

SCROLL OF ERRATA™
EXALTED SECOND EDITION

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concerned. This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

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EXALTED SECOND EDITION

THE **SCROLL OF ERRATA**™

CONTENTS

INTRODUCTION	4
CHAPTER ONE: GENERAL ERRATA	6
CHAPTER TWO: SOLAR EXALTED	16
CHAPTER THREE: THE DRAGON-BLOODED	24
CHAPTER FOUR: LUNAR EXALTED	46
CHAPTER FIVE: SIDEREAL EXALTED	50
CHAPTER SIX: ABYSSAL EXALTED	73
CHAPTER SEVEN: INFERNAL EXALTED	81
CHAPTER EIGHT: ALCHEMICAL EXALTED	86
CHAPTER NINE: THE FAIR FOLK	88
CHAPTER TEN: DREAMS OF THE FIRST AGE	132
CHAPTER ELEVEN: SCATTERED GLORIES	165
CHAPTER TWELVE: THE BOOKS OF SORCERY	173
CHAPTER THIRTEEN: THE SCROLLS OF ESOTERIC WISDOM	176
CHAPTER FOURTEEN: THE DIRECTIONAL COMPASSES	178
APPENDIX: EXPANDED TABLE OF CONTENTS	179
APPENDIX: CHANGES OVER TIME	183

INTRODUCTION

Forged long ago in the fires of White Wolf's creative minds, **Exalted** as a setting and as a system has captivated uncounted people—and, yes, frustrated them, too. It's been a long road, and there have been some bumps. Hopefully with the help of the **Scroll of Errata**, and its companion free product the **Ink Monkeys**, those rough patches can be smoothed over and you can get on with your game.

HOW TO USE THIS PDF

The **Scroll of Errata** collects the corrections, clarifications and commentary of White Wolf's employees and freelancers on the subjects of **Exalted**'s rules and setting. Remarkable amongst these corrections are brand new Charms to go with those that are repaired or removed, along with extensive new rules that continue to push the game forward. Page references have been included to the most relevant entries in published books; which book should generally be obvious based on the section of errata you are reading. Where possible, hyperlinks have been inserted to increase ease of browsing, allowing you to swiftly navigate within the pages of the **Scroll of Errata** and to referenced **Ink Monkeys** blog posts.

This PDF's contents are:

Chapter One: General Errata

In this opening chapter can be found modifications and corrections to the core rules, most involving rules found in the **Exalted Second Edition** core book. However, this chapter concerns itself with fundamental or broadly applicable rules that may not fall directly within or have no beginning basis in the **Exalted** core book. While Solar Exalted are introduced in the **Exalted** core book, errata specific to them are found in the next chapter.

Chapter Two: Solar Exalted

This chapter provides rulings on the Solar Exalted that do not specifically fit in the Solar sections of the following chapters on **Dreams of the First Age** or **Glories of the Most High**, most references being to the **Exalted** core book.

Chapters Three through Eight: The Dragon-Blooded, Lunar Exalted, Sidereal Exalted, Abyssal Exalted, Infernal Exalted and Alchemical Exalted

Like Chapter Two, these chapters focus on a given Exalt type, most referenced rules being found in each of their respective **Manual of Exalted Power**. While the Infernals chapter in-

cludes errata for **The Broken-Winged Crane**, and the Dragon-Blooded chapter includes errata for **The Thousand Correct Actions of the Upright Soldier**, more cosmopolitan products like **Dreams of the First Age** and **Glories of the Most High** are found in separate chapters, which include errata applicable to many Exalted.

Chapter Nine: The Fair Folk

This chapter is just like the previous chapters dealing with specific types of Exalted, but focuses instead on the Fair Folk.

Chapter Ten: Dreams of the First Age

Somewhat unique amongst subjects of the errata, **Dreams of the First Age's** chapter includes an extensive overhaul of its Charms, including a large selection of brand new material not found in the original print release. Of particular note, Sidereal Throne Shadow Style makes its debut. This errata includes all that is necessary to correct and improve the original publication without requiring you repurchase the product. (Which, if you are so inclined, can be found on DriveThruRPG.)

Chapter Eleven: Scattered Glories

The pattern has been broken, and new, wonderful tales can be told! This chapter covers various products that do not fall into other categories, such as **Glories of the Most High** and **Masters of Jade**.

Chapter Twelve: The Books of Sorcery

While errata for the core rules on crafting and sorcery can be found in Chapter One: General Errata, everything from rules changes and clarifications on necromancy, spells, artifacts and spirits can be found in their appropriate sections here.

Chapter Thirteen: The Scrolls of Esoteric Wisdom

An eclectic bunch of errata for an eclectic bunch of books, ranging from the subjects of the life of a mortal in Creation to the high-flying martial arts of the Sidereal masters.

Chapter Fourteen: The Directional Compasses

Covering both the **Compasses of Celestial Directions** and **Compasses of Terrestrial Directions** series, Chapter Eleven includes information on the expanse of setting materials that can be found in the Compasses, as well as the rules scattered throughout.

Appendix: Expanded Table of Contents

Not quite the most exciting reading material, this appendix can guide you through the **Scroll of Errata**. It includes hyperlinks for your browsing convenience, so that you can skip right to the end of this document, find the subject you're looking for and click on the entry to go there immediately.

WHAT'S NEW IN THIS EDITION?

Below are listed the latest changes to the **Scroll of Errata**, with handy links ready to take you straight to the new stuff. You can find a list of previous changes on page 183.

As of March 13, 2012, too many new changes have been made to list all of them here. The complete list is in Appendix: Changes Over Time on page 183. Highlights include:

- Dramatically appropriate iconic animas (page 7)
- Stunts always provide rewards, but less frequently (page 7)
- Thaumaturgy costs cannot be obviated (page 7)
- Minimum damage is lower (page 8)
- Social combat accounts for extra successes on attacks; natural and unnatural influence updated (page 8)
- Combos are made freely at no extra cost (page 12)
- Equipment bonuses are not cumulative (page 13)
- Weapons and magical material bonuses updated (page 13)
- Extensive errata to core combat Charms as part of the fix known as "Exalted 2.5", touching on the capabilities of all the Exalted, as well as spirits and Fair Folk
- Sidereal Astrology is cheaper and more accessible, even for ronin Sidereals (page 50)
- Extensive errata to the Sidereal Charm set, beyond their combat functionality in "Exalted 2.5" (page 51)

A NOTE ON CHARM ERRATA

Charm errata presented herein contains the fullest extent of the changed information for each Charm. This includes the entirety of any lines in the Charm header, such as the entire corrected Cost or Keywords fields. If such elements are unchanged, they will not be listed at all. This applies to similar fields found in other powers such as Lunar Knacks or Dragon King Steps.

Please note that some things, such as widely applicable new keywords like Mirror or Dawn (see page 17), do not merit a unique errata entry for a given Charm. A full entry with complete Keywords will be added if any more extensive errata applies to the Charm's keywords.

CHAPTER ONE

GENERAL ERRATA

CHARACTER CREATION

EXALTED CHARACTER CREATION

(pp. 73-85)

The following adjustments should be made for the creation of Exalted characters. These changes apply in whole to Solar, Abyssal and Infernal Exalted. Those marked by an asterisk also apply to Dragon-Blooded, Lunar, Sidereal and Alchemical Exalted character creation.

- Players may raise any of their character's Abilities to five without spending bonus points.
- Players receive four specialties to distribute amongst their character's Abilities.*
- Virtue dots may be purchased for 1 bonus point each. However, Willpower is calculated independently of Virtues.*
- Characters begin with Willpower rated at 5. Willpower may be increased at a cost of 1 bonus point per dot.*
- Characters may start with (Willpower + Compassion) Intimacies without spending bonus points.*

• When selecting Charms, players no longer need to choose at least five Charms from Caste or Favored abilities. The character may start with any ten Charms she meets the prerequisites for.

• Charms cost 4 bonus points, or 3 if they come from a Caste or Favored Ability.

• Players receive 18 bonus points at character creation.*

TRAITS

ESSENCE

ESSENCE RATINGS OVER 10

(p. 114)

The Essence scale of Exalted goes from 1 to 10. As Essence 10 characters can be reasonably described as nearly omnipotent in comparison to lesser beings, there is no need for any higher Essence ratings to be present in the game.

ICONIC ANIMAS

(p. 114)

This erratum applies equally to Solars, Dragon-Blooded, Lunars, Abyssals and Infernals. Where it contradicts their respective anima sidebars, this takes precedence.

The iconic anima display recedes when the Exalt's DV next refreshes. It occurs automatically the first time in a scene that the Exalt spends Essence at this level, but for the remainder of the scene, such displays only occur when the Exalt's player deems it dramatically appropriate.

WILLPOWER RECOVERY

(p. 115)

A character who botches a Willpower recovery roll (such as their daily Conviction roll) regains no Willpower. Nothing else happens. This is typically bad enough.

DRAMA AND SYSTEMS

STUNTS

(pp. 123-124)

Stunt rewards are granted regardless of whether the stunted action succeeds or fails.

A player may stunt as many of his character's discrete actions as he wishes, including automatically successful actions such as perfect defenses. For example, a character that launched four attacks in a flurry while leaping through a window and parrying three incoming attacks could stunt each individual attack, the acrobatic leap through the window, and each particular defense. Each stunted action gains an appropriate dice bonus, as normal.

However, **regardless of the number of times a character stunts per action**, he is only granted stunt-based motes or Willpower **once**, based on the single highest-value stunt performed. In combat, this reward is granted when the character's DV refreshes.

For example, a Solar stunts three attacks in a flurry—a pair of one-die stunts followed by a two-die stunt. When his DV refreshes, he gains either four motes or one point of Willpower.

DIMINISHING STUNT RETURNS

Stunts are granted as rewards for descriptions and actions which make the game more exciting and interesting. As such, stunts fail to provide rewards as soon as the Storyteller judges them to be repetitive or uninteresting—kicking off of the wall to impart extra force to a blow directed at the opponent is cool. Doing it five times in a row probably isn't.

FALLING DAMAGE

(pp. 126-127)

Falling damage is not considered an environmental hazard, and cannot be defended against by Heavenly Guardian Defense or similar Charms (with the exception of Duck Fate); only damage negation (such as Adamant Skin Technique), effects which negate falling damage (such as the Air Aspect anima power), or not falling from a great height in the first place may protect the character from falling damage.

WITHSTANDING POISONS/ ENVIRONMENTAL DAMAGE

(pp. 130-131)

Arrow Frog Venom and Coral Snake Venom have intervals of 1 action.

PERFECT DEFENSES AND

ENVIRONMENTAL DAMAGE

In the event that a character with a combat-applicable perfect defense finds himself subjected to environmental damage, he may be capable of applying the perfect defense to that damage. At the Storyteller's discretion, if it is imaginable for a character to temporarily avoid the environmental hazard by dodging or blocking (for example, using a perfect dodge to remain safe in the face of a rock slide), any perfect defense may be used to provide such protection. One invocation protects the character for the length of one damage interval.

In the event that the Storyteller judges that there is no possible way for any dodge or parry, no matter how skilled, to protect the character from a source of environmental damage (such as if the character were fully immersed in lava), then the character may only protect himself with perfect defenses which are capable of blocking the unblockable or dodging the undodgeable, such as Heavenly Guardian Defense or Seven Shadow Evasion. These defenses must still be invoked on every damage interval, necessitating that the character escape the environmental hazard very quickly, lest he run out of motes and face certain death.

Perfect defenses which function by negating damage (such as Adamant Skin Technique) may, of course, always be used to defend the character from environmental hazards.

VISION

BLINDNESS PENALTIES

(p. 135 AND p. 152)

The delineation of penalties for being blind or in darkness given on page 135 is correct. Ignore contradictory references.

THAUMATURGY

(pp. 137-139)

Without special powers that explicitly allow it, no one may spend motes to ignore the ritual ingredients of thaumaturgical procedures.

COMBAT ACTIONS

NEW ACTION: BLOCKADE MOVEMENT

Without Charms, blocking another individual's movement is a Miscellaneous Speed 5, DV -1 action. It requires that the character be directly interposed between the individual or individuals whose movement he is attempting to restrict and the place he is attempting to keep them from reaching (such as a doorway, or another character). When the targets attempt to move past the blocker, make a contested ([Strength or Dexterity] + Athletics) roll for both parties. Ties favor the blocker. If the blocker wins, the target cannot move past him toward

the blocked destination. If the target wins, she may move as she wishes. A single blocker may impede up to three targets per Blockade Movement action at a time. Blockade Movement may be flurried to impede more than three individuals at once, if needed.

NEW ACTION: DEFEND OTHER

Without Charms, defending another individual is a Speed 5, DV -1 Miscellaneous action. It requires that the character be within (Dexterity) yards of his ward, and allows him to interpose his Parry DV against attacks which target the individual he is protecting. If an attacker bypasses the character's Parry DV, she has the option of either letting the attack continue on to the guardian's ward (in which case the attack will need to use its remaining successes to also beat the ward's DVs), or she may simply let the attack strike the guardian himself. Parry-based perfect defenses such as Heavenly Guardian Defense may be used to automatically guard others, while dodge-based perfect defenses such as Seven Shadow Evasion do not impede attacks against the character's ward at all. Only one Defend Other action may be placed in a flurry.

Unless explicitly noted otherwise, perfect defenses with a Duration longer than Instant apply to only one protected character per activation. To protect oneself requires one activation, and protecting anyone with a Defend Other action requires a separate activation per ward.

If multiple characters attempt to defend a single target, one guardian (generally the individual with the highest Parry DV) becomes the leader of the guard, who actually applies his DV against attacks. Each additional character guarding the same ward raises the leader's Parry DV by 1 when defending the ward. Up to five characters may simultaneously guard one human-sized ward on open ground.

DEFENSE VALUES (DVs)

STUNTING DVs

(P. 124 AND P. 147)

The above referenced pages contradict each other on how stunts improve DVs. Page 124 is correct, each die improving the character's DV by one automatically.

PARRY SPECIALTIES

(P. 146)

Melee (or Martial Arts) specialties with the appropriate weapon (such as Melee with 3 Swords specialties when using a sword) increase the die pool used to calculate Parry DV when parrying with that weapon.

DEFENSE OF POSSESSIONS

(P. 238)

Attempts to attack equipment or items on the character's person (for example, to slash apart a treaty stuck through a loop on the character's belt) are treated as attacks directed at the character, and may be defended against as normal.

DAMAGE AND SOAK

(PP. 148-150)

MINIMUM DAMAGE

The minimum damage value of attacks not absorbed by Hardness is one die, rather than the attacker's Essence rating. Attacks made with weapons possessing the Overwhelming tag, as well as certain Charms (such as Violet Bier of Sorrows Form), may produce higher minimum damage values.

