infernal, disprove her points, or make her be quiet and leave do so at a dice penalty equal to her Essence + 1. If this results in an influenced character acting with anger, vengeance, righteous judgment, or violence, gain an additional anima.

SKY-SHATTERING GLORY

Prerequisites: Performance 5, Presence 5, Essence 4, Shout Down the Sun

When a mind turns itself against the Infernal, she breaks it upon her invincible self.

Spend 3 motes. When a character argues or refutes anything the Infernal said or attempts to silence her, make a reflexive *dissuade* action with double 9s. While the target is dissuaded from making their point, they become unable to remember or understand any information that supported it, including any directly related Intimacies. If the Infernal uses her extra successes to purchase the *dissuade* action twice, this mind blank becomes permanent, forcing the target to relearn anything they forgot and automatically weakening all related Intimacies.

Wrathful: A target who resists this influence grants the Infernal bonus dice on her next action equal to her extra successes and immediately suffers that many dice of damage as a hard bargain, ignoring Soak.

UNBEARABLE PASSION ECSTASIES

Prerequisite: Performance 4

The Infernal fans the flames of passion until they burn incandescent with hellfire.

Spend 1 mote as part of an influence roll that aligns with one of a character's Major Intimacies based on love, hate, grief, or similarly passionate emotions. The target becomes consumed with the need to act on that Intimacy, demonstrating the depths of their feelings; attempts to do anything else suffer a one-success penalty. Until the end of the scene, the target gains +3 Resolve against further influence based on any passionate emotions other than the one the Infernal chose.

Wrathful: The Infernal may choose to inflict her emotions on the target instead, using one of her passion-based Major Intimacies as the basis for the feelings that consume her target.

WALLS TUMBLE DOWN

See p. XX.

WORSHIPFUL PUPPET MASTERY

Prerequisites: Performance 5, Essence 4

Any heart that holds even an echo of the Infernal belongs to her entirely. When she sings, her hearts dance.

Commit 3 motes for the scene. Make a *persuade* action targeting a character who either has a positive Major Tie toward the Infernal or else serves her through a hierarchy or formal agreement. This may target a character at any distance, in any world. As long as the Infernal gains enough extra successes to purchase the *persuade* action two more times, she gains total control of that character. Targets cannot ignore the influence, only resist it with a hard bargain. The target adds one subject to their Primary dice pool related to the Infernal's own expertise, and gains the Excellency Quality, which the Infernal may fuel with her own motes. The Infernal is aware of her target's thoughts and perceptions, but she does not share their senses directly. If the target finds themselves in combat while the Infernal is not present, she takes a turn before the target each round, using the *inspire* Build Power action with double 9s.

The target cannot break this Charm's control after submitting unless the Infernal forces them to violate a Virtue or a Major Intimacy. It otherwise lasts until the end of the session, or a day of downtime.

Characters may pray for the Infernal to use this Charm on them from anywhere it can reach, though she does not learn specific details beyond the identity of the supplicant and the subject they would most like added to their Primary dice pool at the time (whether or not she would be able to provide it). Using this Charm in response to prayer requires no roll.

Physique

BAPTIZED IN VITRIOL

Prerequisite: Physique 3

The Infernal's blood and sweat transmogrifies itself into pure vitriol — the transcendent acid of hell.

The Infernal needs no tools for actions and ventures based on breaking, destroying, or deconstructing physical objects. Her vitriolic sweat and tears count as exceptional tools that provide a success bonus equal to her Essence. If she spends a Health level of damage, for the rest of the scene she gains an additional success that doesn't count toward the dice limit.

Wrathful: She does not need to damage herself to gain the additional success.

BOULDERS FOR ARROWS

Prerequisites: Physique 5 or Ranged Combat 5, Essence 2

Hefting a massive object over his shoulder, the Infernal hurls it at his opponent with startling speed.

Spend 1 mote. The Infernal automatically lifts any nearby object they could lift or break with a greater Feat of Strength and may throw it, treating it as a heavy *improvised* ranged weapon with the *thrown* and *powerful* tags. Increase the weapon's damage by 1 and ignore the Defense reduction from the *powerful* tag. Attacking with a suitably massive item (such as a stone pillar or boulder) may be treated as an area-of-effect attack (**Exalted: Essence**, p. 146) covering one range band for an additional mote. The Infernal may always use Physique to attack with this Charm.

Hill-Hurling Practice (Upgrade, Essence 4): This extends to extreme feats of strength and is always an area of effect without spending the additional mote.

Wrathful: The thrown object also gains the *artifact* tag.

HEEDLESS JUGGERNAUT EGO

See p. XX.

ICHOR FLUX TENDRILS

Prerequisite: Physique 4

Creeping tendrils of hellish ooze coalesce across the battlefield under the Infernal's command.

Commit 1 mote to reflexively create a mass of tendrils at a point within medium range that lasts for a scene. The tendrils tirelessly perform a feat of strength that can be done in a fixed location: whether to hold up a collapsing structure or furiously smash apart a wall. They also act as an obstacle, preventing enemy characters from moving through them. If an enemy has an effect that would bypass the tendrils, the Infernal may oppose it using her Physique against the enemy's most appropriate pool. While performing the feat of strength, the tendrils act as a second instance of the Infernal in a venture, rolling her Physique which may be modified by the Excellency, or any other effects she has that add dice, successes, or double success numbers (such as double 9s). The tendrils grant light cover to a character within close range, and part at the Infernal's command to create an opening. The tendrils use the Infernal's Defense and Power, but have Soak 3 and Hardness 2. A single level of damage destroys them. The Infernal may only have one set of tendrils active at a time.

Willful Horror Extrusion (Repurchase, Physique 4, Essence 3): When she creates the tendrils, the Infernal may grant them independent will. The tendrils may move (but may not sprint or rush) and may make attacks against enemies who threaten them. It accrues its own Power and attacks using her Physique on her turn, which doesn't count as her action. The attacks are treated as a medium melee weapon with the *smashing* tag.

Wrathful: The tendrils instead gain five Bruised Health levels.

TEN THOUSAND OPPONENT REVELRY

Prerequisites: Physique 4 or Presence 4, Essence 3

No one is happier than the Infernal when surrounded by foes.

Spend 1 mote as a simple action. Immediately make a Physique or Presence roll once against the Resolve of all enemies within medium range. If successful, they must immediately move one range band toward the Infernal. Enemies with a Resolve lower than her Essence move toward her automatically. The Infernal may spend 2 Power to make a reflexive attack against any enemy that moves into close range with her. These attacks do not count toward the limit and do not suffer a flurry penalty. Gain an additional anima.

Wrathful: The attacks cost 1 Power each. Ignore the coordinated attack penalty to her Hardness from attacks made by enemies within close range until the start of her next turn.

VIRIDIAN LEGEND EXOSKELETON

Prerequisites: Physique 4, Essence 2

The Infernal rapidly grows a protective layer of patinaed brass etched with ancient writing that protects his body from grievous harm.

Commit 1 mote for the scene. The Infernal may apply her base Soak against environmental hazards. If the character has Soak from other Infernal Charms (such as Scars Become Armor, **Exalted: Essence**, p. 249) she

may choose to activate one of them and treat it as her base Soak for the duration of this Charm.

Special: This may be activated in response to a hazard on any Step.

WORLD-SUBSUMING OMPHALOS STANCE

Prerequisites: Physique 5, Essence 5

The Infernal becomes the physical center of existence, so great all will fall into her infinite being.

Commit 4 motes for the scene. Everything the Infernal can perceive becomes part of her range band for all purposes other than this Charm's destructive effect. All characters treat all other characters and objects as within close range. Movement actions become impossible. If a movement or effect would take a character beyond the Infernal's perception, it initiates a roll off.

Each of the Infernal's turns, including the turn this Charm was activated, the Infernal takes an action that cannot be placed into a flurry to consume one area within short range of her. All characters, including dematerialized characters, in that range band suffer a hazard of difficulty 7, damage 7. Objects are broken as if by an extreme feat of strength with 10 successes. For each character and distinct object that survives this action even partially, the Infernal takes 1 level of aggravated damage that cannot be stopped or healed by any means while this Charm is active. The surviving characters and objects are shunted to an area within short range, and the space they stood ceases to exist unless it consisted entirely of an object the Infernal failed to destroy. The area surrounding the consumed space smashes together, bringing the next-farthest area in that direction into short range.

Presence

ELOQUENCE IN UNSPOKEN WORDS

Prerequisites: Presence 4

Like the Silent Wind, the Infernal needs no words to speak with her lessers — she touches their minds directly.

The Infernal communicates telepathically with a target by making eye contact. She may spend 1 mote to make a social influence roll through this mental connection, preventing anyone else from overhearing. If the target didn't know to expect this possibility, his Resolve is reduced by 2. Targets attempting to avoid eye contact suffer a two-dice penalty to any rolls requiring them to perceive the Infernal.

Wrathful: The Infernal no longer needs eye contact to communicate. When she purchases the Set Up effect for influence rolls using her mental leverage, she may choose to apply it to the target's Defense instead of Resolve, destroying his focus with an onslaught of terrifying visions.

LITANY OF SINS CONFESSED

Prerequisite: Presence 4

With a gaze that forces heretics to turn their heads in shame, the Infernal forces confessions from her foes.

Spend 1 mote to make a *persuade* roll against a target who can perceive the Infernal to convince him to confess to a sin, crime, or other action. If he has any Intimacies toward law, justice, or order, they always penalize his Resolve. The Infernal must either know the action she wishes him to confess or know a topic she suspects he has a confession to make about. This Charm cannot elicit false confessions, but it still forces a confession even if the target doesn't think they did anything "wrong." By default, the target cannot determine that the Infernal is the source of this influence; if she makes it obvious that she is the cause, gain an additional anima.

SOLIPSISTIC MIRROR PLAGUE

The Infernal's identity is so powerful, it transforms those around her into echoes of her overwhelming majesty.

Prerequisites: Presence 4, Essence 2

Spend 1 mote. The Infernal infects a character at close range with a supernatural disease called the *solipsistic-mirror plague,* which is a disease with Major severity (**Exalted: Essence**, p. 146). In combat this must be inflicted with a melee attack; out of combat it is transmitted with a touch. He must make a difficulty 5 Fortitude + Physique roll to avoid contracting it. At each step in severity, the victim begins to think more and more like her, and its penalty applies only to actions that she would find unacceptable for herself. Mortals who die of the plague resurrect moments later, permanently transformed to think like (and physically resemble) her, with a Minor Tie of loyalty.

Wrathful: Whenever the Infernal loses a Health level, she may activate this Charm for free using her blood as a vector for infection.

DEMON KING ATTITUDE

Prerequisites: Presence 4, Essence 2

The Infernal's rule is absolute and all will do as she commands.

Spend 1 mote after seeing the results of an influence roll involving intimidation, fear, a show of force, or otherwise pushing the target of the influence to give in

or submit. The Infernal gains her Essence in additional successes to spend on influence actions relevant to her goal. She may do this even if the initial roll fails.

Wrathful: The Infernal gains her Presence in additional successes, instead.

SHOUT DOWN THE SUN

See p. XX.

TEN THOUSAND OPPONENT REVELRY

See p. XX.

SKY-SHATTERING GLORY

See p. XX.

Ranged Combat

BOULDERS FOR ARROWS

See p. XX.

CORNERED TITAN DESPERATION

See p. XX.

EPHEMERAL ABRASION CURSE

Prerequisite: Ranged Combat 4 or Sagacity 4

Silver sand scours the Infernal's foe, condemning them to the irrelevance of the immaterial.

Commit 1 mote for the scene on Step 1 to make a *Scour (4)* gambit using Sagacity and treated as a light weapon against a foe within short range. If successful, the target becomes partially dematerialized, suffering the Hindered penalty to all rolls to interact with the physical world. The same penalty applies to attempts to physically interact with the character, such as attacks, grapples, and the like. Magic that affects immaterial characters can bypass this penalty. The target may make a difficulty 5 Integrity roll as part of a flurry on his turn to shake off the curse, becoming fully material again and ending this charm.

Fist of Titanic Authority (Upgrade, Essence 2): This Charm may be used to force gods and demons with Essence equal to or less than the Infernal's to dematerialize fully. They cannot willingly rematerialize while this Charm is active.

Even Gods Must Repent (Repurchase, Sagacity 5, Essence 3): When used to force a god or demon to dematerialize, treat the Infernal's Essence as one higher and she may spend 1 mote instead of committing, naming some condition that must come to pass before the spirit can materialize again — making amends for a crime committed in heaven's name, studying the Infernal's heretical teachings, and so on. This condition must be something the spirit could feasibly accomplish in a year of dedicated effort.

FETID BREATH EXHALATION

Prerequisite: Ranged Combat 4

The Infernal disgorges a foul arc of hell's toxic swamp gasses, causing those unfortunate enough to breathe it into fits of coughing and retching.

Spend 1 mote and 1 anima on Step 1. The Infernal makes a *Poisonous Breath (3)* gambit treated as a light weapon. This is an area of effect attack against all enemies up to medium range. Targets suffer a poison (2 per round, 5 rounds, difficulty 3). During any round when a target failed to resist all damage, he suffers a −1 penalty to Defense.

Wrathful: Increase the Accuracy of the attack by 1, extend the duration by 1 round, and increase the difficulty by 1. If the character becomes Wrathful after the poison is already in effect, only extend the duration.

GREEN PYRE CONDEMNATION

Prerequisite: Ranged Combat 4

Calling down a lick of Ligier's hellish sunfire, the Infernal condemns her enemy to burn, or to kneel.

Spend 1 mote on Step 5. The Infernal sets her target on fire as an environmental hazard (2 per round, difficulty 3). If this was a decisive attack, double 9s on the damage roll. The target immediately intuits that he may quench the flames by kneeling and accepting a Minor Intimacy of inferiority toward the Infernal, or increasing such an Intimacy to Major if he already has one.

Wrathful: Whenever the target suffers the environmental hazard, the Infernal may spend one anima to increase its difficulty for that turn to 5.

NIGHTMARE LIGHTNING HELIX

Prerequisite: Ranged Combat 4

The Infernal wreathes her weapon in psychoactive lightning stolen from the Typhoon of Nightmares.

Spend 1 mote on Step 6 of a decisive attack. The target is wracked with paranoid delusions until he's healed all levels of damage dealt by this attack. These delusions reduce the Resolve bonus of Intimacies based on friendship, love, or loyalty by 1, and can be leveraged as a Minor Intimacy to convince the target that others are plotting against him. Furthermore, he must make a difficulty 3 Integrity roll or else be wracked by nightmares

in his sleep, inflicting a one-die penalty on mental rolls until he can rest and recuperate.

RETRIBUTION WILL FOLLOW

See p. XX.

SELF-AS-CYCLONE STANCE

Prerequisites: Ranged Combat 4, Essence 3

When her ranged attacks miss, the Infernal suspends deadly missiles that harry her foes.

Commit 1 mote for the scene. Any ranged weapon that fires a projectile automatically gains the *returning* tag (p. XX). After any missed ranged attack, the Infernal may declare the projectile stays suspended in the air. On any subsequent turn, the Infernal may make a ranged attack from these projectiles, treating it as herself for the purposes of determining distance. The Infernal may only do this once per projectile. If the second attack launched from a frozen missile misses, the missile must be recovered as normal or retrieved with the *returning* tag.

Wrathful: Ignore the limitation on reusing projectiles.

SOUL-SHATTERING SHOT

Prerequisites: Ranged Combat 5, Essence 5

The Infernal pierces the bindings that hold the pieces of the soul to each other, allowing her to prioritize the parts of her foe that matter most.

Spend 3 motes. Make a special *shatter soul* gambit that costs 5 Power. The target splits into two characters, plus one more per three extra successes. The new characters have the same dice pools and static values as the original, as well as the same Health levels with the same amount of damage marked. The Storyteller divides the topics in the original character's dice pools as well as their Intimacies equally between the new characters. If the target does not have enough dice pool topics at a given level to split, the Storyteller should divide topics into subtopics in order to split their competence evenly. The characters retain all Qualities intrinsic to the original's nature, as well as Qualities supported by the capabilities their new dice pools represent. If any of them retain the Furious Dragon's Ire Quality, they do not count as outnumbered when all of them are present in the scene.