DEALING LEVELS OF DAMAGE

When effects deal levels of damage, that damage is not rolled, but merely applied as if they were all successes. Soak does apply as normal to this damage, however.

The automatic levels are soaked first. So, for example, an attack that is inflicting 10 dice of lethal damage plus five levels of lethal damage going up against a lethal soak of 7 inflicts eight dice of lethal damage: the five automatic levels are soaked first, then the first two dice of damage follow, leaving eight dice of damage.

If, for example, you have an effect that deals 12 Levels of Damage dealt by a character with Essence 5, who hits someone with a soak of 9, the damage would be soaked down to five dice of damage (Essence ping), by a strict interpretation of the rules. It is a fair approach, however, to permit the damage to be three automatic levels of damage, plus two dice thereof.

STUNTING SOAK

You may not stunt to add to your soak, because—unlike soak—your DV is assumed to be a rolled value. We just abbreviate that step and derive the DV instead. It is still based on a normal dice pool.

SOCIAL COMBAT

(PP. 169-175)

DODGE MENTAL DEFENSE VALUE

Dodge MDV is listed as being figured with $([Willpower + Integrity + pertinent specialty + Essence] \div 2)$ rounded down. In this specific instance, Willpower is treated as an Attribute for the purposes of Charm bonus maximums.

THRESHOLD SUCCESSES ON SOCIAL ATTACKS

Social attacks cost one additional point of Willpower to resist for every three full successes above the target's MDV. Charms and other effects which list specific Willpower expenditures necessary to resist them (such as Heart-Compelling Method, which costs two Willpower to resist) replace the default one Willpower expenditure with these values *before* the addition of threshold successes.

For example, if a Solar used Heart-Compelling Method and rolled seven more successes than the target's MDV, that target would need to spend four Willpower to resist the Charm (two for Heart-Compelling Method, and another two for the threshold successes). Threshold successes cannot force a character to spend more than five Willpower to resist a single social attack.

NATURAL MENTAL INFLUENCE

Characters cannot be forced to spend Willpower more than once within a scene to resist natural mental influence originating with the same character. After a character has spent Willpower to resist natural mental influence from any character during the course of a scene, all other individuals' attempts to levy natural mental influence against the character suffer an external penalty equal to the character's Integrity.

UNNATURAL MENTAL INFLUENCE

Unnatural mental influence does not clearly announce itself as magical mind control unless it comes from an Obvious source *and* fails to affect the targeted character—characters targeted even by Obvious unnatural mental influence only realize this fact once they have successfully resisted it (although unaffected bystanders who witness an Obvious Charm's use can tell the target is being subjected to mental coercion of some sort).

MASS COMBAT

SHIELDS

(p. 161)

In order for the commander to gain the DV benefit of a shield, it is necessary for the majority of the complementary unit to use shields.

CHARMS & COMBOS

CHARM MINIMA AND PREREQUISITES

(pp. 181-183)

If a character somehow fails to meet the minimum trait requirements or prerequisite Charm requirements of a Charm, or any similar requirements for other powers such as Knacks, then they cannot use the Charms or powers for which they do not meet the requirements even if they have already learned them. Exceptions may occur, but these will be clearly noted.

NEW AND UPDATED KEYWORDS

Emotion: When an Emotion effect instills a feeling but does not specify a particular result, treat the Emotion as a scene-duration one-die situational internal penalty that applies to all actions that do not fall in accordance with the emotion (such as attempting to decipher a First Age text while enraged), and a three-die penalty for all actions that run directly counter to the emotion (such as resisting a seduction attempt while feeling lust). Beyond these mechanics, players should endeavor to represent their character's emotional state in their choice of actions as befits the balance of the character's Virtues, especially Temperance.

Enhanced: This keyword denotes 'hero style' Charms which grant an enhanced benefit when used by the Exalt type they belong to (for example, Solar Hero style Charms used by a Solar).

Holy: A complementary unit primarily composed of creatures of darkness is itself considered such for the purpose of Holy Charms.

Holy effects fail to function when invoked by creatures of darkness, whether they attempt to activate a Holy Charm or try to direct the Holy powers of an artifact.

Leader #: Any character capable of acting in mass combat may use Charms as explained on p. 166 of Exalted, including unit commanders. However, applying non-Excellency Charms to enhance the entire unit's action or to extend the benefits of a personal Charm to the entire unit normally require justification as a form of special stunt. Charms with the Leader keyword do not require this justification and have the same overall function in mass combat when leading a complementary unit as they do normally, whether to enhance the unit or the unit's actions. Unit bonuses also apply normally to use of these Charms. Unless specific differences are noted, Leader Charms operate identically in both personal and mass combat. When the Leader keyword lists a number beside it, an Exalt must have that Essence rating to apply the Charm to a unit she leads. Cooperative Charms with a Leader function allow the led unit to join with its special characters to produce the usual magnified effect. By definition, Charms with the Leader keyword automatically have the War keyword.

Martial: Charms with this Keyword may also be used with or applied to the listed Abilities when the Exalt's rating in those Abilities meets the Charm's minimum Ability rating.

Martial-ready: This Keyword replicates all the effects of the Martial keyword. In addition, the character may use the Charm with or apply its benefits to any of the listed Abilities that he has as a Caste or Favored Ability, even if their ratings are lower than the Charm's minimum Ability requirement.

Merged: Charms with this keyword can be bought from multiple sources, but they all count as a single Charm purchase. For instance, a Solar learning Call the Blade from Melee also learns Call the Blade from Thrown at no additional cost or training time. The list of other Charms with which one is Merged are listed at the end of the Charm.

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

Overdrive: Charms with this Keyword create a temporary pool of Peripheral Essence, which can only be filled by terms outlined in the text of the Charm. Motes in these pools may only be used to activate offensive Charms with a duration of One action or less. Charms whose mote cost are paid for entirely from a character's Overdrive pool do not count as Charm activations, but must obey normal Combo rules if used in conjunction with other Charms. Other restrictions may be present in the text of the Charm. Motes gathered into the pools created by Overdrive Charms dissipate at the end of the scene, barring additional Charms to prolong their existence. Temporary mote pools created by the Overdrive keyword share their motes and stack together to determine the storage capacity of the overall pool. This Overdrive pool may store no more than 25 motes, regardless of the size of the pool generated by individual Charms with the Overdrive keyword.

War: All special characters in a complementary unit and that unit's champion during mid-battle duels are fellow officers to one another. If a Charm functions differently when targeting a fellow officer, it deactivates if that relationship no longer applies due to either character leaving the unit. Cooperative Charms ignore their usual range limit for close contact when used by fellow officers, as the unit itself conducts the harmonization.

CHARM LIMITS

CHARMS INCREASING DV DIRECTLY

(p. 185)

Charms that say they add to DV do so directly. The reason it mentions the pool is in case the character is utilizing a Combo in which a Charm that directly increases DV is used alongside, say, an Excellency. So, for this purpose, a Charm that adds +3 to your Dodge DV is effectively adding six dice to your (Dexterity + Dodge) pool for the purpose of deriving DV. Because you can only double any pool with such effect, if you had a (Dexterity + Dodge) of 10, you could only add the equivalent of four more dice (or another effect with +2 DV) to the example above.

CHARM CONCEPTS

COMMITTING MOTES TO CHARMS

(p. 184)

Any Charm with a duration greater than Instant ties up the motes of Essence used to fuel it for the duration of the Charm, and those motes may not be recovered until the Charm ends.

FLAW OF INVULNERABILITY: CONVICTION

(p. 194)

Replace the current Conviction-based Flaw of Invulnerability with the following:

Conviction Flaw: Charms carrying this Flaw do not function when the character has taken some action during the scene that is contrary to her Motivation. If, during the scene, she has acted against any Intimacy, or a Virtue she has rated at 3+, then Charms with this Flaw add a +3m surcharge to their activation cost.

NEW CHARM CONCEPT: IMPOSSIBLE ACTIONS

Characters who attempt to perform an action with zero dice automatically fail at that action, regardless how many successes they may garner from Charms or other sources.

NEW CHARM CONCEPT: INFINITE RATE

Anything that grants a weapon or produces a weapon with 'infinite Rate' instead results in a weapon with Rate 5.

MORTALS

(p. 218)

A mortal who gains the ability to spend Essence may actually affect Creation with his will in a small way to his own benefit, even subconsciously. He's no spirit or Exalt, but he's no run of the mill human anymore either. Think of him as another type of Essence user, not an Exalt any more than a ghost or Dragon King is.

Effects like Flow Reversal Strike (see **Manual of Exalted Power—Dragon-Blooded**, pp. 208-209) would not kill the Essence wielder outright. In this case, he'd take damage like an Exalt. For a Charm like Tears of the Blade (see **Manual of Exalted Power—Sidereals**, p. 206), the former mortal would suffer as a Terrestrial Exalt.

Items like Soulsteel Perfected Kata Bracers (see **Oadenol's Codex**, p. 42) would not inflict their material-specific effect, but all other effects would be in force, so were I a minor Essence wielder, I'd still avoid picking fights with deathknights where possible. Soul-Cleaving Wound (see **Manual of Exalted Power—Abyssals**, p. 128) and Wicked Darts of Suffering (*ibid.*, p. 133), as examples, would work as written.

NEW CHARM CONCEPT: REASSERTING INTIMACIES

If a Charm grants an Intimacy a character already has or specifically states that it reasserts an Intimacy, this process undoes the effect of scenes spent weakening it or any similar "damage" to the belief.

NEW CHARM CONCEPT: SPEED LIMIT

No effect or combination of effect may reduce the Speed of an action below 3 unless it explicitly states that it does so.

NEW CHARM CONCEPT: STORED

REFLEXIVE ATTACKS

Some Charms allow a character to reflexively attack foes, without the need for an incoming assault to respond to with a Counterattack. Usually, these reflexive attacks are made in response to some condition of the battle, allowing the warrior to take advantage of the situation. However, certain Charms allow a character to "store" the reflexive attacks they are provided, holding them back for later use. Examples include the Solar Melee Charm Final Sunset Stance and the Thrown Charm Shrike Saving Discretion. (See **Ink Monkeys, Vol. 32** for these Charms.)

Universally, Solar, Abyssal and Infernal Exalted cannot store more than (Dexterity + 3) reflexive attacks at once. Others may store up to (Essence) reflexive attacks.

Stored reflexive attacks may be expended to target any valid target on the character's action tick. They may also be used on other ticks, but only against targets that have attacked the character on the same tick, and doing so uses up two of the stored attacks rather than one.

NEW CHARM CONCEPT: TEMPORARY

HEALTH LEVELS

Temporary health levels may fit into any wound penalty category in the health track, but if the character gaining them is already suffering levels of damage in a worse wound penalty category, the damage does not "slide up" to fill the new health levels. Any new damage will fill the temporary health levels first before proceeding to more permanent levels, effectively shoring up the worse but yet unsurpassed set of health levels. Characters always suffer the worst applicable wound penalty from their health levels, even if they possess unfilled temporary health levels of a lesser penalty. (Unless, of course, the health level-granting effect explicitly says otherwise.) Damage will always "flow down" to fill in permanent health levels when

temporary health levels vanish, unless the effect granting the temporary health levels explicitly says otherwise.

UNSTOPPABLE FORCE, IMMOVABLE OBJECT

CHARM ROLL-OFFS

(p. 179)

When two perfect or absolute effects come into conflict, and neither is clearly an attacker or defender, the resulting Charm conflict roll-off is not an action, and so cannot be enhanced by the use of Excellencies or similar Charms no matter the dice pool. Only Charms that explicitly enhance roll-offs may do so. In the event of a tied Charm conflict roll-off, roll a single die and assign victory to one side on an even result and victory to the other on an odd result.

PERFECT DEFENSES AND DV APPLICATION

(pp. 147-148)

For the purpose of Charms which may only trigger when a DV is applied to an attack (such as Solar Counterattack), perfect defenses such as Heavenly Guardian Defense do count as applying the character's DV to the attack.

APPLICABILITY OF PERFECT DEFENSES

(p. 179)

While the Unstoppable Force, Immovable Object rules settle a lot of conflict between Charms, the rule is absolute where the defense is appropriate and applicable. For example, Seven Shadow Evasion won't protect a character from social attacks, merely physical ones.

Where two effects make absolute statements which conflict, and one effect is an attack, and the other is a defense, the defense always takes priority. For this purpose, the statement "this attack is unblockable" and "this attack cannot be blocked" are considered equivalent, and would pierce certain 'perfect' defenses—for example, the Sidereal Charm Impeding the Flow will not stop an unblockable attack (Impeding the Flow specifically notes that it is fallible in the face of unblockable attacks, and so there is no conflict). However, the Solar Charm Heavenly Guardian Defense will block such attacks, because Heavenly Guardian Defense states that it is capable of doing so. These two statements (can't be blocked/can block even unblockable attacks) are in conflict, and since the first statement is an attack, and the second a defense, Heavenly Guardian Defense takes priority.

In the case of attacks which state that they defeat even perfect defenses, such as the shockwave produced by a Soulbreaker Orb, this applies only to perfect defenses which do not possess the 'block the unblockable/dodge the undodgeable' clause, such as certain Dragon-Blooded, Alchemical, and Martial Arts Charms.

STUNTING PERFECT EFFECTS

Even when there is no chance for failure, a character may perform a stunt normally to enhance any valid action or roll, such as a use of Heavenly Guardian Defense to parry.

COMBAT PERFECT DEFENSES & SOCIAL COMBAT

Heavenly Guardian Defense, Seven Shadow Evasion, and all other combat-oriented perfect defenses do not apply to social attacks unless they explicitly state that this is so. The single exception to this rule is the Sidereal Charm Duck Fate.

SUPERNATURAL MARTIAL ARTS

MARTIAL ARTS FORM WEAPONS

Martial arts form weapons that are defined as "martial arts weapons", such as sai, are always wielded with (Dexterity + Martial Arts). Once a person has learned a martial art that uses, say, the slashing sword as a form weapon, she may thereafter use (Dexterity + Melee) or (Dexterity + Martial Arts) with that weapon, typically using the score that is better. The only exception is that she must use (Dexterity + Martial Arts) when wielding the slashing sword with a Charm from the supernatural martial art for which it is a form weapon.

When using a Martial Arts style which allows the use of Archery, Melee, or Thrown weapons by inclusion in the style's list of form-type weaponry, the character's attacks are capped by their rating in the associated Ability until the character has mastered the style's Form-type Charm. For example, a character using Righteous Devil Style would base his Martial Arts attacks with firewands on his Archery score until learning Righteous Devil Form. This cap applies even if the style has no explicit additional Ability minimums. This condition does not apply to the first Martial Arts style the character wishes to learn; only subsequent styles are affected.