While split up this way, the target may not Build Power for himself and must share his Power across each copy. He cannot have more than 10 Power this way. If any one of the copies is Incapacitated, all copies are Incapacitated. Killing a copy immediately inflicts 1 aggravated damage to all remaining copies, which ignores Soak and cannot be reduced by any means. He does not have separate mote pools and must pay for each activation of a Charm or other such magic using his default pool. If the target can dematerialize, he must spend two additional motes to do so. Being attacked successively by a split target does not incur a concentrated attack penalty.

For any character to rejoin with one of the others, each must gain one of the other's Major Intimacies at Major strength. All characters created by this Charm ignore the limit of strengthening new Intimacies in the same scene when gaining each other's Intimacies.

Targets may attempt to absorb the force of dividing. For each character the target would have become, they instead take three levels of aggravated damage that ignores Soak and cannot be reduced by any means. If a target dies by resisting the damage inflicted by the gambit, the Infernal may choose to leave them alive with only the Intimacies, dice pools, and Qualities they choose remaining.

Sagacity

EPHEMERAL ABRASION CURSE

See p. XX.

MAD-FLESH MIASMA

Prerequisite: Sagacity 5

The Infernal breathes out a wisp of mutagenic energy that grows into a flesh-warping cloud that transforms all within its vapors.

Spend 3 anima. The Infernal creates a warping zone that extends out to short range at a point she can perceive. This zone is an environmental hazard (3 per round, difficulty 3) resisted with Fortitude + Integrity. Targets who fail their roll may choose to be warped instead, developing a hideous demonic feature that inflicts a three-dice penalty on influence rolls against characters unaccustomed to these mutations or hostile to demons. Those who accept this mutation reduce the zone's damage to 1 per round. Magic that protects against Wyld exposure also defends against this Charm. Mutations are permanent for mortals unless magically healed; Exalts may heal them as part of achieving a minor milestone.

PATTERN REASSERTION TOUCH

Prerequisite: Sagacity 4

The Yozis created physical form out of chaos, and their Princes have the right to choose how that form may be warped and shaped.

Spend 1 mote while touching a character. The Infernal makes a Sagacity roll to heal a magical effect on the target's body — curing a magical poison, undoing a Wyld mutation, or breaking a curse or other unwanted ongoing magical effect. This is usually difficulty 3 for an effect levied in the current scene or 5 otherwise. If the effect is significantly stronger than the Infernal, such as an Essence 1 Infernal attempting to break a Solar Circle Spell, she instead mitigates it, reducing penalties by 2 or otherwise ameliorating its danger while she has time to seek an appropriate counteragent.

SKYFIRE-SEIZING CYCLE

Prerequisites: Sagacity 5, Essence 3

The Infernal devours others' power in order to gain her own.

Declare this Charm on Step 4 in response to an attack generated by magic, such as Glorious Exalted Bolt, Bloodslick Crimson Barb, Phantom Arrow, Flight of the Brilliant Raptor, and so on. The Infernal gains anima equal to the motes or Will spent or committed to fuel the attack as if she'd used them herself. This does not count as her Charm for this Step.

Outside of combat, the Infernal may absorb an existing magical construct, such as Hound of the Five Winds or Ivory Orchid Pavillion, making a contested roll against the character who created the target using Sagacity. The Infernal gains her Essence in bonus successes to this roll. If successful, she ends the effect and gains anima equal to the motes or Will used by the target.

SPIRITUAL DOORS FLUNG AJAR

Prerequisites: Sagacity 5, Essence 4

Understanding the true nature of the veil between worlds, the Infernal rends it as she does all feeble cages.

Spend 3 motes. The Infernal creates a passage from the place she currently stands to its closest equivalent in any world she names (e.g., Creation, Malfeas, Yu-Shan, etc.). The passage can be perceived and traversed by any character, no matter how large or small. It lasts only a moment, long enough for all nearby characters to leap through, or a single round in combat. At her option, the Infernal may roll Sagacity at difficulty 7. The portal lasts longer with extra successes, remaining for an entire scene with 1 extra success, a session with 2, and a story with 3. If she gets 4 extra successes, it becomes permanent, and slowly warps the surroundings on each side until they become indistinguishable. If she chooses to roll and fails, it summons a powerful being of the destination world to interfere with the passage. She may allow this to happen anyway to add 2 successes to her roll.

If the Infernal uses this Charm at an existing passage, such as the opening to a god's Sanctum, the roll's difficulty becomes the higher of the guardian or owner's Essence or Resolve. As long as the Infernal succeeds, the passage remains permanently open.

Wrathful: Until the end of the scene, only characters who see the portal being used can perceive it. If the Infernal defeated a guardian, they are stunned for a number of rounds equal to the Infernal's extra successes, which reduces Hardness, Soak, and Defense by 3.

Green Sun Shines Over All (Upgrade, Essence 5): The Infernal may spend an additional 2 motes to have the passage open to all realms, only requiring that the traveler know of the world they wish to travel to. The surroundings of this passage are unstable and alien to all, destroying structures and killing plants until nothing is left but silver sand.

SWAMP WITCH REVIVAL

See p. XX.

WRATH-STOKED BONFIRE SOUL

Prerequisites: Sagacity 4 or War 4, Essence 3

The corrosive radiance of the Infernal's anima irradiates and warps everything around her, not unlike Ligier's unholy green light.

When the Infernal's anima becomes Active it warps and damages characters and scenery like a Dragon-Blooded anima (**Exalted: Essence**, p. 48) but extends to short range.

Wrathful: The Infernal's anima does their Essence in damage. This always tarnishes, rots, corrodes, or destroys scenery.

Stealth

ANONYMITY THROUGH PROPRIETY

See p. XX.

EXISTENCE BEYOND RULE

See p. XX.

HUNDRED DEMONS COUNTENANCE

Prerequisite: Stealth 3

It is the Infernal's right to garb herself as one of hell's many demons, anonymous in that teeming, myriad throng.



Commit 1 mote. The Infernal assumes a demonic form of her invention, though any additional qualities it seems to grant are purely cosmetic — wings are too weak to fly and flaming hair burns without heat or smoke. This disguise cannot be pierced without magic, and even then, it requires a difficulty 3 roll to recognize that she isn't really a demon or difficulty 5 to identify some telling feature about the Infernal herself. She may freely transform herself into First Circle demons, but taking on the guise of a Second or Third Circle requires additional magic that would allow her to impersonate a specific individual.

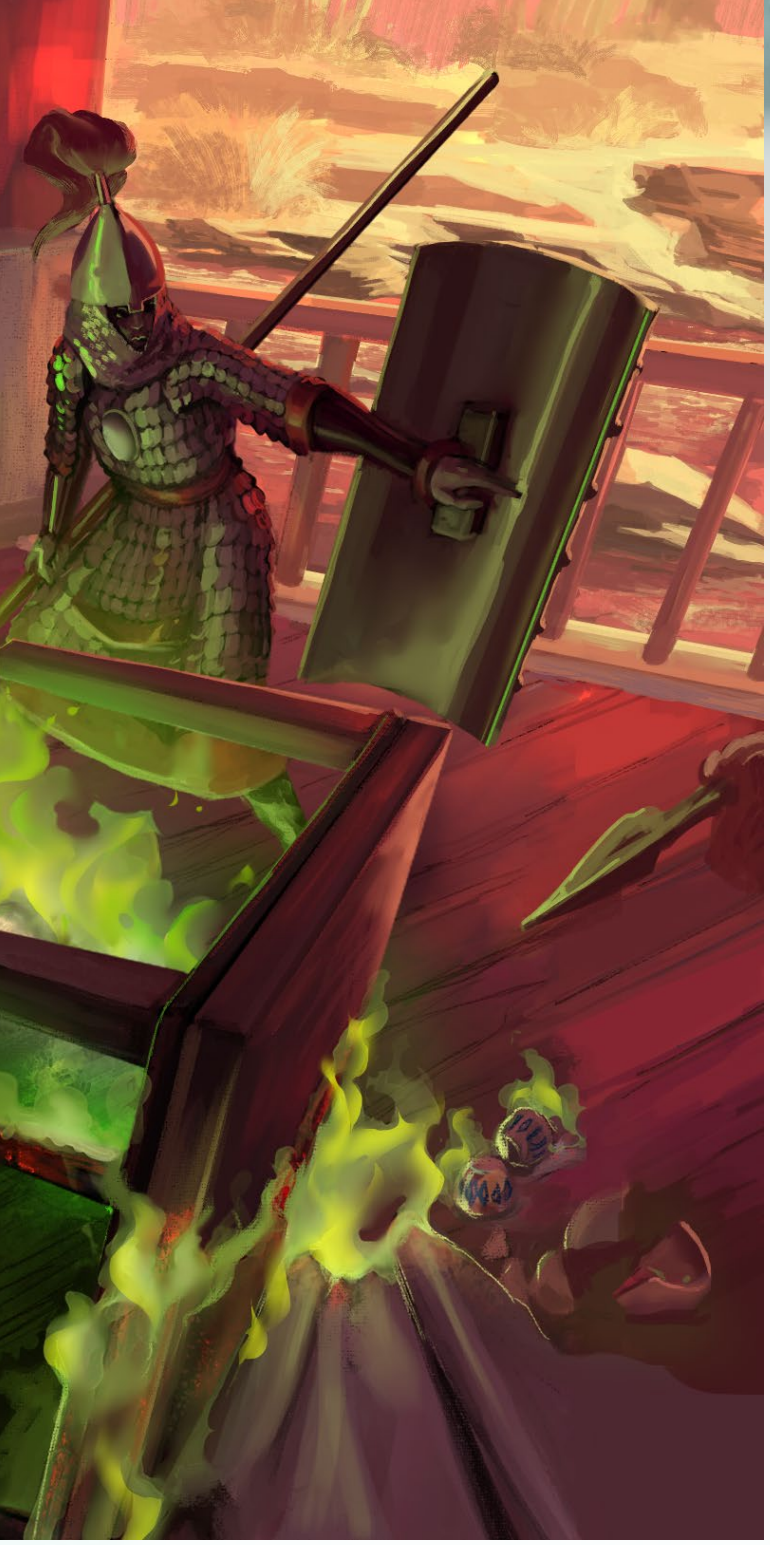
IN THE CORNER OF YOUR EYE

Prerequisite: Stealth 4

Just as the Yozis defy geometry and scale, the Infernal may hide herself in impossible places whether in the silver reflection of a mirror or beneath a sinner's shadow.

Spend 1 mote to use any of the following as valid sources of cover for an attempt to enter concealment:

- **Reflections**, allowing the Infernal to hide in a person-sized mirror, pond, or similar.



- **Shade**, allowing her to hide within large shadows, like those cast by a crowd, statue, or tower.
- **Cracks and crevices**, allowing her to fit into an otherwise impossibly tight space through a trick of alien geometry.

Characters who don't know the Infernal can hide in such places suffer a three-dice penalty to attempts to spot her. If she makes an attack from this bizarre concealment, she gains the benefits of surprise (**Exalted: Essence**, p. 139) even outside of the first round.

REFLECTIONS IN THE BLACK MIRROR

Prerequisites: Stealth 5, Essence 5, Nemesis Self Imagined Anew (**Exalted: Essence**, p. 251)

The Infernal steals her target's shadow and wears it as a mocking costume, walking the world as their dark reflection.

Commit 1 mote for the session. The Infernal transforms entirely into a target with Essence less than or equal to hers. She no longer has access to her own dice pools, static values, Health levels, Charms, Intimacies, or Virtues. She instead gains the target's dice pools, static values, and any Charms and Qualities the target has that are not situational (e.g. a Quality representing an artifact they carry would not be included). She has Health levels equal to the target's, distributed as evenly as possible between Bruised, Injured, and Critical, with the first remainder being Critical and the second being Injured. Any damage the Infernal had transfers to her new Health levels. She also gains Intimacies and Virtues opposing each of the target's along with accompanying memories, as if she had succeeded at using Nemesis Self Imagined Anew (**Exalted: Essence**, p. 251) against them. Even magic perception registers the Infernal as the target, though a successful *read intentions* action easily uncovers the inverted personality.

For the purpose of effects that work on the target's identity, such as magic that allows distant communication, the Infernal is also the target, duplicating the effect if necessary. If the target changes in a lasting way, such as gaining a new Intimacy or suffering a dramatic injury, the Infernal mirrors the change. Meanwhile, the Infernal does not exist for all intents and purposes.

SAND-SLIP TRICK

Prerequisites: Stealth 3, Essence 3

Becoming nothing but grains of silver sand, the Infernal vanishes as easily as dust in the wind and slips into places unnoticed as sand clinging to a hem.

Commit 1 mote. For as long as the mote remains committed, the Infernal may reflexively dissolve into a humanoid assembly of sand and essence. While in this sand form, the Exalt may slip through any entry in which a grain of sand could fit and infiltrate as easily as dust clinging to clothing. So long as one of the grains of her body persists, she may reform completely wherever any part of her sand body is. She treats herself as being fully present in any scene in which she has grains

of sand and may make Awareness rolls as normal. She must reform fully to take further action, which is also reflexive. This does not prevent damage from attacks or hazards, only allows the Infernal to infiltrate and observe areas she normally could not access. Noticing that the silver sand is a person using magic requires an Awareness, Integrity, or Sagacity roll at a difficulty equal to the Infernal's Essence + 2.

SKULKING DESECRATION TECHNIQUE

See p. XX.

THEFT IS RELEASE

Prerequisite: Stealth 4

When the Infernal seizes what should rightfully be hers, the hearts of others change to suit this new and obvious truth.

Spend 1 mote when the Infernal steals an object or lays claim to property, whether real or fake. She rolls Stealth as a special influence action against the owner; important or valued property is treated as a Minor Intimacy resisting this influence, while irreplaceable property is treated as a Major Intimacy. If she succeeds, the Infernal alters the owner's memories so he believes she was always its rightful owner, and he must either return it or consider himself a thief. If the Infernal publicly claims ownership as part of this Charm, she applies her roll against anyone who can hear her, altering their memories as well. Gain an additional anima.

WHO STRIKES THE WIND?

See p. XX.

War

ABSOLUTE OVERRIDE PROTOCOL

Prerequisite: War 4

Free will is a liability on the battlefield, so the Infernal may manipulate her pawns directly.

Commit 1 mote. The Infernal connects to a battle group, increasing its Drill by 1. If they were already at Elite, their Drill becomes Flawless, preventing all rout checks until they have three or fewer Health levels. The Infernal can issue her commands telepathically to a battle group in the scene, regardless of distance or other obstacles. If the Infernal is victorious, survivors affected by this Charm gain a Minor Tie of obedience toward her; if she fails, they gain a Minor Tie of fear at how deeply and grossly they were controlled.

CRYSTAL FIRE BARRIER TECHNIQUE

Prerequisites: War 4, Essence 2

With an imperious gesture, the Infernal raises ramparts of hardened Essence that protect allies and repel enemies.

Commit 2 motes. While the mote remains committed, this creates a barrier of force the Infernal places anywhere in the scene within medium range of herself. Only the Infernal and her allies may be through tis barrier. Enemies treat it as an impassible obstacle, which can only be crossed by magic that bypasses obstacles that do not have any access points (for example: a Charm that allows a character to slip through a very tiny crack cannot pass through, but a Charm that allows a character to appear on the other side of a barrier without moving through it can.) The crystal fire barrier cannot be destroyed, but can be dispelled by effects that end ongoing magic, such as the *Disrupt* gambit (**Exalted: Essence**, p. 296). In a combat scene, this creates a field of heavy cover (**Exalted: Essence**, p. 139) within close range of its origin. As a simple action, the Infernal may move the location of the barrier one range band on her turn.

During warfare scenes, add the Infernal's Essence in automatic successes to Back to the Sea (**Exalted: Essence** p. 164) rolls.

INEVITABLE BETRAYAL PORTENTS

Prerequisite: War 4

Filling the dreams of her foes with prophecies of her victory, the Infernal spurs traitors to abandon their commanders to join the winning side.

Spend 1 mote to make a special Omen tactic using War or Presence. If successful, enough soldiers defect from the opposing army for it to lose a level of Size. The Infernal may immediately add the defectors to her own army, potentially increasing its Size, but uses the lower of their Drill or her army's own until they can be appropriately trained and integrated. Success on this tactic also grants the Infernal two bonus successes on her next war venture action.

SHADOW-SELF PHALANX

Prerequisite: War 3

The Infernal's shadow tears itself from the ground and splits into many copies, their eyes gleaming with green flame malice.

Commit 2 motes for the scene and spend one Health level. The Infernal's shadow selves become a

Size 0 battle group using the Soldier template (**Exalted: Essence**, p. 331) with regular Drill, or veteran Drill if she has War 5. She may reflexively spend 2 anima on her turn to increase this battle group's Size by 1, to a maximum of her Essence. If the battle group is defeated, the Infernal takes its Size in damage and the committed effect ends for the rest of the scene.

Nemesis Horde Tactics (Upgrade, War 4): The shadow-selves gain an Outnumber Quality of the player's choice. This upgrade also applies each time the Infernal increases her Essence.

Wrathful: The Infernal's Essence counts as one higher for determining her maximum Size. Once per scene, reaching Iconic anima allows her to increase her Size by 1 for free.

TURNCOAT DIVULGENCE TACTIC

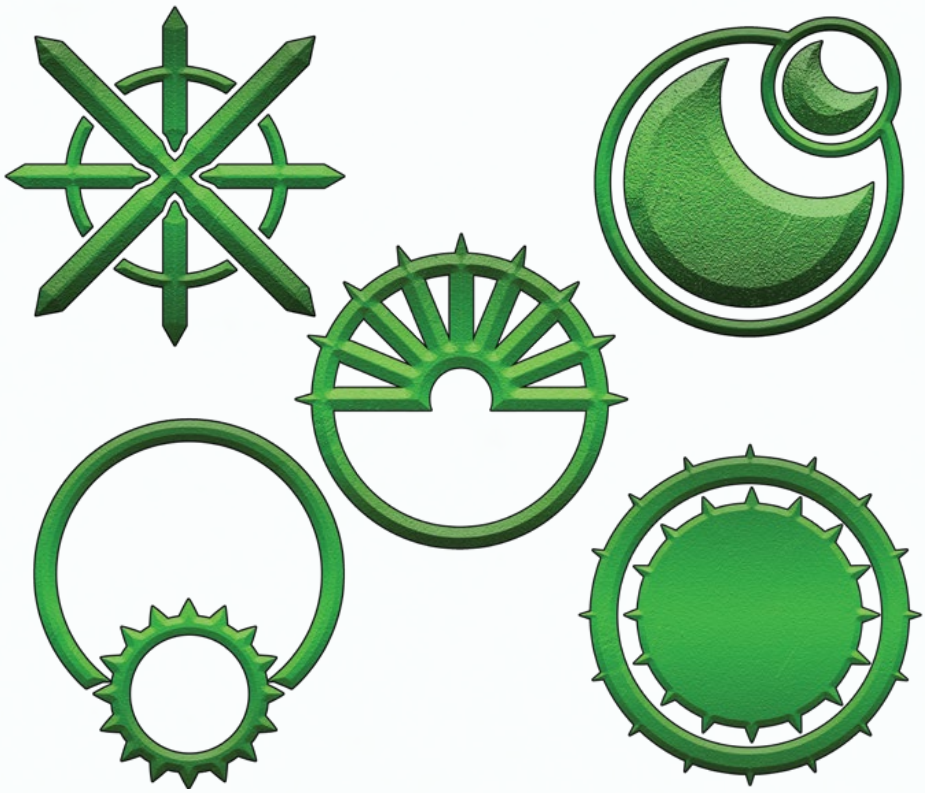
Prerequisites: War 5, Essence 4

The Infernal proclaims the secret of every betrayal, inverting the bonds forged in battle.

Spend 3 motes. Roll War against the Resolve of all enemy battle groups in the scene. A battle group's leader may substitute their own Resolve, though they suffer −1 Resolve for each battle group beyond the first they lead. Each member of each targeted battle group sees each other member as an enemy. The battle group loses all Power, ignores all Outnumber Qualities, and spends their action each round attacking themselves, taking their Size in levels of damage that ignore Soak. They cannot gain Power through any means under the effect of this Charm. The base difficulty of rout checks for the battle group becomes 7, and this Charm lasts until a commander succeeds at a rout check. If the battle group loses more than half its Health levels and ends the scene without escaping the effects of this Charm, it loses 2 Size instead of 1.

WRATH-STOKED BONFIRE SOUL

See p. XX.





CHAPTER TEN

The Liminal Exalted

THEMES AND ROLEPLAY

As undead beings, Liminals exist on the threshold between life and death. Their bodies once belonged to someone else — or several someones. They're new souls coaxed into used flesh, which bear scars whose stories they don't know and can't tell. The person who attempted to resurrect their body's former inhabitant pins hopes or expectations on the Liminal, aimed at a life and relationship the Liminal never lived. Many struggle with a sense of being brought back *wrong*, and while the Dark Mother might whisper to them, she rarely offers comforting words. Play a Liminal if you want to be built from someone else's history.

The Liminals' undead nature allows players to engage in themes of body horror and gore: not only can the character replace an arm after a tyrant lizard used it as a chew toy, their own powers involve gruesome distortions and pushing the body beyond normal human capabilities. Remember to talk to other players at your table about their comfort levels surrounding this, and temper your descriptions accordingly. Some players might be fine with a slasher film's level of blood spatter, but prefer to leave out things like eye trauma. Play a Liminal if you want to have gory and horrifying magic that grants you tremendous power.

Liminals are guardians of the space between life and death. This includes fixed physical locations, such as shadowlands and graveyards, or places where death temporarily holds sway like deathbeds, plague-stricken villages, funerals, or sites of natural disasters. Their ability to sense and communicate with ghosts gives Liminals a degree of authority over such spirits. Liminal characters both defend the living from dangerous undead and act as guides and negotiators for deathly spirits in need of their aid. Play a Liminal if you wish to straddle the line between life and death.

Not exactly alive, but far from dead, Liminals can understand the needs and desires of ghostly entities they encounter on a personal level. They may not have experienced death the way other humans do, but they're born of the grave, and understand death on a literally visceral level. This also widens the gap between Liminals and the living; they're an uncomfortable reminder of what unknown things might exist beyond death, and a stark reminder that once the soul leaves its shell, that person is gone forever even if the body stubbornly continues on. Play a Liminal if you want to have a unique and personal experience with death itself.

SPINNING THE THREAD OF LIFE

Every Liminal is born from someone's failed attempt to bring another person back to life. They are the quintessential concept of "came back wrong." **Exalted: Essence** asks players to define an Intimacy to the Thread of Life. To further define who this person is and how they affect your Liminal, ask yourself the following questions:

- What drove your Thread of Life to reanimate you?
- What kind of person are they, that they resorted to such bleak means? Are they a sorcerer? A desperate person seeking relief from dark magic? A person compelled by incredible ego?
- What was their initial reaction upon discovering you are not the beloved individual they sought to resurrect?
- Do you have any inkling of who you used to be? Did this come from vestiges of memory or from stories told by your maker?
- Do you feel a sense of loyalty to your maker? They are, after all, the catalyst for your Exaltation. If not loyalty, something else? Resentment? Pity?

After answering these questions, use the sense of the character you've created to make your Intimacy. Then, note down your answers and share them with the Storyteller to create a Storyteller character you will both enjoy.

Key themes to keep in mind while playing a Liminal are:

Liminality: Liminals wrestle with where or even whether they fit in among mortals. Some avoid putting down roots altogether, while others act as shepherds of the dead, hunt down unruly ghosts, and take on other tasks mortals shy away from. When creating a Liminal character, consider their relationship with their community: if they mainly operate in one region, do they try to fit in with the people around them, or do they keep to themselves? Do they long for acceptance, or resent those who recoil from them? If they're wandering heroes, where do they roam? Do they seek companionship, even if it's for a short time, or only stay long enough to get the job done and get paid?

Thread of Life: Every Liminal is tied to their maker by the thread of life, a link connecting creator and created that only the maker's death can break. For a Liminal who cares about their maker, the thread can be a source of comfort; for others, the link is a source of torment and dread. Consider the character's relationship with their maker; the maker's passions inform the Liminal's Aspect. In what ways might the character and her creator mirror one another? Does the Liminal embrace that part of herself, or does she chafe against it? Should her maker die, the Liminal begins to deteriorate unless she forms another bond to replace the broken one: does she try to protect her maker out of self-preservation, or genuine affection?

Aspect Concepts

Born of their maker's passions, the Liminal Exalted inherit and embody those same drives.

Blood Aspects

Blood Aspects are born of greed, desire, and ambition. They doggedly pursue their goals, whether it's amassing a fortune, winning a lover's favor, gaining power, or unseating a tyrant-lich. They may be fiery orators rallying their followers, or solo instigators who prefer to work behind the scenes. Blood Aspects understand how greed and desire drive others' decisions, and use that to their advantage.

When creating a Blood Aspect character, think about the things that are most important to them, both tangible items and personal goals. Do they want to amass wealth, a collection of fine weaponry, or a particular manse? Are they trying to gain power or influence, or set someone else up with those things? What drives these wants? For example, do they seek power because they hate feeling powerless? Or do they have a plan they don't trust anyone else to implement? Blood Aspects also recognize the greed, desire, and ambitions that drive other people. How does the character use that to her benefit? How does she feel about the way others pursue those goals?

Example Blood Aspect characters include:

- A hired caravan guard that leads people through dangerous shadowlands. How does your character feel about being a liaison for the living and the dead while not being quite either?
- A gambler who draws opponents by putting what they desire most on the betting table, as long as they ante up with something equally valuable. What is your character hoping to win from their opponents?
- A wandering ghost hunter is determined to live their new life (or undeath) to the fullest. What does doing so look like — for example, ordering sumptuous meals, spoiling lovers, exploring dangerous ruins, and the like?

ADDITIONAL EXALT MILESTONE

At the end of each session, a Liminal character gains an Exalt milestone if they use those passions to help further their maker's goals. Alternatively, if the character's relationship with their maker is negative or antagonistic, the character gains an Exalt milestone if they use their passions to thwart their maker's plans.



Additional Exalt Milestones

At the end of each session, Blood Aspects gain an Exalt milestone if they:

- Gained information by playing off of another character's desires.
- Acted *against* their own greed, desire, or ambition to further their Circle's goals.
- Enabled someone's ambitions, for good or ill.
- Caused a venture or other long-term goal to succeed through their own ambition or greed.
- Discovered the root of another person's greed and bribed them with it.

Breath Aspects

Breath Aspects are born of regret and repentance. In looking back at the past, they see where things went wrong, what to change in the future, and what needs fixing right now. They wait for others to act first, but that doesn't mean they're passive: Breath Aspects wait for enemies to reveal their weaknesses, and exploit them. They ardently punish the wicked. It's best if the wrongdoer repents their sins, but if they refuse to learn the lesson, the Breath Aspect will at least see to it that their victims are made whole.

When creating a Breath Aspect character, consider how the themes of regret and repentance tinge their personality. Are they somber and methodical, making sure they make the right choices in any given situation? Or do they display a sardonic wit and gallows humor, because when it comes down to laugh or cry, they choose mirth? What wicked acts enrage them most? How do they most often choose to mete out punishment? Do they present the same face to everyone, or does their demeanor change depending on whether they're talking to the evil-doer or his victim?

Example Breath Aspect characters include:

- A philosopher-poet gives voice to ghosts' laments through their work. How does helping others heal aid your character in working through her own regrets?
- A traveler with Sijanese morticians, providing closure for ghosts and their loved ones before

shepherding the ghosts into Lethe. How does your character feel about helping ghosts move on when they can't cross that last boundary themself?

- An itinerant priest's circuit takes them around southern oases, punishing wicked spirits and mortal bandits alike. What lessons does your character hope to impart, both on the wicked and on those who witness their judgments?

Additional Exalt Milestones

At the end of each session, Breath Aspects gain an Exalt milestone if they:

- Helped another character make amends to someone they've wronged.
- Persuaded someone to change their plans based on lessons from the past.
- Leveraged a person's past sins and forced them to make amends, or used their crimes to bring the person to justice.
- Helped someone cope with an important regret that's tied to one of the Liminal's Intimacies.
- Helped a person come to terms with their past cruelties toward others, and move on from that guilt.

Flesh Aspects

Flesh Aspects are born of rage and vengeance. Righteous anger drives them, and they spring into action rather than wait for things to happen. They push their bodies to extremes, whether to pursue their quarry or defeat a foe. Flesh is malleable, after all. Though others might consider their eagerness and aggression reckless, Flesh Aspects argue that acting fast means it's harder for your enemies to get the drop on you. Why give them a chance to plan?

When creating a Flesh Aspect character, consider how their need to act pushes them both physically and mentally. What does it look like when they're in the throes of anger and exhaustion? Do they rally their allies to make one last mighty push, or forge on ahead to give the others a chance to regroup? When does their impulsiveness get them into trouble? Can anyone slow them down? Do they appreciate others who are slower and more methodical, or do they have a hard time hiding their impatience?

Example Flesh Aspect characters include:

- A general leads her forces to stop a Deathlord from expanding their territory. How does your character inspire her troops to persevere when armies of the dead are on the march?
- A hero-for-hire chases a murderer through Chiaroscuro's bustling districts and haunted shadowlands. What connections does your character lean on — or intimidate — to flush the killer out of hiding?
- A warrior tracks down the Fair Folk noble who left her maker's daughter a soul-eaten husk. Did your character know the victim, making this hunt not only one of duty, but vengeance? How does the character's relationship with their maker affect their feelings about the mission?

Additional Exalt Milestones

At the end of each session, Flesh Aspects gain an Exalt milestone if they:

- Helped a companion seek or gain vengeance.
- Gained important information by intimidating a foe.
- Got angry and got things done, or helped someone *else* get angry to get things done.
- Hurt someone emotionally or physically to further their goals.
- Disgusted or horrified another person with their bodily transformations.

Marrow Aspects

Marrow Aspects are born from curiosity and obsession. They observe people and situations, analyzing them and gaining insight from what others would overlook. They thrive on uncovering secrets and pursuing lost knowledge. Marrow Aspects make excellent explorers and investigators. Intrigue comes naturally to them, whether it's finding the location of a long-abandoned ruin or digging up a politician's secrets.

When creating a Marrow Aspect, consider how secrets and obsessions shape your character. Does she hoard information and use it to gain leverage over her enemies? What topics form her own obsessions, and how far will she go in pursuit of them? Does she

cultivate an air of mystery so people flock to her, or does she prefer to go unnoticed so she can observe from the shadows? What secrets does she want to drag out into the light, and what does she want to bury even deeper?

Example Marrow Aspect characters include:

- An information broker specializes in unearthing secrets people carried to their graves. Does your character help exonerate the living who were wrongly accused of crimes the deceased committed, or do they reunite families who were estranged due to past generations' feuds and misunderstandings?
- A Scavenger Lands scholar explores haunted ruins in search of occult knowledge. What is something your character wants to gain control over using this information?
- An investigator in Champoor gets caught up in political intrigue and trying to unravel the gods' games of secrets. What favors might your character call in from a god or powerful mortal in exchange for keeping quiet about what they've discovered?

Additional Exalt Milestones

At the end of each session, Marrow Aspects gain an Exalt milestone if they:

- Analyzed of a person or situation and advanced their Circle's goals.
- Ended up in trouble from pursuing their obsession or curiosity.
- Developed a new fixation.
- Furthered their own goals or confounded someone else's by being cryptic or puzzling.
- Learned something new or important about the world or a significant character.