MARTIAL ARTS FORM CHARMS AND COMBOS

All Martial Arts Charms with the Form-type keyword now also possess the Combo-Basic Keyword. However, the first time in an action that a Charm with a Flaw of Invulnerability is activated in a Combo in conjunction with a Charm possessing the Form-type keyword, a two Willpower surcharge is added to the Charm's cost.

SNAKE STYLE

(p. 240)

One may not wear armor and practice Snake Style.

SERPENTINE EVASION

(p. 240)

This Charm does not add a DV bonus. Instead, it inflicts a -2 external penalty on any attack roll the martial artist defends against with his Dodge DV or unarmed Parry DV.

ESSENCE FANGS AND SCALES TECHNIQUE

(p. 240)

Type: Reflexive

Keywords: Combo-Basic

SOLAR HERO STYLE

(p. 242)

While available to others, most errata applying to Solar Hero Style is specific to the Solar Exalted and can be found in their chapter on page 18. Please note, however, that there have been changes that apply to non-Solar use of Solar Hero Style, which can be found in the Solar chapter of this document.

COMBOS

(pp. 244-245)

Exalts need not spend experience to purchase or create Combos, nor spend Willpower to activate them. Characters may simultaneously activate as many of their Charms as they desire, so long as the combination of powers activated obeys the rules for creating Combos (for example, characters still may not activate two Simple Charms simultaneously, nor activate another Charm at the same time as a Charm that lacks the Combo-OK keyword).

SORCERY

SORCERY AND DV

(p. 251)

A sorcerer gets the benefit of normal DV (hence the DV modifications given under the various Shape Sorcery actions). Getting attacked would likely count as a distraction, requiring said (Wits + Occult) roll be made after the results of the attack were found. As explained on page 251 of *Exalted*, an external penalty equal to the health levels lost would be subtracted from the roll's successes.

STORYTELLING

CHANGING SPECIALTIES IN PLAY

Once a character has three specialties for an Ability, he is barred from purchasing any more. While this certainly helps to define and stake out a character's niche and signature style, further growth in the character may ultimately make the original selection inappropriate or limiting. Characters with three specialties can buy a new specialty at a reduced cost of two experience points, but doing so forfeits one existing specialty for the Ability. Once a story, this swap may be done for free. Learning a new specialty always requires standard training time.

IMPROVING BACKGROUNDS IN PLAY

The core book rules do not discuss how to raise a character's Backgrounds. Storytellers are encouraged to adopt one of two methods for this, depending upon their personal preferences and what works for their game:

Method 1: Backgrounds Cost Experience. Backgrounds may be raised at the cost of 3 Experience per new dot (similar to the cost of a Specialty). Thus, an Exalt raising her Allies from 4 dots to 5 dots would pay 3 Experience points. Storytellers should generally let players recover Experience invested in this fashion if story circumstances force the character to lose dots in a Background.

Such protection should not be absolute – dumb moves should have consequences – but players shouldn't be afraid of permanent losses merely at a whim, either. Should the story demand that a character gain a Background in play without having the necessary Experience, she must spend at least half of all Experience she gains toward this Background until she is no longer in debt.

For example, if Dace raids his own tomb and gains a reaver daiklave, but doesn't have 6 Experience points banked, then he would still gain the daiklave but would need to invest the Experience as soon as possible or lose the daiklave to story development (perhaps it is stolen by a sneaky Wyld Hunt scout).

Method 2: Backgrounds Are Free. Backgrounds do not cost any Experience to raise, but they may only be raised with the explicit permission of the Storyteller. The Storyteller may only allow the increase (or loss) of Backgrounds when dictated by the story of the game. Although Backgrounds gained under this method are “free” they must still be earned via in-character play. For Dace to gain his ancient reaver daiklave, he must delve into his tomb, while building a mercenary unit requires active recruitment and campaigning.

MUTATIONS

(pp. 288-290)

Stackable mutations such as Toxin and Multiple Limbs may apply their benefits no more than the character's (Essence rating) times. Any additional applications of such mutations are merely cosmetic. This does not apply to mutations which become different mutations upon being purchased multiple times, such as Wolf's Pace or Large.

ANTAGONISTS

ATTACK SPEEDS AND DEFENSE VALUES

(pp. 279-319)

- p. 279—Farmer/Citizen template Dodge DV should be 1.
- p. 279—Green Troops template Dodge DV should be 2/1.
- p. 280—Elite Soldiers template Dodge DV should be 2/0.
- p. 280—Mortal Hero template Dodge DV should be 4/2. Essence should be 1.
- p. 280—Savants/Elders/Thaumaturges Dodge DV should be 3/2.
- p. 282—God-Blooded template Dodge DV should be 4/2.
- p. 291—The Gryphon's Claw attack Speed is 5, not 9.
- p. 291—Buck-Ogre template has no listed Defense value for its axes. It has a Parry DV of 2.
- p. 303—Fakharu template Dodge DV should be 8 (9 in Dragon Form). Fakharu's Claws are listed at Speed 7, Bite at Speed 9 and Dragon's Suspire at Speed 10—this should be Claw Speed 5, Bite Speed 6, and Dragon's Suspire Speed 6.
- p. 303—Huraka template Claws are listed at Speed 7, Bite at Speed 9 and Dragon's Suspire at Speed 10—this should be Claw Speed 5, Bite Speed 6, and Dragon's Suspire Speed 6.
- p. 306—Wood Spider Dragon's Suspire listed at Speed 10. This should be Speed 6.
- p. 309—Octavian's template has Malfean Iron Staff with Speed of 7. This should be 6.
- p. 310—Erymanthoi bone club listed with Speed 7. This should be Speed 5, like other clubs.
- p. 318—Hungry Ghost has a Claw Speed 7. This should be 5.
- p. 319—Nemissaries Dodge DV should be 4/3.

MORTALS AND CHARMS

Mortals are only able to learn Terrestrial Martial Arts and Terrestrial Circle Sorcery as Charms. That is the limit. God-Bloods of various types are exceptions, however. There are no mortal Excellencies.

SPIRITS

SPIRIT CHARM: PRINCIPLE OF MOTION

(p. 296)

Type: Simple (DV -2)

Duration: Indefinite

The version of this Charm found in *The Books of Sorcery, Vol. IV—Roll of Glorious Divinity I* is correct. To be clear, it requires the spirit to commit the mote cost to maintain the bank of actions. Withdrawing actions from the bank produces a flurry of up to (withdrawn actions + 1) actions, but no such flurry may contain more than (Essence + 1) total actions. These actions may be used to perform any standard combat-scale action, except for the activation of Extra Action Charms or Shape and Cast Sorcery, Necromancy or Protocol actions.

ELEMENTAL POWER: DRAGON'S SUSPIRE

(p. 302)

Use of this power is a Speed 6, DV -1 action. The size of the elemental blast should be measured in yards, not feet.

ELEMENTAL POWER: ELEMENTAL EXPRESSION

(p. 302)

Amplifying a natural phenomenon to inflict damage makes it an Environmental Hazard (*Exalted*, p. 131), with Damage (motes spent)L/minute, Trauma 2L. The elemental may also amplify an existing hazard as long as another elemental has not already done so, adding (motes spent) to the hazard's Damage and the L tag to its Trauma, and causing it to inflict lethal damage if it originally inflicted bashing. An elemental may also lessen the severity of a hazard, reducing its Damage by (motes spent).

Elementals may not spend more than (Essence) motes on this power to affect a given phenomenon, and it can only alter a phenomenon with a radius of (Essence x 5) yards or less, though she may opt to affect a smaller part of a larger target. The effects last as long as the elemental remains in the vicinity and keeps the motes committed to affecting the phenomenon. This power can affect hazards created by the Charm Affinity (Element) Control (*The Books of Sorcery, Vol. IV—Roll of Glorious Divinity I*, pp. 151-152).

ELEMENTAL POWER: ELEMENTAL REJUVENATION

(p. 302)

Taking advantage of this power is a Speed 3, DV -2 action that cannot be flurried.

THE DEAD

THE MASK OF WINTERS

(pp. 320-322)

The Mask of Winters should possess a Lore rating of 10.

PANOPLY

BONUS STACKING

Bonuses from equipment (including magical material bonuses) do not stack with one another; the character enjoys only the best among his various modifiers. For example, a Dragon-Blooded character with a jade daiklave and jade hearthstone bracers would only lower his Speed by one point—the two magical material bonuses will not stack to produce Speed -2. Likewise, a character wearing lamellar armor and a magic girdle that provides armored soak enjoys only the higher of the two soak ratings—they do not stack together.

MUNDANE EQUIPMENT

PERFECT EQUIPMENT

(pp. 365-366)

Superior equipment only comes in fine and exceptional forms—all references to perfect equipment are now treated as exceptional equipment.

MUNDANE WEAPON COSTS

(pp. 366-372)

Weapons with a Cost of “-” are not free, but their purchase is a negligible strain on a character's Resources. The Sai's correct Cost is •• (p. 370); the Fighting Chain's correct Cost is • (p. 369); and the Wind-Fire Wheel's correct Cost is •• (p. 370).

WEAPON TAGS

(p. 373)

Axe/Hatchet, Club, Javelin and Thrown Knife include an asterisk (*) in their Tags. This should be accompanied by a note that reads: “* Weapon can also be used as a Melee weapon.”

Piercing: Piercing weapons ignore four points of soak from the target's armor. If this would give the armor in question an effective soak value of less than 2, the weapon does not ignore the armor's final 2 points of soak.

Th: This tag indicates that a weapon is a *Thrusting weapon*, capable of being used for *Thrust* actions. A Thrust action is identical to an Attack action, save that its DV penalty is -2 and it carries the Piercing tag.

MUNDANE BLADES

(p. 366)

Chopping Sword: Speed 4, Accuracy +1, Damage +4L, Defense -1, Rate 2

Great Sword: Speed 6, Accuracy +1, Damage +6L, Defense -2, Rate 1, Tags: 2, R

Knife: Speed 4, Accuracy +2, Damage +1L, Defense +0, Rate 3, Tags: T

Short Sword: Speed 5, Accuracy +1, Damage +2L, Defense +1, Rate 2

Slashing Sword: Speed 4, Accuracy +1, Damage +3L, Defense +0, Rate 3

Straight Sword: Speed 5, Accuracy +2, Damage +3L, Defense +1, Rate 2

MUNDANE IMPACT WEAPONS

(pp. 367-368)

Axe/Hatchet: Speed 5, Accuracy +1, Damage +5L, Defense -2, Rate 2

Great Axe: Speed 6, Accuracy +0, Damage +7L, Defense -2, Rate 1, Tags: 2, R

Hammer/Mace: Speed 5, Accuracy +1, Damage +8B, Defense +0, Rate 2

Poleaxe: Speed 6, Accuracy +0, Damage +5L, Defense +0, Rate 1, Tags: 2, R

Scythe: Speed 6, Accuracy +0, Damage +6L, Defense -2, Rate 2, Tags: 2, R

Sledge/Tetsubo: Speed 6, Accuracy +0, Damage +10B, Defense -3, Rate 1, Tags: 2, R

Staff: Speed 5, Accuracy +2, Damage +5B, Defense +2, Rate 2, Tags: 2, M, R

MUNDANE SPEARS

(p. 368)

Javelin: Speed 5, Accuracy +1, Damage +2L, Defense +0, Rate 2, Tags: T, Th

Short Spear: Speed 5, Accuracy +2, Damage +2L, Defense +1, Rate 2, Tags: R, Th

Spear: Speed 5, Accuracy +1, Damage +3L/6L, Defense +1, Rate 2, Tags: 2, L, R, Th

SHIELDS

(p. 377)

Rather than acting as mobile cover, shields are now modeled as high-defense, low-damage weapons. They are indicated by the Sh# tag. Weapons with the Sh tag are considered shields, and impose a mobility penalty on characters using them equal to their listed numerical rating.

Buckler: Speed 5, Accuracy +0, Damage +0B, Defense +3, Rate 1, Tags: M, Sh0

Target Shield: Speed 6, Accuracy +0, Damage +1B, Defense +4, Rate 1, Tags: M, Sh1

Tower Shield: Speed 6, Accuracy +0, Damage +1B, Defense +5, Rate 1, Tags: M, Sh2

Thunderbolt Shield*: Speed 5, Accuracy +1, Damage +2B, Defense +5, Rate 1, Tags: M, Sh0

* **Orichalcum** and **Soulsteel** Thunderbolt Shields have Defense +6. **Moonsilver** shields add one point to the character's Essence for the purpose of calculating Dodge DV. **Jade** Thunderbolt Shields inflict a -2 external penalty on all attempts to disarm the shield. **Starmetal** shields allow the user to apply their shield-derived DV against one unexpected attack per scene. **Adamant** shields' jagged edges inflict Damage +4L, with Rate 2.

TOWER SHIELD

(p. 377)

The first sentence of the second paragraph should begin "The user of a tower shield suffers an additional -2 mobility penalty..."

HEARTHSTONES

HEARTHSTONE TERMINOLOGY

(p. 382)

An *attuned hearthstone* is a hearthstone whose bearer is attuned to the hearthstone's manse. A *resonant hearthstone* is an attuned hearthstone set in an artifact to which the bearer is attuned.

THE MONKEY STONE

(p. 383)

The Monkey Stone's ability to double a character's jump rating no longer stacks with Charms or Sorcery. Use the greater of two effects to determine jumping distance.

WILDERNESS GEM

(p. 384)

The last sentence should read "...and it allows the character to take part in supernatural tracking contests."

GREATER WONDERS

THE COST OF ARTIFACTS

(pp. 385-392)

The Costs of Artifacts is in dots of Artifact rating rather than in Resources, unlike non-Artifact weapons and armor.

ARTIFACT COSTS AND ATTUNEMENT MISTAKES

(pp. 388-392)

The attunement costs and Artifact costs of some artifacts are switched in their stat lines. These artifacts are: Sky-Cutter (p. 388), Sling of Deadly Prowess (p. 389), Infinite Jade Chakram (p. 389), Short Powerbow (p. 389) and Long Powerbow (p. 389).

Serpent-Sting Staff's correct Cost is ••.

Lightning Torment Hatchets' correct Artifact rating is •••.

The Daiklave of Conquest's correct Artifact rating is •••••.

ARTIFACT MELEE WEAPONS

(PP. 385-387)

Daiklave*: Speed 5, Accuracy +2, Damage +5L/2, Defense +2, Rate 3, Tags: O

Grand Daiklave: Speed 5, Accuracy +1, Damage +11L/4, Defense +0, Rate 1, Tags: 2, O, R

Reaper Daiklave: Speed 4, Accuracy +4, Damage +4L/2, Defense +1, Rate 3, Tags: O

Reaver Daiklave: Speed 5, Accuracy +2, Damage +8L/2, Defense +0, Rate 2, Tags: O

Short Daiklave: Speed 4, Accuracy +2, Damage +3L/2, Defense +1, Rate 2, Tags: O, Th

Wavecleaver Daiklave: Speed 4, Accuracy +1, Damage +5L/2, Defense +3, Rate 2, Tags: O

Dire Lance: Speed 5, Accuracy +2, Damage +5L/8L/2, Defense +2, Rate 2, Tags: 2, L, O, R, Th

Goremaul: Speed 5, Accuracy +1, Damage +10B/2, Defense +0, Rate 2, Tags: O

Grand Goremaul: Speed 6, Accuracy +0, Damage +16B/3, Defense -1, Rate: 1, Tags: 2, O, R

Grimcleaver: Speed 5, Accuracy +1, Damage +8L/2, Defense +0, Rate 2, Tags: O

Grand Grimcleaver: Speed 6, Accuracy +0, Damage +13L/3, Defense -1, Rate: 1, Tags: 2, O, R

Grand Grimscythe: Speed 6, Accuracy +0, Damage +12L/2, Defense +0, Rate: 2, Tags: 2, O, R

* These traits also apply to the Daiklave of Conquest.

ARTIFACT MARTIAL ARTS WEAPONS

(PP. 387-388)

Bloodspike Harness: Speed 6, Accuracy +3, Damage +7L/2, Defense —, Rate 1, Tags: C, O, P

Dire Chain (Strike): Speed 5, Accuracy +0, Damage +8B/2, Defense +2, Rate 2, Tags: M, O, R

Dire Chain (Clinch): Speed 6, Accuracy +1, Damage +6B/2, Defense —, Rate 1, Tags: C, M, O, P, R

God-Kicking Boot: Speed 5, Accuracy +1, Damage +7B/2, Defense -1, Rate 2, Tags: M, O

Razor Claws: Speed 5, Accuracy +3, Damage +4L/2, Defense +2, Rate 3, Tags: M, O

Serpent-Sting Staff: Speed 5, Accuracy -1, Damage +8B/2, Defense +4, Rate 3, Tags: M, O

Smashfist (Strike): Speed 5, Accuracy +1, Damage +5B/2, Defense +2, Rate 2, Tags: M, O

Smashfist (Clinch): Speed 7, Accuracy +0, Damage +4B/2, Defense —, Rate 1, Tags: C, M, O, P

ARTIFACT THROWN WEAPONS

(PP. 388-389)

Sky-Cutter*: Speed 5, Accuracy +1, Damage +5L/3, Rate 2, Range 50, Tags: O.

Sling of Deadly Prowess: Speed 5, Accuracy +2, Damage +4L/2, rate 2, Range 150, Tags: O

Infinite Jade Chakram: Speed 4, Accuracy +0, Damage +4L/2, Rate 4, Range 50, Tags: O, (returns instantly)

* Sky-Cutters automatically return to their wielder on any result save a botch.

POWERBOWS

(P. 389)

Powerbows gain the O tag, at a value of 2.

ARTIFACT ARMOR

(PP. 390-391)

The artifact reinforced breastplate is rated Artifact ••.

The artifact articulated plate and artifact superheavy plate are rated Artifact •••.

MAGICAL MATERIAL BONUSES

(PP. 387, 389-390)

ORICHALCUM WEAPONS

Orichalcum adds +2 Accuracy, +1 Defense, +1 Rate for Melee and Martial Arts weapons.

SOULSTEEL WEAPONS

Soulsteel weapons cannot drain more motes on an attack than the total levels of damage dealt in Step 10.

JADE ARMOR

Jade shelters its bearer with the strength of the five elements. In addition to having no fatigue, jade armor subtracts two points from the Damage of any environmental hazard its wearer suffers.

STARMETAL ARMOR

Starmetal armor offers incredibly auspicious protection. When fully attuned, starmetal armor adds one to both the armor's lethal and bashing Hardness and reduces the minimum damage value of oncoming attacks by 1 (to a minimum of one die).

CHAPTER TWO

SOLAR EXALTED

SETTING

SOLAR VISIONS AT EXALTATION

(p. 32)

Basically, any Solar may receive a message or vision from the Unconquered Sun upon his or her Exaltation, but Zeniths always do. For some information on how the Unconquered Sun communicates these visions, see the Charm Righteous Answer of Catechism on page 9 of **Glories of the Most High: The Unconquered Sun**.

TRAITS

DAWN ANIMA EFFECTS

(p. 92)

Replace the current Dawn anima power with the following:

By spending five motes of Essence, the character may appear glorious and terrifying until the end of the scene (or until she decides to let the effect dissipate). She appears taller and fiercer, with a terrible visage, burning eyes and a deadly, rend-

ing grasp. This effect comes into play automatically once the Solar spends 11+ motes of Peripheral Essence.

While this power is in effect, the character exudes a fear aura which causes all opponents attempting to attack or oppose her (socially or physically) to suffer a -1 external penalty on all attack rolls. This unnatural Emotion effect costs five points of Willpower to ignore for the rest of the scene. The Dawn's terrifying glory unbound also disrupts attempts at coordinating attacks against her, increasing the difficulty to arrange such attacks by 2. Additionally, the immense Essence pressure within the character's anima slows all incoming attacks, increasing the character's DVs by 2. Finally, Solars of the Dawn Caste are immune to all fear-based Emotion effects while their anima power is active. If a complementary mass combat unit is forced to check for rout because of the Dawn Caste's actions while this anima is active, they suffer a -2 external penalty to the roll.

The above also applies to the Dusk and Slayer anima powers.

ZENITH ANIMA POWER

(pp. 93-94)

Zenith Castes may add one die to their minimum damage with their anima effect, rather than (Essence) dice.

TWILIGHT ANIMA POWER

(pp. 95-96)

Replace the text of this anima effect with the following:

Solar Exalted of the Twilight Caste may perceive Essence through their anima, allowing them to hone their senses for magic. By spending five motes, a Twilight may add (Essence) automatic successes on any (Intelligence + Occult) roll to identify a Charm or to analyze it with Essence sight, and on any (Perception + Awareness) roll made to notice a magical effect or Charm. In addition, this supernatural perception easily pierces through deception, adding a +3 bonus to the Solar's Dodge MDV against unnatural Illusions. These effects come into play automatically once the Solar spends 11+ motes of Peripheral Essence.

The above also applies to the Daybreak and Defiler anima powers.

ECLIPSE ANIMA EFFECTS

(p. 100)

Eclipse Caste Solars are not able to "cherry pick" from other Charm trees. All a Charm's prerequisites must be purchased before the desired Charm may be purchased. Solar Mirror Charms may be substituted for their counterparts when learning Abyssal Charms. (See **Manual of Exalted Power—Abyssals**, pp. 120-121 for more on Mirror Charms.)

When an Eclipse Caste Solar learns a foreign Permanent Charm, they are not required to permanently commit the 2m surcharge for using a foreign Charm.

Should the Eclipse anima power be used to learn a foreign Charm with a Flaw of Invulnerability, the Eclipse must also apply a Solar Flaw of Invulnerability to the Charm when she activates it.

The above also applies to other beings using Eclipse-equivalent powers to activate foreign Charms with a Flaw of Invulnerability, substituting Solar Flaws for native Flaws. Infernals must always add the Imperfection of the Shadow of All Things to non-native perfect defenses.

CHARMS

NEW KEYWORD

In addition to the keyword below, many Charms have gained less Solar-specific keywords. Enhanced, Martial and others can be found on page 9.

Dawn: Solars of the Dawn Caste may buy Charms with this Keyword for eight experience points, even if they do not Favor the Ability the Charm is located in. Training these Charms takes as much time as training a Caste or Favored Charm. This Keyword applies to the following Charms:

Resistance: Essence-Gathering Temper, Durability of Oak Meditation, Spirit Strengthens the Skin, Iron Skin Concentration, Iron Kettle Body, Adamant Skin Technique, Unbroken Chain Resolve, Ruin-Abasing Shrug.*

Occult: Spirit-Cutting Attack, Ghost-Eating Technique.

Athletics: Thunderbolt Attack Prana, Increasing Strength Exercise, Hill-Hurling Might, Lightning Speed, Godspeed Steps, Speed of Light Approach.*

Awareness: Panoptic Fusion Discipline (**Ink Monkeys, Vol. 8**).

Dodge: Seven Shadow Evasion, Reflex Sidestep Technique, Leaping Dodge Method, Refinement of Flowing Shadows, Divine Witness of Utter Safety.*

* The last two listed Charms are from **Dreams of the First Age**, pp. 67, 77 and 77-78 respectively.

GENERAL CHARMS

INFINITE (ABILITY) MASTERY

(pp. 185-187)

The discount of this Charm does not apply to dice purchased over the Solar's normal dice limit with (Ability) Essence Flow.

(ABILITY) ESSENCE FLOW

(p. 187)

Mins: Ability 4, Essence 3;

Replace the text of the Charm with the following:

Solar Essence surges beyond all boundaries and limitations, embodying the heroic will of the Sun's Chosen. Whenever the Lawgiver is awarded a stunt for an action made with the chosen Ability, he may add the numerical rating of that stunt to the maximum number of bonus dice from Charms that can be added to that action.

ARCHERY

THERE IS NO WIND

(p. 187)

Keywords: Combo-OK, Martial, Mirror (Pulse of the Prey)

Prerequisite Charms: None

This Charm does not negate DVs.

Martial: Thrown. The Essence 3+ upgrade does not apply to Thrown.

ACCURACY WITHOUT DISTANCE

(p. 187)

Cost: 4m, 1wp

FORCEFUL ARROW

(p. 187)

Cost: 1m

If an attack enhanced by this Charm strikes its target and rolls even one die of damage, the target is automatically knocked back (archer's Essence x 3) yards without opportunity to resist. A character who has learned the Charm Lightning Strikes Twice may apply the effects of that Charm to a knock-back caused by Forceful Arrow. See **Ink Monkeys, Vol. 33** for the Charm Lightning Strikes Twice.

TRANCE OF UNHESITATING SPEED

(p. 187)

Cost: 2m or 3m per attack

Prerequisite Charms: None

Each shot normally costs two motes; shots from weapons such as firewands or siege crossbows cost three motes.

ARROW STORM TECHNIQUE

(pp. 187-188)

Cost: 5m, 1wp

FLASHING VENGEANCE DRAW

(p. 188)

Cost: —(3m); **Type:** Permanent

Keywords: Martial-ready, Mirror (Doom Drawn and Imminent)

Duration: Permanent

The Solar invokes the described benefits by paying three motes. In addition, if the character rolls the highest Join Battle when using this Charm at the start of the fight, the first attack he makes following Join Battle is unexpected. The Solar must gain the highest result; ties spoil this effect.

Martial-ready: Martial Arts, Melee, Thrown.

SUMMONING THE LOYAL BOW

(p. 189)

Keywords: Combo-OK, Merged, Mirror (Banished Bow Arsenal)

Merged: Summoning the Loyal Steel (Melee).

IMMACULATE GOLDEN BOW

(p. 189)

Cost: 3m, 1wp or 5m, 1wp; **Type:** Simple

Keywords: Combo-OK, Holy, Obvious

Prerequisite Charms: Essence Arrow Attack

Replace the text of the Charm with the following:

The Solar shapes his Essence into a deadly bow. This Charm is identical to Glorious Solar Saber, except that it creates artifact bows (including crossbows, if the Solar is familiar with them).

SOLAR FLARE METHODOLOGY

(p. 189)

Cost: 3m, 1wp or 5m, 1wp; **Mins:** Archery 4, Essence 3;

Type: Simple

Keywords: Combo-OK, Holy, Obvious

Prerequisite Charms: Essence Arrow Attack

Replace the text of the Charm with the following:

The Solar shapes his Essence into a firewand. This Charm is identical to Glorious Solar Saber, except that it creates artifact firewands and similar weapons. Examples include the plasma tongue repeater (see **Wonders of the Lost Age**, p. 75) or the prayer piece (see **Glories of the Most High: The Unconquered Sun**, p. 38).

RAIN OF FEATHERED DEATH

(pp. 189-190)

Cost: 3m per duplicate

MARTIAL ARTS

KNOCKOUT BLOW

(p. 190)

Cost: 4m

THUNDERCLAP RUSH ATTACK

(p. 190)

Type: Supplemental

Keywords: Combo-OK, Martial-ready

This Charm drops a supplemented attack's Speed to 3.

Martial-ready: Archery, Melee, Thrown.

FISTS OF IRON TECHNIQUE

(p. 242)

Type: Reflexive

Keywords: Combo-OK, Enhanced

Duration: One action

Enhancement: This Charm adds the magical material benefits of orichalcum to the Solar's natural attacks while Solar Hero Form is active.

SLEDGEHAMMER FIST PUNCH

(p. 242)

Keywords: Combo-OK, Enhanced, Martial-ready, Obvious

Enhancement: When used by a Solar, this Charm costs one mote and also ignores the object's soak.

Martial-ready: Melee.

DRAGON COIL TECHNIQUE

(p. 242)

Keywords: Combo-OK, Enhanced

Enhancement: The dice added by this Charm do not count toward the Solar's dice caps.

SOLAR HERO FORM

(p. 242)

Keywords: Combo-Basic, Enhanced, Form-type, Obvious

Like Snake Form, this Charm cannot be activated at the same time as another Form Charm without first deactivating the other Form. This is the usual restriction placed on all Form-type Charms.

Enhancement: While this Charm is active, the Solar adds his Martial Arts rating to his natural bashing and lethal soak.

HEAVEN THUNDER HAMMER

(pp. 242-243)

Keywords: Combo-OK, Enhanced

Enhancement: The target is thrown three yards for each point of pre-soak damage. At Essence 4+ the Solar may add one mote to Heaven Thunder Hammer's activation cost in order to send the victim flashing an additional (Essence x 5) yards toward an object he can perceive. This movement occurs before the normal movement caused by Heaven Thunder Hammer begins. This additional knockback distance does not add to the damage the victim takes for yards they would have otherwise traveled, but helps to ensure that the victim strikes a solid object at the absolute beginning of his flight, even if that object is far from the point of attack. This effect expressly allows a Lawgiver to bash a rooted target into scenery within (Essence x 5) yards without actually moving the target. The target does not appear to move; rather nearby walls and trees develop giant craters as if the victim were being driven into them, while the Solar's blows are seen to unleash devastating shockwaves that annihilate the scenery. Treat all such blows as incurring the full damage of a Heaven Thunder Hammer collision at point-blank range. Using this effect turns Heaven Thunder Hammer Obvious. Finally, the cost drops to two motes.

CRASHING WAVE THROW

(p. 243)

Keywords: Combo-OK, Enhanced, Mirror (Lashing Tempest Palm)

Enhancement: The Solar hurls opponents (Martial Arts x 7) yards upward or (Martial Arts x 14) yards horizontally, and the cost drops to two motes.