Soil Aspects

Soil aspects are born from sorrow and yearning. Often more comfortable among the dead than the living, the Liminal seeks to unlock death's secrets. Their foresight comes from both introspection and omen-reading, making them wise (and sometimes cryptic) allies. Such deep reflection may lead the Soil Aspect to despair — over what might have been, or what can never be — but they know that in a world of death and decay, there's also the hope and promise of rebirth.

When creating a Soil Aspect, consider how their relationship with death and sorrow informs the character. How are their interactions with the dead different than with the living? What do they yearn for? Do they encourage others to pursue the people and things they pine for while there's still time? When they read omens, do their predictions lean toward grim and somber, or do they point out hopeful outcomes as well?

Example Soil Aspect characters include:

- The advisor to an Underworld revolutionary whose wisdom has recently helped win a significant victory. What losses did the character's side incur along the way? How do they feel about warnings that went unheeded?
- A Liminal in love with his maker, though his maker still mourns the person they tried to resurrect. How does your character feel about this? Does he help his maker grieve, or has he put physical distance between himself and his maker for now?
- An astronomer on an island of the Skullstone Archipelago reads the stars for insights into the Silver Prince's plans. What hope does your character see for the future, and how do they intend to help bring it about?

Additional Exalt Milestones

At the end of each session, Soil Aspects gain an Exalt milestone if they:

- Convinced someone to help their Circle with one of their omens.
- Helped ease the ache of someone else's yearning, whether by helping the target attain that which they yearn for or decide to move past it.
- Made a living person uncomfortable with their presence, and it caused a problem or furthered a goal.
- Spent more time with the dead than the living.
- Unearthed or earned a secret of the Underworld.

EXAMPLE CHARACTER: RASA YON, TEAMAKER

An ambitious sorcerer tried to resurrect the corpse of his daughter only to awaken Rasa Yon, a Liminal who immediately understood the depth of his grief. Now they work together to gather and share information with anyone willing to pay their fee. Rasa adopts the guise of an unassuming tea seller to lower the guards of her targets. To play a character like Rasa, focus on Finesse, Awareness, and Craft. Take the Craft Excellency, Feast of Memory, Itinerant Funerist's Authority, Spectral Analysis and Clever Improvisation Method (**Exalted: Essence**, p. 194).

New Charms

New Modes

The following are new Liminal Modes for Charms found in **Exalted: Essence:**

GLORIOUS EXALTED BOLT (P. 208)

Deathly Beacon: Also commit 1 Health level on Step 1. The Liminal's Essence mingles with her blood, creating deadly bolts that act as beacons for ghosts and other spirits within medium range. Treat the bolts as a heavy ranged weapon with medium range and the *artifact* and *powerful* tags. Any enemy that takes damage from the shards faces an environmental hazard, difficulty 3, as ghosts swarm them, drawn by the shards of blood and Essence.

The following are new Charms for the Liminal Exalted.

General Charms

BLOOD SLICK GROUND

Prerequisite: Essence 2

The Liminal scatters her blood and bones across the battlefield, making her enemies slip on the gory ground.

Spend 1 Health Level and 1 mote as a simple action. The Liminal tears open her flesh and casts her blood and bone fragments around her out to short range. At the start of the next round, enemies within that range face a difficulty 5 environmental hazard, which lasts until the end of the round and deals 2 damage. The Liminal may take one extra move action as she slides across the slippery ground.

The player may keep the effect going at a rate of 1 Power per round. The hazard becomes difficult terrain. If an opponent fails the roll, they lose their footing and the Liminal decides where they slide to.

CONSEQUENCE-BEARING FLESH TESTAMENT

Prerequisites: Essence 4, Towering Corporeal Pillar

Taking on the righting of wrongs and the ending of ancient grudges upon themselves, the Liminal's body twists and churns as ancient characters describing their voluntarily taken burden write themselves upon the undead flesh.

Commit 2 motes when working to fulfill the last wishes of a dying character, to resolve issues from a ghost's life, or acting in pursuit of an Intimacy related to a related Aspect mode. The Liminal's inhuman form and undead nature are obvious and cannot be hidden while this Charm is active. When directly opposed in fulfilling these desires, they may reflexively activate Undying Body and Towering Corporeal Pillar for free. When trying to convince characters to aid them in fulfilling their goal in Towering Corporeal Form, the Liminal reduces opposing Resolve by their Essence. This Charm may only be activated once a story. This limitation resets if the Liminal successfully helps a significant ghost pass on into reincarnation.

Aspect Modes and their related Intimacies

Blood: Ambition, greed, or desire.

Breath: Regret or repentance.

Flesh: Anger, rage, or vengeance.

Marrow: Curiosity or obsession.

Soil: Sorrow or yearning.

DEAD MAN'S LAST GLANCE

Prerequisites: None

Replacing one of her own eyes with the deceased's, the Liminal sees his last moments unfold.

Spend 1 mote. The Liminal removes the eye from a corpse and places it into her own eye socket. She sees his final moments from his perspective, even if he died somewhere else. If the corpse's flesh has fully decayed, or carrion animals have taken its eyes, a spectral eye forms in its place and serves the same purpose.

Alternatively, commit 1 mote. For the rest of the scene, the Liminal sees her surroundings the way they looked the last time the deceased visited that place.

Omens of the Past (Soil Aspect): The deceased might not have spotted the warnings, but the Liminal sees them clearly. Double 9s on rolls related to noticing omens in the vision, or making oracular predictions from the information.

Special: The Liminal may enter a Nature related to the corpse's condition or where it was found. For example, a drowned body allows the Liminal to enter Flesh Nature, one in a freshly-dug grave allows them to enter Soil Nature, or a hanged corpse lets them enter Breath Nature.

DETERMINED LIFELINE GRASP

Prerequisites: Essence 3, True Undeath (**Exalted: Essence**, p. 254)

When her Thread of Life breaks, the Liminal musters the strength to complete one last task.

When the person who holds the Liminal's Thread of Life dies, or the Intimacy she holds toward them is weakened to the point of being permanently removed, or is permanently removed by other magic, the Liminal may commit 1 mote and declare one of the character's current personal goals as her lifeline. Charms and magic that suppress Intimacies don't break the Thread of Life.

Restate the goal as a Principle ("I must..."). This becomes a temporary Major Intimacy, which lasts until the end of the current session or the goal is fulfilled, whichever comes first. During that time, the physical effects of her decay halt, and she retains her other Intimacies. If she forms a new Thread of Life while this Charm is active, the Charm ends and the Liminal loses the temporary Intimacy — though it remains a personal goal.

EXQUISITE CORPSE

Prerequisite: Essence 2

The Liminal displays a particular beauty in death — not everyone recoils from her horrifying displays of power.

Commit 1 mote for the session. The Liminal gains a tertiary Ally or set of Followers for the rest of the session. They're drawn to the Liminal, whether by her power, her mysterious connection to death, or another quality the player and Storyteller agree upon. They perform tasks and assist with rolls as the Merits declare, and have a Minor Tie of Loyalty to the Liminal. This Charm may be used once per story. The Ally or Followers may later be purchased as a permanent Merit with milestones as normal.

PERFECTED PALACE OF SIGHS

Prerequisites: Essence 3, Corporeal Reformation (**Exalted: Essence**, p. 252)

Perfectly balancing the deathly essence of their corpse construction with the living essence of Creation, the Liminal's presence is a balm to natural creatures and the unrestful dead alike.

The Liminal adds +3 dice to all social influence rolls targeting mortals or ghosts and their form, no matter how inhuman or strange, does not cause alarm. They are immune to diseases and poisons that affect only the living or only the undead. Natural animals do not attack the Liminal unless forced and mortals and ghosts balk at the prospect. The Liminal gains +1 Defense against such opponents, increasing that bonus to +2 against battle groups, and any hard bargains such targets accept to avoid social influence never involve hate or fear of the Liminal.

Far Shore Emanation (Repurchase, Essence 5): This Charm's effects now extend to gods, elementals, and demons. Characters affected by this charm with less Essence than the Liminal simply will not attempt to harm or physically impede them unless the Liminal personally harms them. Affected characters gain the minor Principle "This is a holy person" upon meeting the Liminal. This includes battle groups.

PSYCHOPOMP-AND-MESSIAH NAVIGATION

Prerequisites: Essence 4, True Undeath (**Exalted: Essence**, p. 254)

Abandoning their body, the Liminal casts themselves into the waters of the eternal cycle only to emerge again, guided back to life by mortal souls like Lighthouses burning.

Spend 1 mote. The Liminal dies, cutting their spiritual connection to their body. At the beginning of any scene, the Liminal may resurrect and assemble a new body in proximity to their thread of life, or another character with a positive Intimacy to the Liminal. They return with Health levels equal to the value of the Intimacy, or five in the case of their Thread of Life. Any dramatic injuries they've taken remain. If the Liminal's

target is particularly distant, this may occur at the end of the session instead.

Special: The Liminal may activate this Charm on Step 2 of combat. The Liminal may also end any Nature instead of paying this Charm's cost. If they do so, they must reform near a character with an Intimacy (positive or negative) to the Liminal reflecting that nature's related emotions.

Miracle of Flesh and Spirit (Repurchase, Essence 5): The Liminal may activate this Charm as part of activating Life, Death, and Rebirth (**Exalted: Essence**, p. 253).

SKELETAL MOUNT

Prerequisite: Essence 2

With a clattering of bones and a whirl of grave dirt, a mount forms at the Liminal's side.

Spend 1 Health level. The Liminal gains a mount made from bones buried in her vicinity, out to medium range. They may be from a single animal, such as a horse or simhata, or may come from several different creatures whose remains are available. If the Liminal has unburied corpses available (such as carcasses in a predator's den or animals killed by poisoned waters), this Charm is free.

The animal created is undead, but is not a Creature of Darkness. Treat it as a secondary Familiar with three dangerous qualities of your choosing. The Liminal or an ally can ride the creature.

At the end of the session, the creature returns to the ground. The corpses used to create it cannot be reanimated again. Alternatively, the Liminal may use an Exalt or personal milestone to secure the mount as a secondary Familiar.

Special: When riding this mount in a shadowland or the Underworld, the Liminal ignores penalties from environmental hazards.

SKELETON KEY

Prerequisites: None

The Liminal produces a key made of bone to fit any lock.

Spend 1 Health level. The Liminal snaps off a finger or extracts another bone to form a key. She may either insert it into a lock where it conforms to the proper shape for a key, or use it to make a copy of an existing key. She may keep this key or give it to someone else; it is a permanent object once it's formed. If she chooses to keep it, the Liminal has the option of storing it within her body.

WALK THROUGH HELL

Prerequisite: Essence 3

When the Liminal's family needs her, she is there, even if it takes her through Malfeas.

The Liminal's ties to a person are so strong, that person can call her to their side from anywhere. Usually, this is the Liminal's Thread of Life but, with the Storyteller's agreement, may be another character they have a Major Intimacy toward. The player initiates a dramatic scene, narrating how the Liminal moves inexorably toward her summoner. The Liminal is invulnerable during this scene, unless a significant or magical enemy initiates full combat to stop her. When forced to stop and fight, the Liminal's base Soak increases by two and she gains two additional –1 Health levels.

If the player chooses not to initiate a dramatic scene, the Liminal automatically passes any travel venture obstacles whose difficulty is lower than her Essence +1.

WARRIOR'S BURIED CACHE

Prerequisites: None

Swords and arrows litter the battlefield long after the dead have been carried away. The Liminal only needs to reach into the ground and retrieve one.

Spend 1 mote. The Liminal plunges her hand into the ground. Her fingers close around the hilt of a weapon she can use in battle. This is a mundane weapon of the player's choosing. No matter its age or how long it's been buried, it's sturdy and free of rust or other weaknesses.

If this Charm is used during combat, spend 1 mote to count the Draw or Ready Weapon action as reflexive rather than simple. This does not count as her Charm for the Step.

Special: The Liminal may use this Charm to enter Flesh Nature.

Finesse Charms

BEAUTY IN DECAY

Prerequisite: Finesse 2

The Liminal hastens along the end of an object so something new might spring from its demise.

Spend 1 mote. The Liminal chooses a non-artifact object within medium range and lays her hands on it. The item immediately begins to decay and is gone by the end of the session, unless actively tended to by someone attempting to keep it intact. The item leaves behind something useful to the Liminal, depending on

her Nature when she invoked the Charm (if she wasn't in a specific Nature, it defaults to her Aspect):

Blood Nature: The item's decay reveals something valuable, such as a hidden ring or a deed. Gain a two-dice bonus on an Embassy or Presence roll to blackmail someone.

Breath Nature: The item's remains yield material that can be used in an offering of repentance. Gain a two-dice bonus on an Integrity or Performance roll when helping or forcing someone to make amends.

Flesh Nature: The item's remains can be shaped into or reveal a weapon. Gain a two-dice bonus on Craft rolls to make a weapon.

Marrow Nature: The item reveals a piece of lost knowledge. Gain a two-dice bonus on an Awareness or Sagacity roll to uncover a secret.

Soil Nature: The item's remains form an omen. Gain a two-dice bonus on a Sagacity or War roll to convince someone to act on your predictions.

CARRION BIRD'S DIVE

Prerequisite: Finesse 2

Wings of torn flesh and glistening sinew burst forth from the Liminal's shoulders, carrying her swiftly toward her target.

Spend 1 Health level on Step 1. The Liminal uses her *sprint* action reflexively to move toward her target.

Bone-Tipped Wing Strike (Flesh Aspect): The character may Rush an additional range band instead, using the barbed tips of her wings to attack the target as part of a flurry. Roll this as a melee attack with the *piercing* tag.

CONSTANT MOURNFUL COMPANION

Prerequisites: Finesse 4, Essence 4

Words and lovingly molded flesh become soft invisible voices, prompting those the Liminal speaks to heed their advice and guidance, no matter how far away they go.

Commit 1 mote and spend 1 Health level when making a Dissuade, Persuade, or Instill roll. A bit of the Liminal's flesh detaches and dematerializes, becoming a clinging fragment of spirit that attaches itself to the target. If the roll failed, the Liminal may reroll again the next time the target sleeps or is alone, no matter where they are, as the companion whispers into their mind. If they succeeded, they count as aiding the target the next time the target acts on the social influence, granting them dice equal to the Liminal's Essence. In either case, the Liminal knows when the effect is triggered, or when the target is influenced in other directions. When triggered, the Liminal may choose to pay another Health level to renew the effect or allow the Charm to lapse.

In the underworld, the companion is visible to everyone, but only targetable by attacks that can specifically affect or destroy ghosts, which instantly destroy it.

Blood Nature: Gain +3 dice when attempting to persuade a target to follow desire or ambition.

Soil Nature: If attempting to convince a ghost to set aside its attachments and seek reincarnation, the Liminal immediately heals their Essence in Health levels or one dramatic injury if they do so. Only benefit from this healing once per session.

CUSPIDATE COUNTERATTACK

Prerequisite: Finesse 3 or Force 3

If an enemy breaks your bones, use them against him.

Spend 1 mote on Step 8. After an enemy in close range has inflicted damage on the Liminal, she spits a mouthful of broken teeth at him, shakes bone shards from a broken limb, or reaches into her torso to pull out a handful of shattered ribs to throw in his face. Add the Liminal's wound penalty +1 in bonus dice to the attack roll if it's a withering counterattack or to the damage roll if decisive.

DAMNING REMARK

Prerequisite: Finesse 2

Words can be a weapon. At the Liminal's utterance, her foe's innermost turmoil manifests and ensnares him.

Commit 1 mote on Step 1 of an *ensnare* gambit. Brambles erupt at the target's feet, creating a difficulty 3 environmental hazard. This hazard inflicts Essence + 3 damage per round until the end of the scene or the Liminal reclaims the mote. The first time the target takes damage from the effect, the Liminal *instills* a Minor Tie of Awe toward her, as the target views her as the embodiment of his particular anguish. If the target is undead, the Tie is Major.