OX-STUNNING BLOW

(p. 243)

Keywords: Combo-OK, Crippling, Enhanced

Stunning damage counts as stunning penalties in conjunction with Wicked Dissolve Dust.

Enhancement: Solars may spend as much Essence as they like when activating this Charm.

HAMMER ON IRON TECHNIQUE

(p. 243)

Keywords: Combo-OK, Enhanced

Enhancement: This Charm creates (Essence + 3) attacks, which may be directed at multiple targets if the Solar desires.

SHOCKWAVE TECHNIQUE

(p. 244)

Keywords: Combo-OK, Counterattack, Enhanced, Knockback, Obvious

Enhancement: The Solar's opponent, when used as a weapon, has +2 accuracy and +6B damage. The attack made with this opponent may be applied to all characters within that unfortunate's flight path.

MELEE

HUNGRY TIGER TECHNIQUE

(p. 190)

Prerequisite Charms: None

ONE WEAPON, TWO BLOWS

(p. 191)

Cost: 3m

Keywords: Combo-OK, Martial

Duration: Instant

Prerequisite Charms: None

Replace the text of this Charm with the following:

The Solar is as swift as the first rays of dawn. Repeat steps 7-10 when resolving the damage for this Charm, effectively damaging the opponent twice. All damage from the attack is applied simultaneously in Step 10, allowing a single perfect soak to defend against it.

Martial: Martial Arts.

PEONY BLOSSOM ATTACK

(p. 191)

Replace this Charm in its entirety with the following:

Cost: 3m; **Mins:** Melee 3, Essence 2;

Type: Simple (Speed 5, DV -1)

Keywords: Combo-OK, Mirror (Unfurling Iron Lotus), Obvious

Duration: Instant

Prerequisite Charms: One Weapon, Two Blows

The Lawgiver moves as smoothly and rapidly as ice on hot metal, his weapon flashing in a dazzling golden arc to strike all those around him. The Solar makes a standard Melee attack at his full dice pool, and applies it to all enemies within three yards; each target resolves defense and damage separately.

IRON WHIRLWIND ATTACK

(p. 191)

At Essence 3+, the character may select to levy fewer than (Dexterity + 1) attacks against her target, to a minimum of zero attacks. She may also cancel her attack prematurely. For example, when attacking a target which has a tick-long counterattack effect, she may decide to end her flurry early to avoid further counterattacks.

INVINCIBLE FURY OF THE DAWN

(p. 191)

This Charm no longer modifies Peony Blossom Attack in any way. It modifies Iron Whirlwind Attack by granting it two additional attacks (for a total of Dexterity + 3 attacks).

CALL THE BLADE

(pp. 191-192)

Cost: —(1m); **Type:** Permanent

Keywords: Merged, Mirror (Blade-Summoning Gesture), Obvious

Duration: Permanent

The Solar may reflexively spend one mote to activate this Charm as described. He may only call his blade from up to (Essence x 2) yards away while in battle, however.

Merged: Call the Blade (Thrown).

SUMMONING THE LOYAL STEEL

(p. 192)

Keywords: Combo-OK, Merged, Mirror (Void Sheath Technique)

Merged: Summoning the Loyal Bow (Archery).

GLORIOUS SOLAR SABER

(p. 192)

Cost: 3m, 1wp or 5m, 1wp

Replace the text of this Charm with the following:

The Essence of the Lawgiver manifests in a gleaming blade of the sun. This blade is always a glowing weapon that inflicts aggravated damage to creatures of darkness and sheds light as bright as a torch. The Exalt can summon this weapon to her hand from anywhere it has fallen, as a diceless, miscellaneous action.

The character defines the form of her weapon upon purchasing this Charm. Statistically, the weapon has traits equal to single or paired basic 1, 2 or 3-dot close-range orichalcum artifact weapon (such as a daiklave, grimcleaver, or direlance) of the player's choice. Paired 1-dot weapons or a singular 2-dot weapon costs 3m. Paired 2-dot weapons or a single 3-dot weapon costs 5m. "Brawling aides" such as smashfists are not valid forms.

Players wishing to have multiple options may purchase this Charm a number of times equal to their character's Melee score, creating a different weapon with each purchase.

If the character possesses an Overdrive pool, she gains one offensive mote to that pool each action while she is actively wielding Glorious Solar Saber. The character must be in battle to benefit from the one mote drip. She may only benefit from one drip from weaponry at a time.

IRON RAPTOR TECHNIQUE

(p. 192)

This Charm inflicts automatic knockdown if it strikes its target. If the character has learned Lightning Strikes Twice (*Ink Monkeys*, Vol. 33), she may activate it as soon as the knockdown occurs, catching her weapon's hilt as she flows into her second attack. Sandstorm Wind Attack cannot be blocked without a Charm, rather than without a Charm or stunt.

BLAZING SOLAR BOLT

(p. 192)

Cost: 3m, 1wp

Replace the text of the Charm with the following:

The Solar's Caste mark blazes as she casts molten sunlight from her weapon. This Charm is a Melee based attack with a pool of (Dexterity + Melee + Essence), which may stretch out to strike any opponent the Solar is able to directly perceive (maximum range one mile). This attack halves any DV applied against it, and ignores any cover less than 100%. It deals lethal damage with a base damage, before adding attack successes, of (the Exalt's Strength + Willpower). This damage is aggravated against creatures of darkness.

DIPPING SWALLOW DEFENSE

(pp. 192-193)

Keywords: Combo-OK, Martial, Mirror (Elegant Flowing Deflection)

Prerequisite Charms: None

This Charm negates penalties to the Exalt's Melee-derived Parry DV.

Martial: Martial Arts.

BULWARK STANCE

(p. 193)

Keywords: Combo-Basic, Martial

This Charm negates penalties to the Exalt's Melee-derived Parry DV.

Martial: Martial Arts.

HEAVENLY GUARDIAN DEFENSE

(p. 193)

Cost: 8m

FIVEFOLD BULWARK STANCE

(p. 193)

Keywords: Combo-OK, Martial, Mirror (Eye of the Tempest)

This Charm only applies its benefits to the Exalt's Melee-derived Parry DV.

Martial: Martial Arts.

PROTECTION OF CELESTIAL BLISS

(p. 194)

Cost: 3m; **Mins:** Melee 3, Essence 2;

Type: Reflexive (Step 1 or Step 2)

Keywords: Combo-OK, Mirror (Fluttering Moth Technique), Obvious

Duration: One scene

Prerequisite Charms: Bulwark Stance

Replace the text of the Charm with the following:

The Lawgivers have returned into a world of peril and sorrow, a cruel age that threatens to destroy all that they cherish and hold dear. So long as there is a weapon in their hands, they can fight against this dark time, holding it forevermore at bay. As the Solar activates this Charm, he attunes his martial instincts to a single Melee weapon he wields, invoking an aurora of blue and gold flames to surround it with protective Essence. He takes no DV penalties from attacks made with the chosen weapon, and adds +2 to its Defense rating.

The Solar may also use the enchanted weapon to perfectly parry any attack against him in Step 2, even if that attack is unblockable. Doing so ends this Charm prematurely, as the corona of protective Essence flares to supernova brilliance, and then fades away. Once the Solar has done so, he cannot re-activate this Charm for the rest of the scene, a limitation that counts as this defense's Flaw of Invulnerability. With Melee 5+, Essence 5+, the Solar may invoke this defense up to (Essence ÷ 2) times in one scene before this Charm ends.

SOLAR COUNTERATTACK

(p. 194)

Keywords: Combo-OK, Counterattack, Martial-ready, Mirror (Vengeful Riposte)

If the Lawgiver has stocked any free reflexive attacks, she may expend one such attack as part of the three mote cost of this Charm's activation to make her counterattack unblockable. (See Final Sunset Stance from *Ink Monkeys*, Vol. 32 for an example of stocking free reflexive attacks.)

Martial-ready: Archery, Martial Arts, Thrown. The unblockable version of Solar Counterattack is available only to Martial Arts and Melee.

READY IN EIGHT DIRECTIONS STANCE

(p. 194)

Keywords: Combo-Basic, Martial, Obvious

As with Solar Counterattack, the Solar may expend stocked free reflexive attacks to make unblockable Martial Arts and Melee counterattacks.

Martial: Archery, Martial Arts, Thrown.

THROWN

JOINT-WOUNDING ATTACK

(p. 195)

Cost: 2m

Keywords: Combo-OK, Crippling, Martial-ready

Prerequisite Charms: None

Martial-ready: Archery, Martial Arts, Melee.

OBSERVER-DECEIVING ATTACK

(p. 195)

Cost: 1m

Prerequisite Charms: None

MIST ON WATER ATTACK

(pp. 195-196)

Cost: 1m per action

Keywords: Combo-OK, Crippling, Martial

This Charm functions thanks to the icy tenor of the Solar's killing intent. It will not function if the Solar stabs himself or an ally for the purpose of enjoying enhanced stealth.

Martial: Archery.

TRIPLE-DISTANCE ATTACK TECHNIQUE

(p. 196)

Cost: 2m

CALL THE BLADE

(p. 197)

Cost: —(1m); **Type:** Permanent

Keywords: Merged, Mirror (Hungry Missile Technique), Obvious

Duration: Permanent

Prerequisite Charms: None

All errata to Melee version also applies to this Charm (see page 19).

Merged: Call the Blade (Melee).

SPIRIT WEAPONS

(p. 197)

Cost: 4m

Prerequisite Charms: Call the Blade

Weapons created by this Charm are always exceptional. The Solar can reflexively create new weapons at any time as long as he has a hand free to hold them.

WAR

HEROISM-ENCOURAGING PRESENCE

(pp. 197-198)

Cost: 5m or 5m, 1wp; **Mins:** War 4, Essence 2; **Type:** Reflexive

Prerequisite Charms: None

This Charm costs five motes when used in combat or social combat, or five motes, one Willpower when used in mass combat. It renders allies fearless within a range of (Essence x 20) yards, not (Essence x 5).

At Essence 3+, in addition to the listed effects, whenever the Solar or an ally under the effects of Heroism-Encouraging Presence channels Valor to enhance an action, they add successes rather than dice to the action at a rate of one success for every die that would have been added. If the action succeeds, the character is automatically refunded the Willpower spent to channel Valor.

INTEGRITY

ELUSIVE DREAM DEFENSE

(pp. 200-201)

The Charm lists a duration of Instant (Story). This means that the motes are committed for the rest of the story.

PERFORMANCE

PHANTOM-CONJURING PERFORMANCE

(p. 202)

At Performance and Essence 4+ a Solar with this Charm may personalize the expressions of his iconic anima displays, changing its appearance each time it flares up. Deathknights with this Charm's Abyssal Mirror gain the same benefit.

RESISTANCE

GLORIOUS SOLAR PLATE

(p. 205)

Cost: 1m/3m/5m, 1wp

Keywords: Combo-OK, Holy, Obvious

Prerequisite Charms: Whirlwind Armor-Donning Prana

Replace the text of the Charm with the following:

The Solar armors himself in the blazing glory of the Unconquered Sun. Glowing golden armor manifests on his body as he activates this Charm, taking on a form chosen by the Solar at the time he purchases the Charm. Statistically, the armor has traits equivalent to those of any basic orichalcum artifact armor with a rating of 3 dots or lower. One-dot armors cost 1m, 1wp to invoke with this Charm; two-dot armors cost 3m, 1wp; three-dot armors cost 5m, 1wp.

Regardless of their design or statistics, the armors created by this Charm shine with golden light equivalent to an 8-10m anima display. Creatures of darkness are staggered by this radiance, subtracting the Solar's (Essence) from the raw damage of their attacks against him, to a minimum of one.

For a two-mote surcharge, this armor may be invoked along with an Essence-forged shield decorated with either the symbol of the Unconquered Sun or a depiction of the character's iconic anima. This shield has the traits of a mundane shield of the character's choice, again chosen at the time of Charm purchase.

Players wishing to have multiple options may take this Charm up to (Resistance) times, defining a different suit of armor each time they purchase it. Each purchase after the first costs 2 experience points.

DURABILITY OF OAK MEDITATION

(pp. 206-207)

Cost: 2m

Replace the text of the Charm with the following:

A boy cannot cut down an oak tree with a kitchen knife. No more can a mere mortal slay the Solar Exalted with petty blows of mundane steel. The Solar adds (Essence + Resistance) to his bashing and lethal soak against a single attack.

SPIRIT STRENGTHENS THE SKIN

(p. 207)

Mins: Resistance 3, Essence 2

Keywords: Combo-OK

This Charm reduces the post-soak damage of an attack, not the raw damage. It may not reduce an attack's damage below one die.

IRON SKIN CONCENTRATION

(p. 207)

Mins: Resistance 3, Essence 3

Keywords: Combo-OK

Duration: One tick

Replace the text of the Charm with the following:

Mortal weapons are as the stings of wasps and hornets to the Lawgivers reborn. All attacks against the Solar have their minimum damage reduced by one die for the duration of this Charm.

IRON KETTLE BODY

(p. 207)

Cost: —(+4m); **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Durability of Oak Meditation

Replace the text of the Charm with the following:

The Lawgivers are armored in righteousness; many need no other hauberk. This Charm upgrades Durability of Oak Meditation. The Solar may pay a surcharge of four motes to increase the soak bonus of the Charm to (Essence + Stamina + Resistance) and extend its duration to one scene. He cannot do so if he is wearing armor; donning armor later immediately ends any upgraded activations of Durability of Oak Meditation.

ADAMANT SKIN TECHNIQUE

(p. 207)

Cost: 8m

As a point of clarification, this Charm (and its Abyssal Mirror Wounds Mean Nothing) reduces the raw and final damage of an incoming attack or similar phenomenon to zero after all other modifiers and effects. Damage added to an attack after soak is applied, such as by Fire and Stones Strike, cannot harm a character who activates Adamant Skin Technique.

ESSENCE-GATHERING TEMPER

(p. 207)

Cost: —; **Type:** Permanent

Keywords: Dawn, Native, Overdrive

Duration: Permanent

Replace the text of this Charm with the following:

The more terrible the enemies and adversities they face, the greater the power of a Solar's spirit. This Charm grants the character an additional ten-mote peripheral Essence pool in accordance with the Overdrive Keyword. Whenever the Lawgiver is injured, she gains motes which are used to refill this

pool: one mote for being struck by an attack without taking damage, two motes per point of bashing damage, or three motes per point of lethal or aggravated damage suffered.

Essence-Gathering Temper will only provide motes when the Solar is injured against her will; she may no more order a bound demon to assault her in order to obtain motes than she may gain them from stabbing herself. Health lost in order to pay the activation cost of a Charm likewise never produces motes.

At Essence 3+ the Solar may also refill her Overdrive pool when she perceives her allies being injured, at the same rate as though she were taking damage herself. In order to gain motes in this fashion, the Solar must directly perceive the character being injured at the moment the injury occurs, and must have a positive Intimacy toward that individual (the character's Lunar mate also always qualifies). Finally, the injuries may not be self-inflicted, as outlined above, and may not be inflicted by the Solar herself.

UNBREAKABLE WARRIOR'S MASTERY

(p. 208)

Cost: 4m; **Mins:** Resistance 4, Essence 2

Keywords: Combo-OK, Mirror (Stitched-Flesh Resilience), Obvious

Prerequisite Charms: Durability of Oak Meditation

There is no activation roll needed to use this Charm.

New Abyssal Charm: Stitched-Flesh Resilience (**Prerequisite Charms:** Spirit-Hardened Frame). Hideous tendrils of black Essence burst from the Abyssal's flesh as he is mutilated, reattaching severed limbs and knitting together wounds. This Charm is identical to its Solar counterpart.

SURVIVAL

FRIENDSHIP WITH ANIMALS APPROACH

(p. 209)

Prerequisite Charms: None

ELEMENT-RESISTING PRANA

(p. 210)

Environmental damage inflicted via Charms, spells, etc. are replicating natural environmental damage, but it isn't actually natural. These are supernatural assaults that are directly inflicted upon characters. So, for example, Dragon Vortex Attack would, in fact, be able to inflict damage to someone under the aegis of Element-Resisting Prana.

LORE

ESSENCE-LENDING METHOD

(p. 217)

No character can receive more than five motes on a single action from any combination of effects that voluntarily transfer Essence between characters. This restriction applies equally to Essence-Lending Method, Essence-Draining Touch, Lease the Flame, and all similar magic.

IMMANENT SOLAR GLORY

(p. 218)

Keywords: Mirror (Essence Engorgement Technique), Native, Obvious

Prerequisite Charms: None

This Charm is available in the War, Performance, Larceny and Bureaucracy Abilities. Each purchase of this Charm from any Ability counts towards the maximum total of (Essence) purchases. This errata applies equally to the Abyssal Mirror (page 79).

MEDICINE

WOUND-MENDING CARE TECHNIQUE

(p. 219)

Prerequisite Charms: None

The patient recovers (rolled success) health levels at the end of the treatment, not at the end of the day.

OCCULT

GHOST-EATING TECHNIQUE

(p. 221)

This Charm cannot drain more motes from a spirit than the total levels of damage dealt by the attack. Motes drained do not go into the Solar's Essence pool; rather, these torn-off fragments of spiritual power swirl invisibly about her, empowering her to continue her assault upon unruly spirits. For each mote drained by this Charm, the Solar may launch one Spirit-Cutting Attack at no mote cost. Phantasmal images of those spirits damaged or destroyed by Ghost-Eating Technique during the scene flicker and churn within the Solar's anima until she has used up all captured Essence on Spirit-Cutting Attacks, or until the end of the scene, at which point the drained power dissipates.

ATHLETICS

MONKEY LEAP TECHNIQUE

(p. 223)

While this Charm is active, the character may reflexively Jump only once per action, on her action tick. This does not replace her Move actions, and she may still only Jump once per action.

SOARING CRANE LEAP

(p. 223)

Cost: 4m

As a point of clarification, this Charm (along with Monkey Leap Technique) enables the character to take a Jump action reflexively on her action tick, not in place of a Move action. The character may still only Jump once per action.

DODGE

SEVEN SHADOW EVASION

(p. 227)

Cost: 8m

LEAPING DODGE METHOD

(p. 227)

Leaping Dodge Method moves the character (10 + [Strength x Dodge]) yards vertically or (10 + [Strength x Dodge] x 2) yards horizontally. Characters may not enhance the distance this Charm carries them through the use of hearthstones, artifacts, sorcery, or other Charms.

LARCENY

PERFECT MIRROR

(p. 228)

Cost: —(+3m, 1wp); **Type:** Permanent

Keywords: None

Duration: Permanent

This Charm acts as a permanent upgrade to Flawlessly Impenetrable Disguise, allowing it to be activated with a three mote, one Willpower surcharge to enjoy the benefits detailed under Perfect Mirror. It also changes the duration of Flawlessly Impenetrable Disguise to Indefinite, even when activated for 7m.

SAIL

SALTY DOG METHOD

(p. 236)

This Charm's text is in error; DVs and MDVs are not considered external penalties and as such are not affected by the Charm. Poison would be a better example of the sort of unrelated penalties the Charm negates.

SOCIALIZE

WISE-EYED COURTIER METHOD

(p. 238)

This Charm is a social attack against the MDV of the group's leader. Magnitude is not applied normally to the unit's MDV; instead, the Solar's roll suffers an external penalty equal to the group's (Magnitude ÷ 2). Ignore all references to an external penalty in the text of the Charm.

CHAPTER THREE

THE DRAGON-BLOODED

TRAITS

BREEDING BACKGROUND

(pp. 105-106)

BREEDING AND EXALTING CHILDREN

Dragon-Blooded Breeding involves rolling a single 10-sided die. If both parents are patricians of proper breeding with numerous Dragon-Blooded relatives, the child Exalts on a roll of 1-2. If one parent's a Dragon-Blood and the other is a mortal of poor breeding, the child will Exalt on a roll of 1-3. If one parent's a Dragon-Blood and the other's a patrician of good stock with Dragon-Blooded relatives, the child Exalts on a roll of 1-4. If both parents are Dragon-Bloods, the child Exalts on a roll of 1-6. The Breeding Background adds to the number that must be rolled, and it applies from both parents if both have high enough Breeding. Thus, if two Dragon-Bloods, one with Breeding 4 and one with Breeding 5, have a child, the child will Exalt on a roll of 1-9 (the normal 1-6 for the child of two Terrestrials, plus 1 for the Breeding 4 parent, plus another 2 for the Breeding 5 parent).

BREEDING BACKGROUND COSTS FOR LOOKSHY

For a Lookshy Dragon-Blood, Breeding 4 costs 14 bonus points, while Breeding 5 would cost 20 (which is patently impossible except in games using the Merits and Flaws presented in Chapter Three of *Scroll of Heroes*).

FIRE ASPECT ANIMA

(p. 117)

Fire Aspects are immune to natural fires while their animas flare.

WOOD ASPECT ANIMA

(p. 121)

The statistics for the Wood Aspect anima's poison are: Damage (Essence)/Minute; Toxicity (Essence); Tolerance (None); Penalty $-(\text{Essence} \div 2, \text{rounded up})$.

TEN-THOUSAND RIGHTEOUS CORRECTIONS

Much of the Dragon-Blooded errata, along with brand new Charms and excerpts from the Realm military guide of the same name, can be found in the PDF supplement *The Thousand Correct Actions of the Upright Soldier*.

CHARMS

NEW AND UPDATED KEYWORDS

In addition to the keywords here, many Charms have gained less Terrestrial-specific keywords. Holy, Leader and War all have received relevant updates that can be found on page 9.

Action-Only: A reflexive Charm with this keyword can only be activated on a tick when the character acts and only once per tick. It may not be used on the ticks between actions.

Cooperative: Close contact means that each participating Dragon-Blood must be within five yards of one or more other participants to harmonize animas.

Dynasty: (Dreams of the First Age: Lords of Creation, p. 77 or 98.) A Charm with this keyword has special effects on human descendants and occasionally other blood relatives. For these purposes, a blood relative is defined as anyone with whom the character shares a common ancestor no more than five generations back. A descendant is anyone who traces direct lineage to the Exalt, regardless of the number of generations. Some Charms differentiate between relatives who are mortal versus Dragon-Blooded, as noted in their description. Celestial Exalted are never considered blood relatives or descendants unless a Charm explicitly says so.

Elemental: When the same or different Charms list effects that vary by element which are functionally identical, these effects never stack. For example, a target choking on seawater cannot have his action delayed more than three ticks by repeatedly hitting him with further action-delaying attacks. Some common Elemental effects function differently than printed. The -2 internal penalty for buffeting should be a -1 external penalty. Charms that induce knockback or knockdown with a successful hit always function and do not afford a roll for the victim to avoid falling prone. Further, hurling someone back or prone is a Knockback effect and only imposes the buffeting penalty on complementary unit targets unless the Charm encompasses most of the area the unit occupies. References to bonus levels of damage (usually via fire) add dice instead. Wood toxins are a Poison effect and any penalties they impose are internal. Although they do not stack, these toxins automatically take hold with a successful hit to impose their usual penalty; the victim receives no roll to avoid this. For reference, the Wood anima toxin is: Damage (Essence)L/action, Toxicity (Essence), Tolerance None, Penalty –(half Essence) and inflicts one dose per action to each victim who makes skin-to-skin contact, whether momentary or continuous.

Purity #: (Dreams of the First Age: Lords of Creation, p. 77 or 98.) Charms with this keyword channel the Elemental Dragons through birthright, requiring the minimum Breeding indicated in parentheses to learn them. The Eclipse anima and similar powers allow these Charms to be learned without Breeding as though their minimum Essence was one dot higher. The steady dilution of the Dragon-Blooded race has made Purity magic vanishingly rare, almost legendary. Knowing about each of these Charms requires an (Intelligence + Occult) roll at a difficulty of the highest minimum trait required for them. Incidentally, this is also the difficulty to know about the special support effects of each Terrestrial Charm capable of aiding Celestial Exalted leaders, as the Immaculate Order does its utmost to stamp out this heretical knowledge.

GENERAL CHARMS

TERRESTRIAL (ABILITY) REINFORCEMENT

(pp. 128-129)

Keywords: Combo-OK, Touch, War

No contact is required to target a fellow officer; Exalted fellow officers may have Abilities raised higher than twice their rating (but still no higher than the donor's rating). With Essence 4+, targeting an Exalted unit leader and committing additional motes equal to the unit's Magnitude simultaneously applies the Charm to every member of the unit. Only Exalted fellow officers ignore the twice rating cap for a unit blessing, but boosting rank and file can increase the unit's Close Combat Rating or Ranged Combat Rating.

LINGUISTICS

LANGUAGE-LEARNING RITUAL

(p. 129)

Keywords: Stackable

Each commitment sustains fluency in a different language (written fluency requires Lore 1).

CIPHER MISSIVE

(p. 129)

Deciphering a document created with this Charm is an extended action with a difficulty of (Exalt's Essence rating), cumulative difficulty equal to the successes the Dragon-Blood rolled and a roll interval of (Exalt's Essence rating) days.

CRAFT ICON

(p. 130)

Replace the word "reduce" in the second paragraph with "reproduce."

THOUSAND TONGUES MEDITATION

(p. 130)

The Exalt can reflexively shift which characters the Charm targets at will.

POISONED TONGUE TECHNIQUE

(pp. 130-131)

Keywords: Combo-OK, Social, War

The listed duration means the character must constantly re-activate the Charm to maintain its effects, but the cost to do so is 0m so long as the Exalt keeps targeting the same overall conversation. If using this Charm to alter the resolution of a target's social attacks, the Terrestrial replaces the target's dice pool with his own (Manipulation + [Presence or Performance as appropriate to the type of address]) and may use the hijacked action to do anything that is normally possible with a social attack using that dice pool (within the limits established by the successes rolled). Social attacks enhanced by magic are beyond the power of this Charm to twist. Used in mass combat to target an enemy unit in range, each success reduces the total number of relays it is considered to have (communication failure can result). If the unit leader realizes this is going on and successfully rallies for organization, relays are restored and the unit is immune to further use of the Charm for the rest of the scene.

VOICE OF MASTERY

(p. 131)

The Charm's targets can't be reset without reactivation.

WIND-CARRIED WORDS TECHNIQUE

(p. 131)

Keywords: Combo-OK, Social

The Charm can target any location the Exalt can describe, as noted. If the intended recipient is within (Essence x 5) miles of that location and is not in an airtight room, the message finds them. The message can carry a single normal Presence-based social attack as part of activating the Charm, but this attack can't be further augmented with Charms besides Presence Excellencies.

SPEECH WITHOUT WORDS

(pp. 131-132)

The Exalt must be able to see all participants at the time of activation and can't change them without reactivation. The roll to transmit or understand complex messages is reflexive and mandatory, with a difficulty of 1-5 set by the Storyteller. Social attacks may be conveyed through gestures, but may also require a transmission roll for complex statements and automatically fail to affect targets who do not make a required understanding roll. A second purchase at Linguistics 5+ removes the need for transmission/understanding rolls and allows participants to gesture subtly enough that onlookers fail to recognize them as communication without a (Perception + Awareness) roll at a difficulty of the Exalt's Essence.

WITH ONE MIND

(p. 132)

Keywords: Combo-Basic, Dynasty, War

This Charm links the Exalt and up to (Linguistics rating) individuals she can perceive within a mile for as long as those characters stay within this radius. Double the number of maximum participants if all members are blood relatives of the Terrestrial. The activation cost is 1m per character, but this is waived for any character the Exalt gifts with trait dots. The difficulty of the roll to coordinate attacks by linked members is only 1 and they may always parry on each other's behalf as though they had used a Defend Other action to set this up. Trait dots conferred by this Charm cannot increase another's rating above the Exalt's rating. Because the same bonus must be purchased for each beneficiary, the Terrestrial must still purchase wasted dots to give a higher bonus to members who can benefit from them. Used in mass combat, the Charm can link a unit leader with fellow officers, all of whom count as one additional relay regardless of actual role.

LORE

ELEMENTAL CONCENTRATION TRANCE

(p. 132)

This Charm can accelerate training times for any Charm that shares the Terrestrial's aspect or non-magical trait. Charms to learn sorcery or necromancy are never eligible, regardless of aspect. The Charm may also be used to speed research or other actions to gain information from available sources.

ETERNAL MIND MEDITATION

(pp. 132-133)

The Exalt can contest the effects of any Charm that altered the character's memories using a standard roll-off, though the character must first think to check the altered recollection. He can also focus on memories associated with an Intimacy (which reasserts it) or his Motivation, doubling the MDV bonuses or penalties that trait provides in Social Combat for the scene as long as he is not already focusing on it.

ELEMENTAL EMPOWERMENT MEDITATION

(p. 133)

Cost: —; **Type:** Permanent

Keywords: Elemental, Native

Duration: Permanent

Replace the text of the Charm with the following:

The blessings of the Terrestrial Exaltation allow the Dragon-Blooded to draw upon the might of their progenitors, the Elemental Dragons, evoking their power from the land itself. A Dragon-Blood may activate his anima effect for zero motes while he is in direct contact with some potent expression of his Aspect element—a windstorm, a bonfire, the ocean, and so on. In addition, the Dragon-Blood multiplies the rate at which he naturally recovers motes by his (Essence) while resting or meditating in a landscape that is associated with his Aspect's element.