Words Rend Flesh (Upgrade, Finesse 3): The difficulty to resist this effect is increased by the target's Intimacy toward the Liminal.

Special: The Liminal may enter a Nature that matches the target's Intimacy. If the Intimacy matches Virtues or Intimacies listed in her passive anima effect, gain a two-dice bonus on related social influence rolls.

DISEMBODIED PERSPECTIVE

Prerequisites: Finesse 4, Essence 3

The Liminal extends their consciousness outside their body, soul extending invisible nerves and fingers to inspect the flow of life and death in the surrounding area.

Commit 1 mote for the scene. The Liminal perfectly senses living and undead targets, ignoring concealment, and increasing the difficulty of enemy Stealth rolls or Build Power actions by +2 out to medium range. Ghosts and immaterial characters are automatically detected, unless they have additional supernatural powers allowing them to potentially hide. Against powerful supernatural stealth effects, the Liminal gains her Essence in bonus dice to the ensuing roll-off.

At Essence 4, increase the area to long range.

Marrow Nature: Spend 1 Health level to release tiny flesh homunculi from the Liminal's body, which scour the affected area. The homunculi counts as a trivial target for violence. As long as they are present, the Liminal also applies this Charm's bonuses to material objects (including magical constructs) and inanimate features.

Soil Nature: The Liminal knows who died in an area within the past year as well as how they died, though fine details (such as who attempted to cure their disease or who was responsible for the death) require an Awareness or Sagacity roll.

EMBASSY OF BLACK EARTH AND SWOLLEN TONGUES

Prerequisites: Finesse 5, Essence 4

Fallen but not forgotten, the Liminal's words and passions find their way to those who cannot help but think of their current demise.

The Liminal may make social influence actions while dead, targeting characters who observed their death or who pass by the place of the Liminal's demise. A given character may be targeted by social influence in this fashion only once a session.

Empty Tomb Discourse (Repurchase, Essence 5): The Liminal may spend 1 mote when making social influence with Embassy of Black Earth and Swollen Tongues; if a character refuses the influence, the Liminal immediately returns to life.

FEAST OF MEMORY

Prerequisite: Finesse 4

Drawing upon a ghost's memories of better times, the Liminal feeds her companions.

Spend 1 mote and enter a dramatic scene. The Liminal crafts a meal from memories she gleaned from a ghost she helped send to Lethe. The food provides real nourishment, and is safe to eat no matter where the Circle currently is. For example, invoking this Charm in the Wyld allows the characters to eat without fear of ill effects or Wyld mutations. The player declares a mood for the scene based on the memory. Characters with related Intimacies double 9s on *instill* or *persuade* actions. Characters with injuries may treat this as a recovery scene.

FIELD REPAIR

Prerequisites: Finesse 4, Essence 3

Beggars can't be choosers. If one of the Liminal's body parts gets irreparably damaged in battle, she need only look around the battlefield for its replacement to let her fight on.

Spend 1 anima on Step 1 when the Liminal has taken Critical Health levels of damage. She procures a corpse within medium range and consumes it. This may literally mean chewing the flesh or gnawing on bones, or may take a different form, such as holding a piece of the body to her own wounds and absorbing or incorporating it to patch herself up. The Liminal heals up to Finesse + 2 points of damage, starting with the most severe.

If the Liminal is Incapacitated, consuming a corpse in this way provides five Power toward getting out of Incapacitated. If an ally is Incapacitated, the Liminal may offer them bones or viscera to consume. If the ally accepts her grisly gift, they gain five Power toward clearing Incapacitated.

If the Liminal has access to a rare or unusual corpse, such as a behemoth whose bones were infused with orichalcum or a sorcerer who was buried at the intersection of major dragon lines, she may consume it to suppress Attribute reduction penalties from a dramatic injury until the end of the scene.

GHASTLY DISGUISE

Prerequisite: Finesse 3

The Liminal crafts a mask made from a ghost's essence and her own flesh, allowing her to pass as her charge.

Commit 1 mote. For the rest of the scene, the Liminal's features become those of a ghost under her protection or one she's hunting. Trivial characters don't question the disguise — they may not know the person is dead, or else believe that they're truly talking to the person's manifested ghost. Nontrivial characters may roll to see through the deception, difficulty 5.

GHOST SQUADRON

Prerequisite: Finesse 4

With a rallying cry, the Liminal calls the dead to fight at her side.

Commit 1 mote on Step 1. The Liminal calls forth a battle group of ghosts with Size 1 and Regular Drill to fight for her.

Seasoned Fighters (Repurchase, Essence 2): At Essence 2, the battle group increases to Size 2 with Veteran Drill.

Blood Nature: Increase the battle group's Drill by one.

GRAVE DANCER'S GRACE

Prerequisite: Finesse 2

The Liminal's bones snap and joints dislocate as she twists out of harm's way.

Spend 1 mote on Step 2. The Liminal adds 1 or her wound penalty to her Defense, whichever is higher.

Grim Pirouette (Upgrade, Essence 2): If she successfully evades an attack with this Charm, she may reposition herself in a more advantageous location within close range. Make a reflexive *outmaneuver* Build Power roll on Step 4. Alternatively, if she parries successfully, the enemy's weapon gets caught in the Liminal's body as her bones and sinews reform around it. Add two bonus successes to a *disarm* gambit on Step 3 of her next turn.

Shadowland Waltz (Repurchase, Finesse 3): After defending, the Liminal learns one of the target's Intimacies. The player may replace the Liminal's wound penalty with the Intimacy's Resolve bonus as long as she fights that target.

IN A TIGHT SPOT

Prerequisite: Finesse 2

Whether she needs to squeeze through a narrow Nexus alleyway or simply wedge open a door, the Liminal adapts her body to the necessary shape.

Spend 1 Health level. For the rest of the scene, the Liminal's bones become like cartilage, bending and compressing to allow her passage into places thinner than her normal form would allow. While she can't shrink down to fit her entire body through a mouse hole, she could push her hand inside and grab something within.

ITINERANT FUNERIST'S AUTHORITY

Prerequisite: Finesse 2

Every person deserves to be laid to rest. The Liminal will carry out this solemn duty no matter who attempts to stand in their way.

Spend 1 mote while dealing with a death-related bureaucracy. This may be a funerists' guild, the local death god's priesthood, a society of shroud-weavers, and the like. Officials recognize the Liminal's position as a guardian of the dead and yield to her authority. Reduce the number of obstacles to complete a venture by one, *or* double 9s on any *persuade* rolls during the venture.

MEMENTO MORI

Prerequisite: Finesse 3, Essence 2

Calling upon the memories of the deceased, the Liminal shapes a meaningful item from her own Essence, letting the memory of the person live on and providing them sustenance in undeath.

Spend 1 Health level or 1 anima. The Liminal creates a simple object that counts as a grave good dedicated to a specific ghost. Examples include a shawl, a bowl, a hairbrush, a dagger, a coin, etc. She gifts the object to the deceased's loved ones or leaves it at a shrine or other memorial, according to the person's culture and customs. The object provides an essential need for the ghost.

Once per session, the ghost regains one Health level from contact with the grave good, and the Liminal gains two bonus successes on a *strengthen* social influence action. The bonus goes away at the end of the session if not used. The Liminal may only use this Charm on one ghost at a time.

MYCELIAL THROTTLE

Prerequisites: Finesse 4, Essence 3

Instruments of decay answer the Liminal's call. Mushroom filaments twist into sturdy ropes and writhe around her opponent, restraining him while she strikes.

Commit 1 mote and spend 1 Health level on Step 5 of a grapple attack. Mycelia — a mass of branching fungal roots — burst from the ground below an enemy within close range. If the grapple is successfully established, the mycelia attempt to hold the target until the opponent escapes or ends the grapple, whichever comes first. The mycelia can attempt to *overcome* or *pin,* but take no other actions. Use the Liminal's pools for their rolls. The mycelia have the same base Soak and number of Health levels as the Liminal. If they take damage, they let go of their target and attempt to reestablish the grapple on their next turn. The mycelia persist in the scene until destroyed.

Once summoned, the mycelia's rolls do not count against the Liminal's actions. Beginning with the next round, the Liminal may make combat and move actions as usual. Double 9s on attack rolls against the grappled opponent.



OUTSIDER OBSERVATION METHOD

Prerequisites: Finesse 3, Essence 2

The Liminal always stands outside the communities she protects or represents. This distance gives her insight: who leads, who follows, what will cause an argument, and how best to mend fences.

Spend 1 mote. The Liminal spends a scene observing an organization or community. She might attend a meeting, volunteer to work on a project with them, eavesdrop on a conversation between higher ups, or the like. At the end of the scene, she understands the group's dynamics: its leaders, essential members, points of contention, significant relationships, and goals. Double 9s on *dissuade* or *persuade* actions when dealing with members of the group, or on *set up* actions to help an ally dealing with them. Members automatically gain Minor Ties of trust toward the Liminal, allowing her to enter private spaces without being questioned. If the Liminal enters into a relevant venture, she may invest the organization into it as though they were a tertiary Merit.

Special: Double 8s when the organization's membership consists of the undead.

PATCH JOB

Prerequisite: Finesse 3

The Liminal sacrifices her own flesh to stop a companion's bleeding.

Spend 1 mote and 1 Health level. The Liminal peels off a strip of her own flesh as a makeshift bandage for an injured ally, restoring one Health level.

Field Necrosurgery (Upgrade, Essence 2): If the companion is a fellow Liminal, the character performs a brief necrosurgery, grafting her own skin onto theirs. This action restores one of the target's Health levels and grants her ally use of one of the character's Essence 1 Charms for the remainder of the scene.

PSYCHOPOMP SWARM

Prerequisites: Finesse 3, Essence 2

The Liminal calls upon those creatures who help guide souls to Lethe. They arrive in a flurry of dark wings and pounding hooves, eager to aid another protector of the dead.

Commit 1 mote for the scene. The Liminal summons a battle group with Size equal to her Essence and Veteran Drill, consisting of an animal that is associated with death

in the region. Often these are ravens, owls, or sparrows, but may also be horses, deer, or dogs, or any other culturally appropriate beast. Use stats for a Dangerous Animal (**Exalted: Essence**, p. 324) and apply any relevant qualities for the type of animal you choose. Additionally, they gain the *blessed creature* quality: Choose one of the Liminal's Charms for them to use reflexively.

Sacred Guardian Summons (Upgrade, Essence 3): The battle group consists of animals sacred to death gods or the Dark Mother. While they may appear to be normal animals, their patrons gifted them with additional powers. They gain the *strange beast* quality, with an Essence rating equal to the Liminal's. Gain two of the following Charms:

- **Darkness Covers the Field:** Spend 1 mote on Step 3. The beasts' presence blots out the light. Enemies become Hindered, suffering the penalty on relevant actions.

- **Herd Thunders On:** Spend 1 mote on Step 1. The psychopomps move in tight formation, restricting their targets' movement with the press of bodies. The target can't take a reflexive move action this round without succeeding at an opposed roll.

- **Mourning Dove's Lament:** Spend 1 mote on Step 1. Double 9s on an *instill* action to create a Minor Tie of Fear or Intimidation toward the animals.

- **Wing Buffet:** Spend 1 mote on Step 5. Gain two bonus successes to the damage roll.

SKIN-TEARING DEVIL SPEED

Prerequisites: Finesse 5, Essence 4

The Liminal twists sinew and fires unlikely nerve pulses, moving so fast their skin splits and bones crack in a failed attempt to contain their horrid quickness, leaving nothing behind for enemies or onlookers.

Spend 2 motes and any number of Health levels when making a sprint, or on Step 2. As part of a sprint, move an additional number of range bands equal to the Health Levels spent, and increase Defense by that value until the end of the turn. If this would incur a wound penalty, ignore it. As a Step 2 Charm, increase Defense by the Health levels spent, and move up to that many range bands if the Exalt defends successfully.

Marrow Nature: The Liminal leaves behind half-formed husks of skin and discarded flesh, which mimic their movements for moments before falling apart. Make a reflexive *outmaneuver* Build Power action that does not count against their actions for this round.

Flesh Nature: As a defense, the Liminal may spend an additional mote to instead reflexively clash the attack, with bonus dice equal to the Health levels spent. This does not count as their action for the round.

SOOTHING ELEGY

Prerequisite: Finesse 2

The Liminal's funeral song calms agitated spirits, even giving hungry ghosts pause.

Spend 1 mote. The Liminal honors the dead with a brief performance: singing a song, reciting a poem, playing a melody, etc. Trivial ghosts gain a positive Tie toward the Liminal. Against nontrivial ghosts, add the Liminal's Essence to an *instill* roll.

Special: The Liminal may enter an appropriate Nature based on the themes in her performance:

Blood Nature: greed, desire, ambition

Breath Nature: regret, repentance

Flesh Nature: rage, vengeance

Marrow Nature: curiosity, obsession

Soil Nature: sorrow, yearning

SPECTRAL ANALYSIS

Prerequisite: Finesse 3

The Liminal surveys a scene and understands what terrible things befell a ghostly victim.

Commit 1 mote for the scene. Double 9s on rolls involving investigation ventures. The Liminal can see and interpret not only physical evidence as they study a crime scene, but they are also aware of psychic or supernatural evidence, such as places where a ghost clashed with a foe, or types of magic used against them. Ask the Storyteller to confirm if magic of this kind was used and receive an honest answer.

Special: The Liminal may enter Marrow or Soil Nature if she uses this Charm.

TOUCH OF REGRET

Prerequisites: Finesse 5, Essence 4

A soft touch is all it takes for the Liminal to feel the hurt and sorrow any living and dead creature has caused in their lifetime, and dredge it to the surface so that it may be purged.

Spend 2 motes when touching a target outside of combat or as a special Power 3 *Gently Caress* gambit

in combat. Roll Finesse + Essence against the target's unmodified Resolve. On a success, the target is overwhelmed by all the regrets of their life and harms they've caused others. They must choose between developing a Major Principle of "I must atone for the harm I've caused" attached to the most appropriate Virtue they possess and immediately leaving the scene to weep or begin to atone, or try to reject atonement. If they reject atonement, they suffer the Liminal's Essence plus extra successes on the roll as levels of environmental damage. If there are any other characters present who have negative Intimacies toward the target, increase the damage by 2. If the wronged are ghosts, the damage is aggravated. A character may only be affected by this Charm once a story.

Breath Nature: The character may instead transmit the touch of regret through a gaze, extending the range of this charm to medium.

Blood Nature: Observers also count as wronged if the target has recently thwarted their desires or ambitions.

Force Charms

AMBASSADOR FOR THE DECEASED

Prerequisite: Force 3

The time the Liminal spends with the dead gives her deep insight into their needs. Her time among the living helps her interpret those things in a way they can understand.

Spend 1 mote. The Liminal spends a scene among the ghosts in a region, listening to their concerns and touring the places they most often appear. At the end of the scene, she's aware of their needs — both the ones local mortals can aid in, and ones that are beyond their abilities to resolve. Double 9s when making rolls involving mortal bureaucracies, institutions, and organizations.

Voice of the Dead (Blood Aspect): Add Essence bonus successes on *persuade* actions when the Liminal makes a speech addressing the spirits' needs.

Life Lessons Passed Down (Breath Aspect): The Liminal understands how the ghosts' actions and regrets may have contributed to the current situation, or learns about a time they were faced with a similar situation. Gain a tertiary Influence Merit that lasts until the end of the story, granting the Liminal authority as a respected diplomat for her charges.

Special: Enter Marrow Nature if the Liminal learns a secret about the situation.

AMBITION-SCENTING METHOD

Prerequisite: Force 2

The Liminal recognizes the ambitions and desires that live in her target's heart, and speaks the words they need to hear.

Spend 1 mote when trying to gain access to an organization. The Liminal gains two bonus successes on *instill* and *read intentions* rolls involving greed, ambition, and desire.

Special: The Liminal may enter Blood Nature on a success. If the Liminal is already in Blood Nature, double 9s on the roll.

AWAKEN THE SLEEPING WARRIOR

Prerequisite: Force 4

The Liminal's presence draws the memory of battles from long-dead flesh.

Commit 1 mote. For the rest of the scene, any battle group of undead the Liminal commands increases its Drill by 1. If the battle group already possesses Elite Drill, it becomes immune to routing.

BONE JAVELIN

Prerequisite: Force 3

With a twist and a sickening crack, the Liminal extracts a sharp bone to skewer the enemy.

Spend 1 Health level. The Liminal's bone extends and sharpens, becoming a javelin. Treat this as a medium ranged weapon with the *piercing* and *thrown* tags. The bone persists after being summoned. Other characters may use it as a weapon as well.

Exquisite Ivory Barb (Repurchase): Spend 1 mote in addition to Health level. The javelin gains the *artifact* and *returning* tags.

CATACOMB CRAWL

Prerequisite: Force 3

The Liminal disappears into the ground, traveling through graves and pockets of decay to resurface in a burst of grave dust.

Spend 1 mote on Step 1. The Liminal spends this round in motion, adding her Essence in bonus successes to a *focus* or *outmaneuver* Build Power action as she chooses where to rejoin the battle. She can move up to two range bands, ignoring hazards and obstacles. She gains the benefit of Surprise (**Exalted Essence**, p. 139) outside of the first turn.

CIRCLE OF RIBS

Prerequisite: Force 3

The Liminal's ribs crack apart, bursting from her body to wrap around her enemy and keep him close.

Spend 1 Health level on Step 1 when the Liminal is in a grapple. Double 9s on attack rolls. If the Liminal has dominance, double 8s on *escape* rolls. If the Liminal is the non-dominant grappler, gain her Essence in bonus successes on *overcome* rolls.

CURDLED STAR OF ANGER

Prerequisites: Force 5, Essence 4

Whether hatred-spawned fury, the wages of frustration and upset, or rage of true injustice, the Liminal forges anger in their heart into a transcendent thing, able to move the living and dead alike to tremendous, awful deeds.

Commit 3 motes to inflame one of the Liminal's Intimacies related to anger or rage. That Intimacy becomes Major if it isn't already, and the Liminal may count it as an additional Virtue or Intimacy for all purposes as she chooses. When the Liminal acts to avenge or address this rage, or to share it with others, she gains 3 extra successes on relevant social influence or venture rolls. If their target has a related Intimacy, these successes do not count against the dice limit. If the Exalt successfully instills a related Intimacy in a character, they gain double-9s when acting upon it in the Liminal's presence. Ghosts attempting to act on such intimacies may materialize in the Liminal's presence for free, even if they otherwise lack the ability, and the Liminal may automatically gather secondary Followers or Command worth of such ghosts with a dramatic scene once per session.

Prophet of Rage (Repurchase, Essence 5): The Liminal's *persuade* actions to get others to act on related Intimacies now always offer the following hard bargain: I immediately call forth rage-filled ghosts willing to do what you will not.

CUSPIDATE COUNTERATTACK

See p. XX.

DEATH DEFERRED

Prerequisites: Force 4, Essence 3

The Liminal knows that no one can be brought back from death — she's unliving proof of it. But she refuses to let her loved ones go so easily.

Spend 2 motes and 2 Health levels. Once per story, if a person toward whom the Liminal holds a Major Intimacy is killed in her presence, she may reach through death and tether their soul to hers while attending to their body's wounds, preventing them from reaching true death. Other allies may make a teamwork roll to aid her in her efforts, providing healing aid, keeping the Liminal or the friend's ghost calm, fetching necessary components for a ritual, and so on. This Charm must be activated in the scene when the target is killed, or the scene immediately following.

Treat this as a venture with three obstacles and a time scale that ends at the end of the current story.

If this Charm is used on another player's character, everyone whose character participates in the teamwork roll chooses one of their Virtues that colors how they approach the venture. For example, they may cite their loyalty toward their dying companion, the courage it takes to face death and say "no, not my friend," or declare that they still have work to do to bring a tyrant to justice. For the rest of the story, gain two bonus dice on rolls where that Virtue comes into play.

Death Defied (Upgrade, Essence 5): The Liminal may commit two motes when a character in their presence would otherwise die, preventing the true death indefinitely no matter the condition of their body. At any point hence, she may pay the Health level cost and spend 2 additional motes to reassemble the target's body and soul with Death Deferred's venture as if no time had passed. Characters whose deaths are held in abeyance this way are not dead, do not become ghosts, and may not be targeted by effects targeting corpses or the undead.

FLESH UNTO WATER, SPIRIT UNTO DUST

Prerequisites: Force 5, Essence 4

Flesh and ghostly corpus dissolve into rot and fruiting fungi before the Liminal's blows, returning to the cycle without pause.

Spend 3 motes on Step 6 of an attack. The damage becomes aggravated, and if the Liminal inflicts at least 3 Health levels of damage, the target also suffers a dramatic injury (which defeats or destroys most characters without Heroic, Significant, or similar qualities.)

If this attack slays a living character or defeats an undead character, the Liminal may create an area of fecund rot and fungal growth, counting as difficulty 4 hazardous terrain out to short range for the rest of the scene, dealing 5 dice of damage to enemies of the Liminal.

FURY'S BRUTAL ENGINE

Prerequisites: Force 5, Essence 4

Twisting muscles and sinews into inhuman shapes, the Liminal unleashes otherworldly anger upon an unfortunate object, building, or society.

Commit any number of health levels and decide on a target, whether it be a physical object, social structure, or embodied concept. When attempting a feat of strength or venture to break or destroy the target, or related damage rolls, gain an additional die for each Health level spent this way. Destroying social inequality might be an Undermine Organization venture (p. XX) while tearing down an unjust law might be an Act of Governance venture (**Exalted: Essence**, p. 159). If the target is subject to a Tie of anger or rage the Liminal possesses, gain double 9s. Committed Health levels cannot be healed until this Charm is ended, nor can dramatic injuries.

Flesh Nature: Gain double 8s instead.

Marrow Nature: Apply the extra dice to *read intentions* or other rolls to discover if characters have any Intimacies or Virtues related to the object being targeted.

GHOST TOWER RESURRECTION

Prerequisites: Force 5, Essence 4

Focusing on a single emotional truth, the Liminal calls up ghosts and dwellers from the underworld to occupy decrepit buildings and empty streets, populating a place with those dedicated beyond death to its new founding ideals.

Commit 3 motes and pick an Intimacy to start to a 3 obstacle, session or downtime venture to populate an abandoned habitation with ghostly denizens or raise a community for that specific purpose with Craft, Embassy, or Sagacity. The default difficulty is 4, barring opposition. Every 2 successes of advantages may be spent defining a significant denizen with valuable skills or connections that arrives, while consequences may indicate unwanted or difficult inhabitants. Upon finishing, the settlement counts as a shadowland for the purposes of cohabitating with the living and the dead, but repels hostile ghosts that don't share its defining Intimacy; those with Essence equal or higher than the Liminal's may force an entrance, but the Liminal is always aware. The Liminal may choose to gain secondary Backing, Followers, or Command from the town's inhabitants, and may change their choice with a personal milestone. When working on other ventures in line with the community's defining Intimacy with the community's aid, the Liminal gains +3 dice.

Precincts of the Mourned (Repurchase, Essence 5): The Liminal may incorporate two further obstacles into the venture to make a truly enormous settlement, such as a city or many connected villages and towns. They then gain primary Merits when calling upon the habitation's help (including a special primary Followers indicating the help of hundreds of ghosts), and +5 dice on related ventures.

Flesh Nature: End Flesh Nature to cause a hostile ghost that's forced entry to take 5 environmental damage as the spiritual barrier of the settlement tears through them.

Breath Nature: End Breath Nature when activating the Charm to base it around a Virtue instead of an Intimacy.

GHOST-COMMANDING VOICE

Prerequisite: Force 2

Whispering a prayer to the Dark Mother, the Liminal compels ghosts to approach her, or forces them to leave the person or object they inhabit.

Spend 1 mote. The Liminal touches a possessed person or object within close range and whispers a prayer or an exhortation commanding the ghost to leave. Upon the prayer's completion, trivial ghosts are immediately expelled from their host. Gain Essence bonus dice in rolls to exorcise non-trivial ghosts. Alternatively, her prayer compels a ghost within close range to come to her. She may spend up to her Essence in motes to help the ghost materialize. Doing so instills a Tie of Respect toward the Liminal.

LETHE'S RUSHING WATERS

Prerequisites: Force 3, Essence 2

All living creatures have spent time in Lethe's embrace; most simply don't remember it, or who they were before submitting to it. With a touch, the Liminal overwhelms her enemy with memories from lives long past.

Spend 1 anima and 2 Power on Step 1 against an enemy within close range. Treat this as a *distract* gambit, adding the Liminal's Essence in dice to a Performance, Presence, or Sagacity roll against the target's Resolve. The target is buffeted by confusing memories of past lives. He cannot act before the Liminal for a number of rounds equal to the number of successes + Power spent. Additionally, decrease the target's Defense by 1 for the effect's duration.

Most mundane targets can't make sense of the images, information, and emotions that flash through their minds during this effect. They're overwhelmed by sensory input and fluctuating feelings, but have no context for those things. They suffer the Hindered penalty to attack rolls against the Liminal. If the target is Exalted, they might be able to glean a secret from a past life from the bombardment with an Integrity or Sagacity roll, difficulty 3.

LIE DETECTOR

Prerequisites: Force 3, Essence 2

The Liminal senses the wickedness of a lie on another person's tongue. Even small lies have the potential to grow, and she knows how quickly such seeds can take root.

Commit 1 mote for the scene. The Liminal knows if anyone she or her allies are speaking with is lying. She doesn't know the nature of the lie, simply that something the person said is untrue and they know it. Double 9s on a *read intentions* roll to discern what purpose the lie serves — such as protecting someone the target holds an Intimacy toward, attempting to win an advantage over the Circle, fear of angering someone with power over them, etc. Double 8s if the target is undead. The Liminal automatically learns one of the target's Intimacies related to the reason for the lie. If the target's emotion matches the Liminal's passive anima, they are compelled to tell the truth.

LIKE FLIES UPON LAKES OF BLOOD

Prerequisites: Force 5, Essence 4

Holding fiery desire, the Liminal raises the standard of ambition high, and ghosts swarm, enthralled by a scent like their own unsatiated want.

Commit 2 motes and spend one Health level for the scene. Pick an Intimacy related to desire or ambition that the Liminal or another character in the scene holds. Ghosts with similar unfulfilled Intimacies swarm the area, seeking to help achieve the chosen desire or ambition. They provide each character present with the Liminal's Essence in extra dice, which count as a teamwork bonus, once per character per scene. Alternatively, they may become a war ghost battle group with 3 Drill, two additional Outnumber Qualities of the Liminal's choice, and a size based on the Intimacy: 2 for Minor, 3 for Major. At the end of the scene, if the Intimacy is fulfilled or successfully upheld, the ghosts fade into the cycle of reincarnation. If not, they return to the Underworld through the bridge of the Liminal's body, causing them one aggravated level of damage. This Charm may only be used once per session.

Blood Nature: End Blood Nature to reset the limit on using this Charm once per session.

Breath Nature: The Liminal does not suffer damage at the Charm's conclusion.

LINGERING ECHOES

Prerequisite: Force 3

The Liminal opens herself up to a ghost's memories, recalling the things they can't let go in visceral detail.

Invoke this Charm while investigating a scene a ghost keeps returning to. This may be the place where he was murdered, a place where someone caused other spirits harm, a place where he made a choice he always regretted, or some other event the ghost clings to even after death. During this scene, spend 1 mote to ask one of the following questions, which the Storyteller will answer truthfully. Additional questions cost 1 mote each.

- *What draws the ghost's attention most forcefully?*
- *What emotions are associated with this place?*
- *What detail does the ghost's obsession make them overlook?*
- *Is there anyone nearby who might have witnessed the events or their aftermath? Or, if it happened long ago, are there descendants of those people who might have passed down stories?*
- *What would give the ghost closure?*

Special:

Enter **Breath Nature** if the character learns of a wicked deed in need of punishing, or if she helps a ghost overcome a regret.

Enter **Marrow Nature** if the character uncovers a secret or lost knowledge from this investigation.

Enter **Soil Nature** if the character gains insight into a secret about death from this investigation.

POWERFUL SPEECH INCITEMENT

Prerequisite: Force 3

The Liminal makes an impassioned battlefield speech, reminding listeners of life's fleeting nature and what waits after death. Her words inspire allies.

Spend 1 mote. Gain two bonus successes on an *inspire* Build Power roll or on a relevant *persuade* or *instill* action. If the speech invokes a particular Nature's themes, the Liminal may enter that Nature.

Special: If the Liminal is already in a relevant Nature when this Charm is activated, she also doubles 9s on the Build Power roll.

SHADOWLANDS ARTISAN

Prerequisite: Force 2

Creation's artists consider shadowlands materials scarce or dull, but to the Liminal, the realm yields wonders if they persist.



Spend 1 mote. The player names a shadowland-specific material or item the character needs for a crafting venture and uses a dramatic edit to declare where it can be found this session. This might be something like "in a hidden alcove in the cave we're exploring," "in that raiton's nest," or "from a merchant in the next town." Both items and their locations should be somewhere the Circle can reasonably get to and acquire in the time allotted — stealing a gem from a Deathlord's crown is a whole adventure on its own. The Storyteller must agree with the details. The Charm's cost replaces the need to spend Stunt dice on the dramatic edit.

Alternatively, spend 1 mote and enter a dramatic scene, describing a montage of the character going in search of these items. At the end of the scene, overcome an appropriate obstacle for the venture.

SORROW COMES CALLING

Prerequisite: Force 4

The Liminal takes the measure of a person's shame and regrets, but she hasn't come to offer forgiveness. Instead, she wields their pain like a knife.

Spend 1 mote on Step 5. The Liminal's devastating rebuke cuts the enemy to the quick. Add two bonus successes to the damage pool, or three if the target is undead.

Special: The Liminal may enter Breath Nature upon using this Charm.

TOMB-SHATTERING STRENGTH

Prerequisite: Force 4

The Liminal's muscles bulge and tear, and her tendons strain to their snapping point as she heaves stone slabs aside to reach her quarry.

Spend 1 Health level. When pursuing a target, the character may decide the shortest way to reach them is to go through whatever's in the way. The player may cut corners on a related venture without suffering the consequences a number of times equal to her Essence. Gain a two-dice bonus on feats of strength to lift or break something during this pursuit.

Special: If the Liminal's quarry is undead, she may cut corners one additional time above her Essence without suffering the consequences.

VICARIOUS TRAVEL RECALL

Prerequisites: Force 4, Scent of Blood (**Exalted: Essence**, p. 253)

The Liminal stands in the place where her quarry passed by, and knows not only where they went but also what they saw.

When the Liminal is tracking her quarry using Scent of Blood, spend 1 mote to survey a place where the person she's tracking paused. The Liminal immediately receives sensory information from the ghost's passage: what the area looked like, how it sounded, any strong scents, etc. Ask one of the following questions, which the Storyteller answers truthfully. Each additional question costs 1 mote:

- *Did the target speak with anyone here?*
- *Did they enter any buildings or other places?*
- *What was their mood when they stopped?*
- *How long did they stay?*
- *Did they leave anything behind?*

WHAT THE FLESH RECALLS

Prerequisites: Force 4, Essence 3

The Liminal's flesh remembers the weapons that caused her wounds. She can recreate them in exacting detail, made from her own glistening bones.

Commit 1 mote and spend 1 Health level. When the Liminal takes damage from an attack, she may make a *disarm* gambit to absorb the weapon; sinew and bone twist around it and integrate it into herself. Once she's done this, the Liminal may reflexively create copies of the weapon made from her own body. Her skin splits open and a weapon made of bone protrudes and snaps off into her hand. She may create any mundane weapon in this way. The weapon uses the same tags and statistics as the original.