ELEMENTAL BOLT ATTACK

(pp. 133-134)

Keywords: Combo-OK, Cooperative, Elemental, Leader, Obvious

Additional purchases of this Charm enable evocation of elements other than the Terrestrial's aspect, but each activation can only express one known element. The bolt may also be aimed with Thrown. Characters can always enhance a bolt's accuracy with Lore Excellencies (or Athletics Excellencies, if using that Ability). If using Archery or Thrown, the character can enhance it as normal for an attack using the Ability and may place Elemental Bolt Attack in a Combo with Charms of that Ability. The Accuracy bonus for Cooperative use of the Charm does not count against Charm dice bonus limits; the only limit is the number of Dragon-Blooded who may be gathered together to unleash the fury of the elements. Any special character can contribute to a Cooperative activation, even heroes and relays.

Element bolts have the Overwhelming tag, with a minimum damage 2.

ELEMENTAL BURST TECHNIQUE

(p. 134)

Type: Permanent

The purchase of this Charm adds a new "setting" to Elemental Bolt Attack that functions as described for Elemental Burst Technique (subject to the pertinent rules established above for a standard Elemental Bolt Attack). The Exalt assigns the setting per activation.

OCCULT

HARMONIOUS WIND-LURING SONG

(p. 134)

Type: Simple (Speed 5 in long ticks, -0 DV)

Duration: One day

This Charm does not summon an actual spirit, but rather invokes the power of such beings to create winds that may blow anywhere within a radius of (Occult x 100) yards around the Terrestrial. Multiple currents can blow in different directions within the radius, typically to help allies while hindering enemies. When using this Charm to speed or slow a vehicle propelled by the wind (such as a ship or airboat with sails), the net modifier to per tick speed is the Exalt's (Sail + Essence) and this is applied after any adjustments to the vehicle's own speed. Changing the wind's direction or rearranging where it blows within the permitted radius is a diceless miscellaneous action.

SPIRIT-GROUNDING SHOUT

(p. 134)

Keywords: Combo-OK, Shaping

A spirit forced to materialize must still possess the Materialize Charm to do so, but accomplishes forced materialization reflexively. If the spirit lacks sufficient motes to accomplish this, the Terrestrial knows how many motes are still required and may pay them. If he does not, the spirit also spends no motes and the Charm does nothing.

SPIRIT-CHAINING STRIKE

(pp. 134-135)

Keywords: Combo-OK, Crippling, Leader

Each threshold success on the activation roll imposes a cumulative -1 internal penalty. A spirit becomes Inactive but fully conscious for a scene once the total penalty imposed by all activations of this Charm exceeds its Essence rating. The only actions a paralyzed spirit can take are mental actions that do not affect others. Leader only applies if attacking a solo unit or special character spirit while commanding a unit whose attacks can hit that spirit. A paralyzed spirit ceases to be a special character and drops out of its unit.

SPIRIT-SHREDDING ATTACK

(p. 135)

Keywords: Combo-OK, Leader

Each threshold success on the activation roll strips away (Exalt's Essence rating)m from the spirit as a Shaping effect. The imposition of permanent death with a killing blow is not Shaping. Leader applies as per Spirit-Chaining Strike.

FIVEFOLD RESONANCE SENSE

(p. 135)

Once the Exalt has (Occult 4+, Essence 3+), this Charm can detect artifacts and other objects made of detectable magical materials that are attuned to someone else, but any such items carried by their owner are considered to be concealed by any magic that conceals said owner. With (Occult 5+, Essence 3+), the Charm is no longer automatically trumped by Celestial or Solar magic and just uses roll-off rules when confronted with concealing magic.

SEEING THE MAKER'S HAND

(pp. 135-136)

This Charm can never discern the workings of N/A Artifacts and may only analyze simple artifacts by default. Analyzing the product of exotic crafts like Magitech or Genesis require that the Exalt have at least one dot in that Craft. Large artifacts require 2 uses to yield any useful information for anything up to the size of a warstrider or 3 for anything bigger (+1 if not a simple artifact). With Occult 5+, the Exalt may analyze artifacts attuned to others.

STEALTH

FEELING-THE-AIR TECHNIQUE

(p. 136)

Keywords: Combo-OK, Leader 5

If a Dragon-Blood suffers a Crippling injury that blinds him completely, duration increases to Indefinite and cost becomes 0m.

SOUNDLESS ACTION PRANA

(p. 136)

Characters using this Charm are ineligible targets for (Perception + Awareness) rolls based solely on hearing. For example, if the Exalt is moving around a room, but a closed door bars any visual detection, the sounds he would otherwise make do not prompt checks to notice him. Human-range senses other than vision and hearing are insufficiently acute to detect things at any real range, so an Exalt using Soundless Action Prana with full visual cover is basically undetectable without magic.

ZONE OF SILENCE STANCE

(p. 136)

See Soundless Action Prana above. Obviously, this Charm suppresses spoken social attacks. If magic is used inside the zone that functions via sound through than producing sound as an incidental effect, a standard roll-off determines whether it ignores the zone or fails to work (and in which case no costs are paid, though an action may be wasted, depending on the magic).

DISTRACTING BREEZE MEDITATION

(p. 137)

Keywords: Combo-OK, Leader 4

Leader allows the targeting of enemy units as though they were individuals.

TRACKLESS PASSAGE STYLE

(p. 137)

Keywords: Combo-Basic, Leader 4

Leader treats dots of Magnitude as individuals to determine cost; must conceal all Magnitude to cloak a unit's march.

WIND-WALKING TECHNIQUE

(p. 137)

Common sense guides the definition of horizontal surface; inclines are fine, sheer surfaces are not.

THROWN

LOYAL WEAPON

(p. 138)

Keywords: Combo-OK, Leader 4

If this Charm is used to retrieve a weapon that only exists in the moment of the attack (such as Elemental Bolt Attack or Deadly Blades of the Five Dragons), the projectile continues to exist with the same statistics and returns to the Exalt's hand so that it may be hurled again without requiring reactivation of the effect that created it. Unless Loyal Weapon is applied again, such projectiles then disappear like normal.

PERSISTENT HORNET ATTACK

(p. 138)

Keywords: Combo-OK, Leader 6

The Charm's type is Extra Action, but instead of creating a flurry, each of the actions occurs sequentially as noted in the Charm. Actions past the first use the indicated dice pool and require no additional effort on the part of the Terrestrial, leaving him free to do other things. Standard Combo rules govern the need to pay for other enhancing Charms per attack.

INVISIBLY HIDDEN CHAKRAM METHOD

(pp. 138-139)

Cost: 2m; **Type:** Reflexive (Step 1 or 2)

Each activation may either banish a held thrown weapon the Exalt owns Elsewhere or retrieve it from Elsewhere to an available hand as a reflexive Ready Weapon action. The latter use may conjure a weapon as part of the attack that throws it (and perhaps to parry if the Exalt has some means of doing so with a Thrown weapon).

WHIRLWIND SHIELD FORM

(p. 139)

Keywords: Combo-OK, Leader

Gusts of force apply an external penalty of half the Exalt's Essence rating against all ranged attacks made against him or protected allies within range. The Leader use shields dots of Magnitude as though individuals to a maximum of (Essence -1) dots; all dots must be protected for any benefit.

VENGEFUL GUST COUNTERATTACK

(p. 139)

Type: Reflexive (Step 5 and Step 9)

Keywords: Combo-OK, Counterattack, Leader 5

The Charm's rolled parry is applied in lieu of the character's Parry DV. If this generates enough successes to throw the projectile back, only then is a counterattack in Step 9 that applies the appropriate number of successes in place of an attack roll and has a base damage equal to the weapon's base damage in its original trajectory. With Essence 4+, the Charm can protect any vehicle on which the Exalt is a special character.

DEADLY BLADES OF THE FIVE DRAGONS

(p. 139)

Keywords: Combo-OK, Elemental, Obvious, Stackable

Duration: Until thrown

For every 3m spent during activation, the Charm creates one elemental weapon with the normal statistics of its kind that is clearly formed of the appropriate aspect Essence. Repeated activation of this Charm stacks to produce more weapons, but the Exalt cannot create more than (Essence rating) weapons among all activations. These weapons may be given to others, and vanish into nothingness if thrown at their creator or used for any purpose other than throwing them at a target. When thrown, they ignore all multiple action penalties that apply to the attack roll and impose elemental effects as explained, but vanish after hitting. Additional purchases of this Charm each add another element to the Exalt's repertoire beyond that of his aspect, but a created weapon can have only one element imbued in it.

ELEMENTAL ARMOR TECHNIQUE

(pp. 139-140)

Keywords: Elemental, Leader, Obvious, Stackable

Multiple activations of the Charm are cumulative, but cannot exceed the stated soak limits for a single activation of the Charm. Soak provided by the Charm is armor. Elemental effects that state they provide DV bonuses instead apply an equivalent external penalty to all relevant incoming attacks. Each purchase of this Charm after the first adds an additional element to the Charm. Characters may evoke these by adding +2m per element to the Charm's cost, in which case the armor has the powers conferred by those elements in addition to its normal effects.

AWARENESS

ALL ENCOMPASSING EARTH SENSE

(p. 140)

Keywords: Leader

ENTOMBED MIND TECHNIQUE

(p. 141)

Type: Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Crippling, Social

This Charm does not go into effect until the character's DV refreshes, and only if the subject has been kept motionless by her own volition, another compulsion or physical restraints. Threshold successes determine how many hours a victim sleeps. Appropriate Charms may awaken a sleep using roll-off rules. Dreams of treasure are a plot point under Storyteller control and can't be deliberately induced.

SENSE-RIDING TECHNIQUE

(p. 141)

Keywords: Combo-OK, Shaping

The dice pool to notice an attempt to ride senses is (Wits + Awareness). Tagging someone is an unblockable, undodgeable Shaping attack. Wards against scrying block this Charm.

SENSE-DESTROYING METHOD

(pp. 141-142)

Type: Simple

This Charm requires an unblockable attack roll to hit a target in line of sight using (Perception + Awareness + Essence), applying an external penalty of the target's Perception. On a hit, the number of successes remaining translate directly into the internal penalty applied to use of the targeted sense or negation of wound penalties if numbing touch, respectively.

ESSENCE DISRUPTION ATTACK

(p. 142)

Keywords: Shaping

This is an unblockable, undodgeable attack with a range of (Essence x 3) yards. Reference to net successes in the activation roll means threshold successes.

CRAFT

SHAPING HAND STYLE

(p. 142)

Duration: Indefinite

In addition to its martial utility, this Charm provides a +3 die equipment bonus to Craft rolls that could logically benefit from the emulated tool. This does not count against Charm bonus limits.

STONE-CARVING FINGERS FORM

(p. 142)

Cost: 1m per cubic yard; **Type:** Simple (Dramatic action)

Keywords: Combo-OK, Elemental, Shaping

In addition to sculpting rock, the Charm can create anything that can be made with Craft (Earth) by striking the appropriate raw materials, though the character can use any Craft Ability. Each additional purchase adds another element, but he must use the appropriate elemental Craft Ability for everything besides earth. Only non-magical items may be created with this Charm. The only living beings this Charm can modify are non-magical, non-sentient plants.

PERFECT CLIMBING ATTITUDE

(p. 142)

Characters climbing with aid of this Charm do so at twice their normal walking speed. With Essence 3+, the Charm helps scale any surface and can do so without digging into it (the Exalt can't choose to dig into anything magical, such as a manse's walls).

FLAW-FINDING EXAMINATION

(pp. 142-143)

Type: Simple (Dramatic action)

Keywords: Combo-OK, Leader, War

The activation roll uses the character's highest Craft ability. Fixing objects is a Shaping effect, and the Charm can only repair non-magical inanimate objects by default. Broken structures must be repaired by mending each component object. Repairing a damaged simple artifact requires Essence 3+ and each use counts as (Essence rating) successes toward the task. Repairing or maintaining magitech or other exotic craft

products further requires at least a dot of the appropriate Craft. If a special character uses this Charm to study flaws, she can communicate her findings to her leader or a fellow officer to enhance the next attack against the target made by the unit or character, respectively. If a character or unit has multiple applications of this Charm advising it on how to destroy an object, the formula for damage increase is (raw damage x 2) + (total Essence of advisors past first).

CHARM OF LESSER UNMAKING

(p. 143)

Keywords: Combo-OK, Shaping, Touch

The activation roll uses the character's highest Craft Ability. This Charm must be successively activated a number of times equal to the difficulty to disassemble the target, but all activations after the first cost 0m. This Charm can only disassemble inanimate artifacts that are inherently fragile, such as those made with the Art of Enchantment.

CHARM OF GREATER UNMAKING

(pp. 142-143)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

This Charm does not function at all as written. Instead, it upgrades Charm of Lesser Unmaking by allowing it to be placed in a Combo with Charms of other Abilities, adding the option to tear something into original raw materials and letting a single activation destroy any non-magical object.

INTEGRITY

UNSLEEPING EARTH MEDITATION

(p. 144)

The number of hours is 25, not 24. Once Willpower begins to decay, it lowers the size of the Exalt's Willpower pool, but not her permanent rating. The pool resets to normal after appropriate rest.

UNTIRING EARTH MEDITATION

(p. 144)

Keywords: Combo-OK, Leader 5

Blessed units can't lose Endurance and add +1 to Morale from near immunity to pain.

OATH OF THE TEN-THOUSAND DRAGONS

(p. 144)

Keywords: Dynasty

Prerequisite Charms: None

This Charm bolsters Intimacies of loyalty, creating them as necessary. The loyalty must be to a group, a blood relative or a Celestial Exalt. The reinforced Intimacy reasserts itself each day at dawn if removed (temporarily nullifying that purchase of the Charm until it returns) and the Terrestrial cannot voluntarily weaken it. The bonus provided by this Charm is not limited by and does not count toward the maximum Charm bonus to MDV. Characters can purchase this Charm any number of times, but can't undo an oath that becomes inconvenient.

TEN-THOUSAND DRAGONS FIGHT AS ONE

(p. 144)

Mins: Integrity 2, Essence 2

Duration: Instant

Prerequisite Charms: None

Use of this Charm instantly creates an Intimacy toward another Exalt that may have any emotional context the user wishes, positive or negative. It may also reassert an Intimacy to a Terrestrial or change the context of an existing intimacy. Intimacies created by this Charm are normal Intimacies apart from the speed at which they form and fall away if the character has too many.

UNFLAGGING VENGEANCE MEDITATION

(pp. 144-145)

Keywords: Leader, Social

Once an Exalt has sworn vengeance, he brings the Charm's power to any unit he leads, pushing them until the weak die or desert their mad commander. Exalted with this Charm may swear oaths of eternal enmity with Oath of the Ten-Thousand Dragons to bolster Intimacies of vengeance against a group or specific individual, provided they haven't sworn an oath of loyalty to that target.