Weapons she absorbs with this Charm are permanently available to her. She may reflexively create new weapons and switch them between attacks. A weapon with the *thrown* tag returns to the wielder's hand after damage is applied. Mundane means can't stop its return; magic that attempts to hold onto the weapon triggers an opposed roll.

Forged in Flesh (Upgrade, Essence 5): The Liminal may absorb artifact weapons. This grants her access to their upgraded stats, but not the weapon's Evocations. However, once per story she may incorporate an absorbed weapon into an artifact crafting venture (**Exalted: Essence**, p. 158) at the Storyteller's discretion.

Bone Cuts Twice (Flesh Aspect): Add the Liminal's Essence to the dice pool for the damage roll, as the weapon pulls free from their target's flesh.

WISDOM FROM THE SOIL

Prerequisite: Force 2

The soil remembers, even long after the flesh is gone. The Liminal scoops up a handful of grave dirt or earth from the battlefield, and remembers who once lay within or upon it.

Spend 1 mote. The player asks one of the following questions, which the Storyteller answers truthfully. Each additional question costs 1 mote.

- *Who is buried here?* or *Who died here?*
- *What business did they leave unfinished?*
- *What was the cause of the altercation?*
- *Do any of their loved ones, descendants, or followers still live nearby?*
- *What is a secret someone here took to their grave?*

Soil Nature: Ask up to the Liminal's Essence in questions before spending additional motes.

Fortitude Charms

ANCIENT BATTLE'S SOMBER LESSON

Prerequisite: Fortitude 2

The best generals study their predecessors' tactics, both to learn what earned them victory and what ended in disaster. The Liminal need not consult their writings to do this; instead, she lets the battlefield show her what was.

Commit 1 mote for the scene. The player uses a dramatic edit to state what the Liminal learned from watching ghosts reenact a battle or from touching the corpse of an officer. It can't contradict already known information, and the Storyteller must agree. Gain 2 bonus successes rolls to command fighters or plan strategy. The cost of this Charm replaces the need to spend Stunt dice on the dramatic edit.

CALM THE CLAMORING DEAD

Prerequisite: Fortitude 2

Emanating the somber authority of a priest, the Liminal's presence soothes a frightened crowd.

Spend 1 mote. Gain two bonus successes on *dissuade* or *persuade* actions to calm a crowd. If the crowd consists of the undead, double 9s on the roll.

CEMETERY VISITOR

Prerequisites: Fortitude 4, Essence 4, Last Exhalation of Secrets (**Exalted: Essence**, p. 253)

Old bones and grave dust welcome the Liminal's visit, whispering secrets to them as they pass charnel houses and cemetery steps.

The Liminal may spend a dramatic scene visiting corpses and other remains of the physical dead in a region. After they do so, they gain secondary Contacts representing their network of unliving friends. When undertaking ventures that benefit from such aid, the first time the Liminal completes an obstacle, they may automatically complete an additional obstacle. Investing her temporary Contacts in a venture never poses any risk to them.

Additionally, for the rest of the session or venture, she may also summon her new friends to her side to assist with any task, treating them as secondary Followers (if appropriate) or as though they had succeeded on a teamwork roll, providing three bonus dice to any roll in which they might assist. If her undead compatriots are not within easy distance, she may spend 1 mote to make them appear immediately in the scene.

Marrow Nature: End Marrow Nature to gain knowledge of a secret known only to the dead. If this secret would advance the current plot arc or reveal a truth about an ongoing mystery or a significant enemy, all members of the Circle receive an Exalt milestone advance.

Soil Nature: End Soil Nature when in the presence of hungry ghosts or non-sapient undead such as zombies to make them targets of this charm. For the rest of the story, those undead will not interfere or attack the Liminal or those accompanying them unless attacked first or forced.

Dear Friend Arrival (Repurchase, Essence 5): The dead whisper to the living in their dreams, telling them of the Liminal's coming. Mortals and other non-Exalted characters with Essence 1 in the region gain the minor Principle "I should not interfere with the Liminal" and a positive Minor Tie of respect toward them. Exalts and characters with higher Essence may make an Integrity roll at a difficulty equal to the Liminal's Essence to avoid this effect. The Liminal always knows if a character in their presence has been affected or not.

CORPSE-HEAVY LIMBS

Prerequisites: Fortitude 3, Essence 2

Death weighs heavy on the body: dirt pressing down from above, the stones of a tomb or cairn, the force of Lethe tugging at the soul. The Liminal's target feels that weight as well, making her limbs heavy and sluggish.

Spend 1 mote on Step 2. Make a Physique, Presence, or Sagacity roll against the target's Resolve. On a success, the target suffers the Hindered penalty on all attacks for a number of rounds equal to the extra successes. The target can't move reflexively, flurry actions, or counterattack until they take a simple action to contemplate their mortality.

DEATH'S INEXORABLE ADVANCE

Prerequisite: Fortitude 3

The Liminal's terrifying mien reminds enemies that death will come for them all, no matter what encouraging words their commander shouts to them.

When the Liminal's damage to a battle group would cause them to rout, the battle group's commander suffers a two-dice penalty to the rout check.

DEDICATION TO THE CAUSE

Prerequisite: Fortitude 3

When the Liminal sets her mind to a task, nothing can tempt her away from completing it.

Spend 1 mote. When a social influence action against the Liminal would put her mission in danger, increase her base Resolve by 2 to resist it. If the Liminal accepts a hard bargain or refuses influence to protect her mission, gain a two-dice bonus on the next roll that helps to further her goals.

Special: If the Liminal successfully resists influence that targets one of her Aspect's Virtues or Intimacies with this Charm, she may enter its Nature.

DOGGED RECALL

Prerequisite: Fortitude 2

Mortals' lives are often interconnected in surprising ways. The Liminal remembers small details and coincidences that join two cases together.

Spend 1 mote during an investigation venture. The player may introduce a connection between the current investigation and another one their character was part of that grants the Liminal insight. Reduce the difficulty of an obstacle by 1.

Marrow Nature: Gain a set of Stunt dice to use on a dramatic edit related to the investigation until the end of the scene.

ECHOES IN THE THREAD

Prerequisites: Fortitude 2, Essence 2

The maker's passions reverberate along the Thread of Life. Even when they're separate, the Liminal can draw upon her creator's experiences to work out a problem that's troubling her.

Commit 1 mote during a recovery scene. The Liminal sleeps or meditates on a Virtue or Intimacy

she shares with her maker, or on her Aspect's themes. Visions come to her of events from her maker's life that are relevant to her current situation. The player and Storyteller should work together to determine what those answers are and what the scene reveals. For the rest of the session, the Liminal may apply her Virtues or Intimacies to her Resolve against any influence relevant to her Thread of Life, even if that influence isn't related to the subject of the Virtue or Intimacy.

If the Liminal's maker is dead or she's otherwise chosen a new Thread of Life, she may meditate on the bond between herself and the new Thread instead.

GRISLY SUBSTITUTION TRICK

Prerequisite: Fortitude 2

Much as they do with their own body, the Liminal substitutes available components for unavailable items when repairing an object.

Spend 1 mote when the player fails a roll on a crafting venture. The Liminal swaps in a scavenged component of similar size or material as part of overcoming the obstacle, and doesn't suffer a consequence for the failure. This Charm can only be used once per crafting venture.

On a botched roll, the player may spend 1 Health level instead; the Liminal crafts the component from her own flesh and bone. She overcomes the obstacle, but suffers a consequence as though the roll were a failure.

I AM THE PLACE OF REST

Prerequisites: Essence 5, Fortitude 5

Unspooling their soul from their body, the Liminal saturates the area with the energy of their creation and their distant patron, allowing death and life, the Underworld and Creation to coexist peacefully, and succoring those close to them with those energies.

Commit 3 motes for the scene and spend any number of Health levels. The Liminal becomes the locus of a place of rest and quiet passing. Other characters ignore wound penalties in the area, may heal up to the number of Health levels the Liminal has spent, and may count the scene as a recovery scene. Ghosts may allow themselves to reincarnate, even if they would otherwise be restrained from doing so, and characters attempting to *instill* positive Intimacies or *weaken* negative characters gain bonus dice equal to the Health levels spent. Whenever another character benefits from this Charm, the Liminal may enter Marrow or Soil Nature.

If a character other than the Liminal attempts to initiate violence, they must overcome a difficulty 5 Integrity roll or suffer the Health levels spent as levels of environmental damage as the spiritual waters around the Liminal reject them. If the Liminal joins combat, this Charm ends, and the Liminal may enter Blood or Flesh Nature. If they don't, combatants who attack the Liminal or their allies suffer a difficulty 5 hazard dealing the Liminal's spent Health levels every turn, and the Liminal may enter Breath Nature. The effects of this Charm do not stack if more than one character activates it.

This Charm may be used once a story, unless reset by returning an Essence 5 or greater ghost to the cycle of reincarnation.

MARTYR'S BLEEDING MAP TO SAINTHOOD

Prerequisites: Fortitude 4, Essence 3

Risking their flesh and sacrificing their body to protect others, the Liminal opens paths to greatness even as they bleed.

When protecting an ally through Defend Other or similar means, spend 1 mote on Step 4. For every Power the attacker generates or damage level the Liminal suffers, the target of the Defend Other action gains 1 Power.

The Liminal may instead spend an additional Health level or anima to activate this on Step 2 to clash an attack targeting an ally within medium range. The Liminal becomes the target of the attack instead; all other benefits of the Charm apply as normal.

Special: If the Liminal has a positive Intimacy to the target they're defending, they may enter Breath or Blood Nature. If they have a negative Intimacy to the attacker, they may enter Flesh or Soil Nature.

Outside of combat, the Liminal may activate this Charm to replace an ally in a scene who is a target of an environmental hazard, curse, or other danger. The protected ally gains three bonus dice to any attempts to avoid the same danger for the rest of the scene, and the Liminal may enter Marrow Nature.

NAMELESS HERO'S TOMB

Prerequisites: Fortitude 5, Essence 4

Slain, the Liminal sinks into the earth, body devoured and reformed in a crucible of rot, fungi, and shifting soil.

The Liminal's corpse or remains sinks into the ground when they die, along with their possessions. Attempts to track or exhume them requires magic capable of perfect perception, and the Liminal gains their Essence in automatic successes on the roll. They may treat any scene where they are dead as a recovery scene,

which causes them to come back with full Health levels if returned to life via another effect. They may undertake a venture to repair dramatic injuries to themselves while dead, with Craft, Physique, or Sagacity, and a time interval of one scene. If they would be resurrected elsewhere when they return, they may reach into the ground and pull forth any mundane possessions they died with.

NO TIME FOR PAIN

Prerequisite: Fortitude 3

The Liminal ignores the blows her enemies land on her, determined to finish the fight.

Spend 1 anima. The Liminal gains a number of Bruised Health levels equal to her Essence until the end of the scene.

Shrug It Off (Upgrade, Essence 2): When the effect ends, the Liminal heals up to her Essence in Health levels.

OLD WOUNDS INSIGHT

Prerequisite: Fortitude 3

The Liminal's body bears scars from someone else's life. Even though she doesn't remember receiving the wounds, she can still glean wisdom from them.

Spend 1 mote. The Liminal spends a recovery scene examining and contemplating scars, healed breaks in bones, and other evidence of illnesses her body's parts have survived. Gain a number of successes equal to her Fortitude to spend on advantages in a relevant venture. For example, she may use them in a research venture to aid in curing a local plague outbreak from her body's memory of a similar illness.

PHANTOM PROJECTILE GUIDE

Prerequisite: Fortitude 3

The Liminal's ghostly ally lends her their sight so that even faraway enemies seem close.

Spend 1 mote on Step 1. The Liminal sees from the perspective of a ghost within medium range, granting her insight on her enemy's position and possible vulnerabilities. Double the bonus on an Aim action, and extend the attack's range by one range band.

ROOT OUT THE WICKED

Prerequisites: Fortitude 3, Essence 2

The Liminal sees the target's wickedness and decides that it's a shame they shouldn't bear in secret. Repentance often demands revelation, and accepting the consequences that come with it.

Spend 2 motes during an Embassy venture. The Liminal makes an *instill* action against a person whose wickedness they've discovered. On a success, the target gains a Major Principle of "I must confess to those I've wronged." Within the session, they admit to their wrongdoings. The Liminal may use their peers' reactions to the confession to replace them in a position of power or demand a particular task be completed. This overcomes an obstacle toward completing the venture.

ROOTED IN THE GRAVE

Prerequisite: Fortitude 2

The Liminal plants her feet firmly in the ground, becoming as unmovable as a mausoleum.

Spend 1 mote on Step 2. Add the Liminal's Fortitude to the difficulty of *knockback* or *knockdown* gambits against her.

SANGUINE SIBLING SUMMONING

Prerequisites: Fortitude 5, Essence 4

The Liminal stirs their blood to fervent life, until it stands apart as a bloody mirror to the Exalt.

Commit 3 motes and spend any number of Health levels. The Liminal drains themself of blood, creating an unmistakably unnatural twin from their lifeforce. Their blood twin possesses as many Health levels as the Liminal spent, may squeeze itself through any space a trickle of water might enter, and may end any poison or disease affecting it by spending one Health level of damage and ejecting the corrupted blood. It otherwise possesses all the same physical stats as its creator.

The Liminal sees, hears, and acts through both bodies at once, and may use Charms with either body. If the blood twin goes further than the next city or major settlement away from the Liminal, the charm immediately ends. In combat, the Liminal may take an additional reflexive action with their blood twin at the end of any round in which they took only one action. The blood twin may not flurry.

Either the blood twin or original Liminal is slain, the other immediately suffers one aggravated damage, and if the blood twin, slowly heals back to the Liminal's true form.

A New Skin (Upgrade, Essence 5): The blood twin appears as a normal human being (or at least as normal as the Liminal is).

Blood Nature: The Liminal regains the Health levels spent when they end this Charm.

Soil Nature: This Charm has an unlimited range

as long as either the blood twin or the Liminal is in the Underworld, and the other in Creation or a shadowland.

SHARE YOUR BURDENS

Prerequisites: Fortitude 4, Essence 3

The Liminal might not be able to carry her companions' mental anguish for them, but she can bear their physical pain for a while.

Commit 1 mote. After a fight ends, choose an ally toward whom the Liminal holds a Major Intimacy. The Liminal gains temporary Health levels equal to the wounds suffered by the ally. Until the end of the scene, the ally heals the damage and the Liminal suffers the wound penalty. Afterward, the Liminal may immediately enter a recovery scene, healing both the target's remaining damage and any of her own. This Charm creates a Minor Tie of devotion between the Liminal and her target.

SILENCE OF THE TOMB

Prerequisite: Fortitude 2

The Liminal shrouds herself in funereal silence, slipping past sentries with ease.

Commit 1 mote for the scene. Double 9s on Stealth rolls. The Liminal makes no sound as she moves. She's not invisible; stepping in front of a guard will get her spotted. However, if she slips behind them while they're facing the other direction, they don't notice her presence. This Charm ends and the mote is refunded if the Liminal attacks a target or otherwise draws attention to herself.

Mourners' Thick Shroud (Repurchase): A second purchase of this Charm allows the Liminal to extend the silence's protection to one ally or her Circle.

SPECTER LENDS ITS STRENGTH

Prerequisites: Fortitude 3, Essence 3

At the Liminal's command, nearby ghosts wrap their essence around her allies, offering protection from attackers.

Commit 1 mote on Step 2. The Liminal asks nearby ghosts to protect up to her Essence in allies. In response, the ghosts materialize, attaching themselves to the allies in a form the player describes (such as a ghostly set of armor, a shield, or simply a glowing shape around the ally's person). Each ghost has 3 Health levels and 1 Soak, and can take no actions. Damage from decisive attacks hit the ghost first, subtracting from their Health levels until they're reduced to 0. Ghosts cannot be targeted by healing magic; at 0 Health levels, they dematerialize and can't be summoned again during this scene. This does not permanently damage the ghosts, who reform in the Underworld unharmed if reduced to 0 Health.

SWIFTLY TO YOUR SIDE

Prerequisites: Fortitude 3

No distance can keep the Liminal from her Thread of Life when they're in danger.

Once per story, the Liminal can overcome up to her Essence in obstacles on a travel venture to reach her Thread of Life.

Duty Can't Wait (Upgrade, Essence 3): The Liminal instantly appears at her Thread of Life's side no matter her point of origin.

THRENODY FOR THE FALLEN

Prerequisites: Fortitude 3

The Liminal's powerful song sweeps across the battlefield, filling her enemies' hearts with sorrow for their fallen brothers in arms and taking the fight out of them.

Spend 1 mote and make a Performance, Presence, or War roll, difficulty 3. The Liminal sings a dirge, recites a death poem, leads a chant, or the like. If the roll succeeds, reduce up to her Essence enemies' Hardness and Defense by 1 and gain a two-dice bonus on damage rolls. If made as a War roll against a battle group, this provokes a rout check.

Breath Nature: Double 9s on the roll.

Soil Nature: Affect an additional enemy.

TRAVERSE THE WATERY GRAVE

Prerequisite: Fortitude 2

The drowned and those who are buried at sea are also the Liminal's charges. She moves through water like a ghost, unbothered by the current.

Spend 1 mote on Step 1. The Liminal can swim as a reflexive move action without needing to roll, and may *rush* and *sprint* underwater. Her body takes on the appearance of a drowned corpse, horrifying foes and preventing them from rushing her.

Raft of Bones (Upgrade, Fortitude 4, Essence 2): Commit 1 mote and 1 Health level. The Liminal's body cracks and stretches, becoming a vessel that carries up to Essence allies safely over the water.

Siaka Senses Blood (Flesh Aspect): Double 9s on underwater *rush* actions.

WHAT COMES TO PASS

Prerequisites: Fortitude 3, Essence 3



The Liminal sees omens at every turn, recognizing the ones that surround her target and proclaiming the fate that looms over them.

Spend 1 mote for the scene. The Liminal's player introduces the omens she sees affecting another character in the scene, and the Liminal interprets those omens for the character. Gain her Essence in bonus successes on a *persuade* action guiding the person toward an outcome the Liminal would like them to work toward based on this prediction. They may convince a wealthy person that their fortune is soon to disappear, or a romantic Dynast that his true love will be waiting for him at a Calibration festival. Using this Charm against another Exalt risks consequences the Liminal might not have planned for, however.

The target gains an Intimacy relevant to the omen's interpretation. Leveraging that Intimacy on an influence action modifies its bonus or penalty by one. If the omen's prediction comes to pass, everyone gains an Exalt milestone advance. If the omen's fulfillment causes problems, gain a minor milestone.

Appendix

This section features additional materials for **Exalted: Essence** games.

New Rules

Default Environmental Hazard

Any hazard without a listed difficulty, damage, or duration is always difficulty 3, deals 1 level of damage, and lasts for 2 rounds.

Alternate Withering Attack: Hero's Trick

The following rule is an alternative option for withering attacks for games that desire more flexibility regarding the gaining and use of Power.

Hero's Trick: After succeeding on a withering attack, the character may immediately apply Power earned on the attack to enact a gambit on Step 5. If the gambit requires additional successes (such as *reveal weakness* or *distract*), the character may spend Power earned past the gambit's cost one for one to increase its effectiveness. This does not override any immunities to gambits, such as a character who cannot be knocked down.

Wyld Exposure

The power of the Wyld warps and changes all it touches. Different regions of the Wyld have distinctive character. The changes they inflict reflect this: a glacial ziggurat transforms people into living ice; a subterranean labyrinth twists those who pass through it into pale, elongated creatures; a forest of speaking beasts traps humans in animalistic forms.

Resisting exposure to the Wyld is an Integrity roll; failure results in addiction or unwanted transformation that alters the mind or body. Exposure to the Wyld is a heady, intense experience. Wyld addiction leaves characters seeking that thrill over and over. Mental alterations should focus on the mythical, the occult, or the bizarre and should avoid reflecting real mental illnesses the players at your table might struggle with. For example: horrifying (and accurate) prophetic visions, unbidden glimpses into the past, or the ability to extend one's senses to another location but not under the character's control.

The player and Storyteller should come up with the sort of bizarre complication they find the most interesting. When it comes up, it applies a penalty to appropriate rolls. If the transformation made the character's life more difficult, this counts as a personal milestone goal. The difficulty, consequences for failure, and frequency at which the roll must be made depend on the Wyld's intensity. Once a character fails a roll against exposure, she doesn't need to make rolls for that specific location again for the rest of the story.

- **Bordermarch:** Difficulty 3, interval one story or month of downtime. Possible effects include addiction and largely superficial transformations. No mental alterations happen.

- **Middlemarch:** Difficulty 5, interval one session or week of downtime. Possible effects include addiction and minor mental changes. It can also cause undesirable transformations: mutations that inflict a −2 dice penalty on a limited range of actions, physical dependency on an unusual substance, vulnerability to iron, etc.

- **Deep Wyld:** Difficulty 7, interval one scene or day of downtime. Possible effects include addiction and serious alterations of the mind. Transformations are life-altering: bodily reconstructions that impose a −3 dice penalty on a broad range of actions; eternally rotting and unhealing flesh; sapient, parasitic organs; etc.

New Combat Modifier: Hindered

Hindered represents any temporary setback inflicted against an opponent in combat, such as temporary blinding, knocking the wind out of someone, or a vicious kick to the knee. Hindered imposes a three-dice penalty to relevant actions. For example, a blinding hindrance inflicts penalties to attack rolls and vision-based Awareness rolls.

New Venture: Undermine Organization

This venture models an effort to overwhelm, outcompete, sabotage, or subvert an organization: economic warfare, sowing dissent, litigation, bribery, blackmail, rumor campaigns, espionage, etc.



Prerequisites: None

Time scale: One session

Base obstacles: 3

Common Ability rolls: Embassy, Presence, Stealth

Common obstacles: Funds and Resources (Difficulty 3); Large Organization (Difficulty 3-5, depending on how much larger than your forces); Opposed by Law or Custom (Difficulty 3-5, depending on complexity and harshness); Unfamiliar with Local Institutions (Difficulty 3-5, depending on complexity); Organization Has High Morale (Difficulty 4); Under Surveillance (Difficulty 5); Guarded Against Sabotage/Strong Leadership (opposed).

Common advantages: discover a vulnerability in the organization, adding +1 die on relevant Embassy and Stealth rolls (1 success, maximum +5); one of the organization's ventures increases its difficulty by one (2 successes, maximum +3 difficulty per venture); someone owes you a significant favor or debt (3 successes, maximum one per character); learn a secret about the organization (4 successes, maximum two uses).

Common consequences: making a powerful enemy; incurring a troublesome obligation; a secret is exposed; a rival unexpectedly benefits; legal trouble; unexpected economic consequences.

God-Blooded Advantages

Characters with an unusual background, such as being the child of a god or a demon, may use these rules to reflect their background.

Extraordinary Heritage

This character's supernatural descent manifests through magical power. Exalted characters with this advantage may gain modes appropriate to their heritage at personal milestones and appropriate Eclipse-OK abilities at major milestones.

Exalted characters may use Secondary Merits to gain either of the God-Blooded advantages, or a Primary Merit to gain both. Adding dice or gaining static value bonuses from Extraordinary Form apply on Step 1 or 2 as appropriate.

Extraordinary Form

Supernatural heritage, a chance encounter, or magical modification marks the character's form. Often, their form is obviously supernatural unless concealed with a disguise, but not all God-Blooded are so marked. They may spend 1 mote to gain one of the following benefits for an action, each defined when this advantage is taken:

- A three-dice or +2 static value bonus to resisting effects that fall within their form's purview

- An appropriate reflexive form of nonstandard movement (**Exalted: Essence**, p. 142),

- A three-dice bonus to actions that involve manipulating or knowing about a domain appropriate to their heritage.

Finally, particularly tough or naturally armored characters may choose to count as Armored at all times, including all benefits and drawbacks.

New Equipment Tags

Ranged Weapon Tags

Returning: After making a Ranged Combat attack, the weapon returns to the wielder. *Returning* may be applied to ranged weapons or melee weapons with the *thrown* tag.

Armor Tags

Concealable: This armor is compact or otherwise easy to cover with other appropriate clothing. Grants two bonus dice to attempts to keep it hidden.

Resistant: Sealants, vents, or other environmental protections make this armor ideal for extreme conditions. Grants two bonus dice to resisting environmental hazards.

Spiked: This armor is covered with spikes or other sharp protrusions that make grappling dangerous. Gain two bonus dice to attack, escape, and overcome grapple actions and to damage rolls while grappling.

Towering: A wide profile or additional layers protect the wearer from ranged attacks, granting concealment against ranged attacks. *Towering* may be applied to weapons with the *shield* tag.

Charm Clarifications and Updates

Here's a handful of clarifications and updates to **Exalted: Essence** that we felt needed to be included. These are not mandatory changes — we find the core book delivers on the intended experience — feel free to implement these updates at your discretion if they'd improve your game.

ARSENAL-SUMMONING GESTURE (P. 191)

Clarification: Spend 2 motes to summon both, if the Exalt has repurchased this Charm.

EXCELLENT STRIKE (P. 191)

Update: Double any extra successes after applying Defense, but do not double any bonus successes, to a maximum of 10 additional successes. (This has been updated to reflect the way the Ranged Combat version works in **Pillars of Creation**.)

HEAVEN THUNDER HAMMER (P. 193)

Update: **Sledgehammer Punch (Solar, Abyssal):** This Charm may instead be applied to a withering attack. Declare its use on Step 1. Following the rules for Hero's Trick, on Step 5 declare the *knockback* or *knockdown* gambit with its cost reduced by 1. If the withering attack generated 6 or more power, knock the target back an additional range band on a *knockback* gambit or deal 1 level of environmental damage to the target on a *knockdown* gambit.

MORALE-BOOSTING MEAL (P. 195)

Update: Spend 1 mote instead of 2.

STRANGE TONGUE UNDERSTANDING (P. 198)

Update: **Language-Learning Ritual** should read: If the Exalt studies a language during a dramatic scene, they may speak and write in the studied language with perfect understanding. After a second dramatic scene, the Exalt gains permanent fluency.

ARMORED SCOUT'S INVIGORATION (P. 203)

Update: If the armor has tags that add or subtract dice to specific actions, increase the dice bonus or penalty by 1 die.

CAPTIVATING BATTLEFIELD DISPLAY (P. 204)

Update: The Exalt must be within short range of the target of the attack. Counterattacks must be made within range.

TRUTH-RENDERING GAZE (P. 212)

Update, this should read: The Exalt automatically divines the purpose and function of an object, a structure, or the geomancy and advantages of natural terrain. For artifacts and other magical objects, the Exalt may make a Sagacity roll to reveal obscure details like the specific names of previous wielders, hidden secrets, or other concealed information that would require the use of magic. If applicable, add their Essence in dice to the next relevant Craft, Navigate, or War roll based on information gleaned from this Charm.

PHASE-SHIFTING APPARATUS (P. 226)

Clarification: the mote is spent on Step 4.

OMNIPRESENT GUARDIAN DIRECTIVE (P. 228)

Clarification: the mote is spent on Step 4 of a decisive attack targeting the battle group.

REINFORCED CHASSIS (P. 229)

Clarification: the mote is spent on Step 2.

SUMMONED FROM TIME (P. 238)

Clarification: What kinds of Merits can permanently be secured with this Charm should be a discussion between player and Storyteller, where both agree on what best fits the narrative consequences of using such magic.

STAR-CLEAVING CRATER (P. 273)

Clarification: *Throw* is not a gambit. This is referring to the *throw* action taken during a grapple (**Exalted: Essence**, p. 148).

Update: When the opponent "lands," they must reflexively resist environmental damage at difficulty 2 plus the Solar's Essence or take half the Exalt's Close Combat in damage dice (round up) for each additional range band beyond the first they traveled, to a maximum of 10. **Upgrade:** As written but increase the maximum to 15.

SHROUD OF NIGHT'S LAW (P. 277)

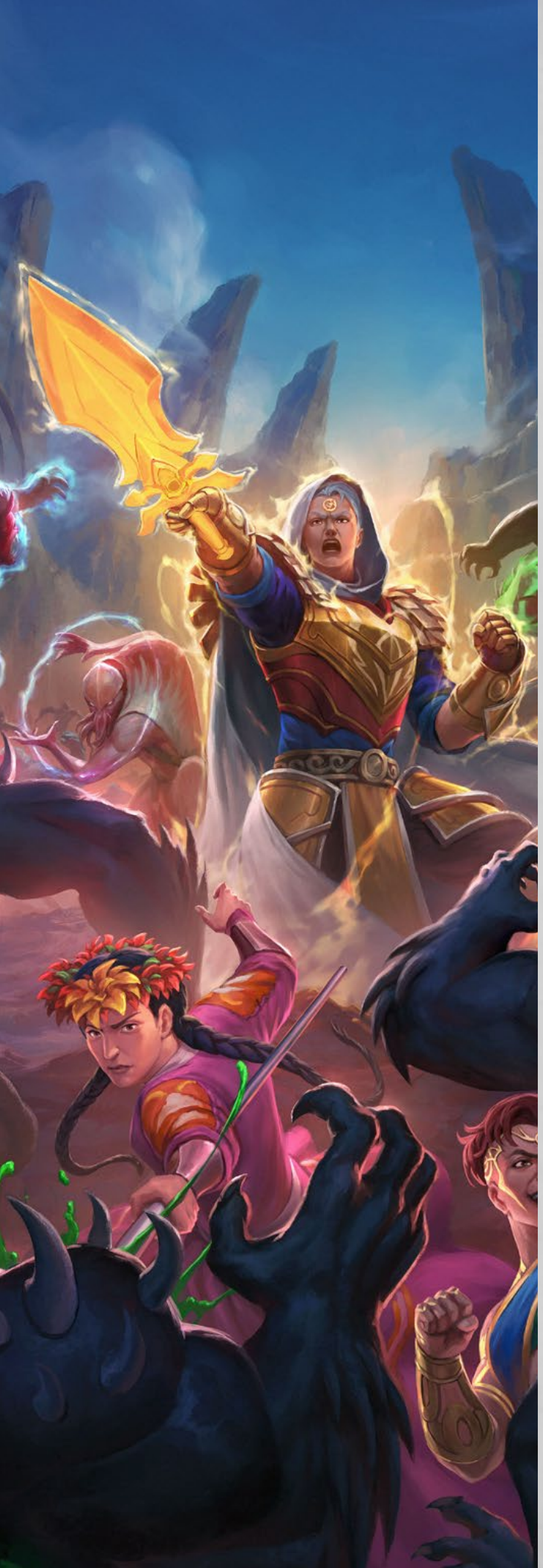
Clarification: The Solar's Stealth-related actions cannot be noticed. Taking any hostile action immediately reveals the Solar.

WRATHFUL WINDS ROAR (P. 291)

Update: This hazard deals damage equal to the better of the Exalt's highest Complementary Ability or Essence + 2, resisted at difficulty 5.

UNBREAKABLE BONES OF STONE (P. 306)

Clarification: Lasts until the end of the session or until released by the sorcerer.



A Collection of New Player Material for Exalted: Essence

The **Exalted: Essence Player's Guide** is an expansion for **Exalted: Essence.** Players of all experience levels will find detailed guidance on how to play each Exalt type and how to get in the mindset of their characters. Each of the 10 playable Exalt types has a rich chapter full of roleplaying advice and new mechanical content for players to enjoy.

Jump in and learn what it means to be Exalted.

- Ten chapters each dedicated entirely to one Exalt type each, packed with roleplaying advice, all-new Exalt milestones, and dozens of new Charms.
- Two brand-new Exigents, each with a complete Charm set.
- Expanded Exalt-specific rules for unique features such as Sidereal destinies and Lunar shapeshifting.

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