GRANITE CURTAIN OF SERENITY

(p. 145)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Leader

Prerequisite Charms: Any Integrity Excellency, Ten-Thousand Dragons Fight as One

INVIOULATE DRAGON SPIRIT

(p. 145)

Type: Reflexive (Step 2)

Keywords: Leader

Prerequisite Charms: Any Integrity Excellency

This Charm empowers a curt retort to parry any mental influence, even unblockable attacks. It also rids the Exalt of all Compulsion effects currently affecting her, including all addiction. The Leader use can only parry attempts to sway the unit (such as Performance-based social attacks) and doesn't rid unit members of Compulsions.

CHAOS-WARDING PRANA

(pp. 145-146)

Keywords: Leader 7

This Charm provides absolute immunity to all Shaping effects save for those generated by Celestial Exalted using any magic that Terrestrial Exalted are incapable of learning. This weakness does not apply if the Terrestrial's Breeding is greater than or equal to the Essence of the Celestial doing the Shaping. This Charm's defense extends to all objects within (Essence rating) yards of a protected character who owns them.

DEFENSE-FROM-ANATHEMA METHOD

(p. 146)

Cost: 5m, 1wp

Keywords: Combo-OK, Leader 5, Native

In the First Age, this Charm was known as Dragon's Parable Defense. It gained its modern name only when it was turned to the task of hunting the Celestial Exalted.

Replace the text of this Charm with the following:

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

RESISTANCE

STRENGTH OF STONE TECHNIQUE

(pp. 146-147)

Dots conferred by this Charm count against Charm bonus dice limits.

MOUNTAIN TOPPLING METHOD

(p. 147)

Keywords: Combo-OK, Leader

Strength conferred by this Charm may exceed but also counts against Charm bonus dice limits.

IMPERVIOUS SKIN OF STONE MEDITATION

(p. 147)

Type: Simple (Speed 3, DV -0)

Keywords: Combo-OK, Leader

Prerequisite Charms: None

Soak from this Charm is natural, and applies normally against damage from magical sources.

(ELEMENT) PROTECTION FORM

(pp. 147-148)

Cost: 3m; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Elemental, Obvious

Duration: Instant

Replace the text of the Charm with the following:

Elemental Essence surges across the Dragon-Blood's skin, hardening his flesh into living jade. (Element) Protection Form is actually a cluster of Charms, one per element. A Dragon-Blood must learn the version appropriate to his aspect before learning others. Activating any version of this Charm adds (Essence + Resistance + Breeding) to the Dragon-Blood's bashing and lethal soak against a single attack. Against attacks and environmental hazards that resonate with the chosen element, it also subtracts one die from their post-soak damage, to a minimum of one die.

Air: Air Protection Form protects against ranged attacks, or any attack or hazard that uses wind, cold, or electricity.

Earth: Earth Protection Form protects against attacks made with metal or stone weapons (including jade, but not any of the other magical materials), or any attack or hazard that uses stone or dirt, such as a landslide.

Fire: Fire Protection Form protects against attacks and hazards that use fire or extremes of heat, such as an inferno or firewand.

Water: Water Protection Form protects against any attack made against the Dragon-Blood while he is submerged in water, or against any attack or hazard that uses water.

Wood: Wood Protection Form protects against any attack made with a wooden weapon or natural attack, or against any attack or hazard that uses plant or animal life, such as a magically conjured swarm of bees.

UNBREATHING EARTH MEDITATION

(p. 148)

Type: Reflexive (Step 2)

UNFEELING EARTH MEDITATION

(p. 148)

Type: Reflexive (Step 2)

WAR

ENFOLDED IN THE DRAGON'S WINGS

(p. 148)

A steed is a valid beneficiary of this Charm. With Essence 3+, add the Cooperative and War keywords. Exalted acting as special characters in a complementary unit with Magnitude less than their Essence rating may pay 1m per Magnitude dot to shield all members of the unit with this Charm (and all their mounts, in the case of cavalry). Each additional Exalt using the Charm this way cumulatively adds +1 to the highest Essence rating among them to determine if the unit can be protected, but all participants must commit motes equal to the unit's Magnitude to do this. While an entire unit is protected, all members are shielded—even Exalted.

TIRELESS FOOTFALLS CADENCE

(pp. 148-149)

References to fangs mean 10 soldiers. If the number of affected soldiers within the unit does not equal the number of members that constitute its Magnitude, the unit receives no benefit from the Charm.

ARMOR-HARDENING CONCENTRATION

(p. 149)

With Essence 3+, this Charm gains the power to enchant an entire mass combat unit as per Enfolded in the Dragon's Wings. The cost to do this is 2m per dot of Magnitude. Using the Charm this way increases the unit's Armor rating accordingly.

PHANTOM-WARRIOR HORDE

(p. 149)

Keywords: Action-Only, Combo-Basic, Elemental, Obvious, War
Penalties imposed by the Charm are internal. The difficulty of a mortal's Valor roll is the Exalt's War rating.

COURAGEOUS BLAZING SWORDSMEN INSPIRATION

(pp. 149-150)

Keywords: Combo-OK

The extra health level conferred is a -0. When the Charm ends, reapply each beneficiary's current damage to his normal health track. With Essence 3+, this Charm gains the power to enchant an entire mass combat unit as per Enfolded in the Dragon's Wings. A unit blessed this way has one additional health level at every dot of Magnitude.

RAMPARTS OF OBEDIENT EARTH

(p. 150)

Keywords: Action-Only, Combo-OK, Obvious, Shaping

By default, each activation of the Charm molds one cubic yard per 2m spent. All affected volume must be contiguous. The difficulty to avoid falling in a sinkhole is the Exalt's Essence rating and an entire unit may be knocked down if the pit or trench is large enough. With Essence 4+, the Terrestrial can shape 10 cubic yards per 2m and can mold rock, allowing more grandiose constructions and excavations. Modifying terrain can affect the cover provided and how swiftly units may move over it as appropriate to the resultant landscape.

DRAGON-SEARED BATTLEFIELD

(pp. 150-151)

The deleterious conditions of this Charm impose an external penalty to all non-reflexive actions equal to half the Exalt's War rating. The listed radius is a maximum; the Exalt can create a smaller effect if desired.

DRAGON VORTEX ATTACK

(p. 151)

This Charm creates an environmental hazard within its radius that inflicts (Essence rating)L dice of damage (not levels, unless Essence 7+) per action with Trauma (Essence rating). If a Dragon-Blood is immune to a vortex, characters she has protected with Enfolded in the Dragon's Wings are also immune (not just those protected by the vortex's creator). A second purchase of this Charm at Essence 6+ adds the Holy keyword, inflicting aggravated damage to creatures of darkness.

ATHLETICS

EFFORTLESSLY RISING FLAME

(p. 151)

Keywords: Combo-OK, Leader, Obvious

Using the Charm as a Leader effect also adds the Action-Only Keyword.

FALLING STAR MANEUVER

(p. 151)

Keywords: Combo-OK, Leader

If applying this Charm to a ranged attack with a stunt, all that is required is for the target to lack cover.

BELLOWS-PUMPING STRIDE

(pp. 151-152)

Keywords: Action-Only, Combo-OK, Obvious

Fires created by the Charm are treated as a one-time bonfire with only 1L damage that fills a trail one yard across, tracing the path of the Exalt's tread since his last action.

INCENSE SMOKE LADDER

(p. 152)

Keywords: Action-Only, Combo-OK, Obvious

DANCING EMBER STRIDE

(p. 152)

The penalty for aerial actions is internal.

DODGE

THRESHOLD WARDING STANCE

(p. 152)

Keywords: Combo-OK, Stackable

In addition to canceling all environmental penalties to Dodge DV, this Charm also negates a single point of other penalties. Multiple activations of this Charm can be stacked to cancel up to a maximum of (Dexterity) points of penalty.

HOPPING FIRECRACKER EVASION

(pp. 152-153)

Type: Reflexive (Step 7)

This Charm may only be activated if the incoming attack missed and the Exalt applied a dodge-based defense against it. The character reflexively moves as per a Dash action away from the opponent, causing all subsequent attacks in a flurry that can no longer reach the Exalt to automatically miss.

VIRTUOUS NEGATION DEFENSE

(p. 153)

Keywords: Combo-OK, War

This Charm cannot protect against undodgeable attacks or attacks targeting characters more than (Dodge + Essence) yards away. If the attack is redirected, the target perfectly dodges it and the attack resolves normally against the Exalt. If the activation roll isn't sufficient to perfectly dodge the attack, the Terrestrial may apply his Dodge DV or Parry DV as normal. The possibility for failure in this Charm constitutes its Flaw of Invulnerability. When used in mass combat, this Charm ignores usual range limits to allow a special character to protect any fellow officer in his unit (champions can only be protected from attacks by non-champions).

SAFETY AMONG ENEMIES

(p. 153)

This Charm may only be activated if the Dragon-Blood successfully dodges an incoming attack as a result of applying Step 5 defenses (do not compare DV and attack pools). Because the Charm is predicated on a successful defense rather than providing a defense, it is solely considered an attack for Charm conflicts.

ELEMENTAL DEFENSE TECHNIQUE

(pp. 153-154)

Keywords: Elemental, Leader 6, Obvious

By default, the Charm obliterates non-magical projectiles that are personal scale, whether arrows or thrown weapons. Inherently non-magic projectiles do not become magical just be-

cause a Charm enhanced the attack. Conferred soak is armor that stacks with other armor. References to DV bonuses are separate external penalties applied against attacks. The Charm does not damage attackers directly, but instead projects an environmental hazard in a one yard radius around the Terrestrial with Damage: 4B/action (2L/action for the fire version) and Trauma (Exalt's Essence rating).

SMOLDERING KARMA STRIKE

(p. 154)

Keywords: Combo-OK, Counterattack, Leader

This Charm follows normal rules regarding its interaction with other counterattack effects and may be activated whenever the Exalt successfully dodges an attack by any means.

UNASSAILABLE BODY OF (ELEMENT) DEFENSE

(pp. 154-155)

Cost: 8m, 1wp

Keywords: Combo-OK, Elemental, Obvious, Shaping

The limitations of this perfect defense constitute its Flaw of Invulnerability.

MELEE

DRAGON-GRACED WEAPON

(p. 155)

Keywords: Combo-OK, Elemental, Leader

Each additional purchase of this Charm after the first adds an additional element beyond the character's aspect. Every activation incorporates the Exalt's base element, but can also incorporate any number of additional elements unlocked with extra Charm purchases. The total cost to activate the Charm is half the number of elements unleashed, all of which provide their usual power.

BLINDING SPARK DISTRACTION

(pp. 155-156)

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Crippling, Leader

The Charm may be activated in response to any attack the Exalt defended against with a Melee-based parry, even if that parry was not sufficient to prevent a hit. The Terrestrial chooses a target within two yards (who need not be the attacker) and the Charm throws sparks at that target as an unblockable, undodgeable -0 DV counterattack. If this hits and the target successfully looks away, she suffers a -2 internal penalty to all non-reflexive actions until her DV refreshes twice. If she doesn't look away, the penalty increases to -4.

GHOST-FIRE BLADE

(p. 156)

Keywords: Combo-OK, Holy, Leader, Obvious

If this Charm enhances the first attack in a flurry, each activation to enhance subsequent attacks in the flurry costs 0m. The Leader use of this Charm can inflict aggravated damage but does not extend the capability to strike dematerialized beings. Ignore the last sentence of the Charm.

REFINING THE INNER BLADE

(p. 156)

The created weapon inflicts aggravated damage to creatures of darkness and benefits from all Elemental effects for elements the Exalt has integrated via purchases of Dragon-Graced Weapon.

PORTENTOUS COMET DEFLECTING MODE

(p. 156)

Cost: 8m, 1wp

Keywords: Combo-OK, Leader, Obvious

Portentous Comet-Deflecting Mode is capable of defending against ranged attacks as well as close combat ones. The Charm can't block unblockable attacks. The limitations on this perfect defense constitute a special Flaw of Invulnerability. The Leader use cannot block designated area effects, but may block the massed attacks of complementary units.

THRASHING FLOOR TECHNIQUE

(p. 156)

With Essence 3+, all individuals blessed by the Charm are considered the same character for the purpose of imposing an onslaught penalty on the target against their attacks. This onslaught continues to accumulate until the Exalt's DV refreshes.

RINGING ANVIL ONSLAUGHT

(p. 156)

Keywords: Combo-OK, Leader

The Charm provides a magical flurry of (activation roll successes + 1, maximum of Melee rating + 1) Melee attacks against a single target that ignore rate, do not suffer multiple action penalties and collectively impose a -1 DV penalty. The activation roll may be boosted with Melee Excellencies.

PRESENCE

GLOWING COAL RADIANCE

(p. 156)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Dynasty, Emotion, Leader, Obvious, War

No Willpower roll is required. Instead, the Charm exerts a fear-based internal penalty of the Exalt's (Presence rating) to all physical and social attacks aimed solely at him by anyone in range with a dodge MDV less than his (Appearance + Presence + Breeding). Apply intimidation-based effective Appearance for an ugly Terrestrial. Characters who pay 2wp (4wp if a descendant) become immune all use of this Charm by the Terrestrial for the scene, ignoring its unnatural mental influence. Leader use affects units engaged with the Exalt's unit.

UNBEARABLE TAUNT TECHNIQUE

(pp. 156-157)

Type: Reflexive (Step 1)

Keywords: Action-Only, Combo-OK, Dynasty, Emotion, Social, War

Duration: (Essence) actions (regardless of type of combat)

In personal or mass combat, an affected target or unit that target commands suffers a -1 DV penalty when defending against anyone besides the Exalt or a unit he leads. In social

combat, the victim suffers a -2 internal penalty to all social actions. Spending 2wp (4wp if a descendant) makes a character immune to this unnatural influence for a scene.

MOTH TO THE CANDLE

(p. 157)

Keywords: Combo-OK, Compulsion, War

Resisting each use of this unnatural influence costs 2wp, and this may be done at any point to terminate its effect. Complementary units are valid targets of this Charm. Supporting special characters cannot be compelled to leave their unit, but if affected, take no action of their own for the duration. With (Presence 5+, Essence 3+), the compulsion lasts one scene and range increases to (Essence x 100) yards. Essence 5+ removes the Essence rating limit on valid targets.

AURA OF INVULNERABILITY

(p. 157)

Keywords: Combo-Basic, Leader, War

Conferred soak is natural. When the temporary health levels fade, they heal three levels of bashing damage (and/or lethal if Essence 4+) and any remaining damage is reapplied to the character's normal health levels. This can be fatal. The leader use of the Charm only applies temporary levels to the unit's health for its current Magnitude and does not provide healing.

TERRIFYING (ELEMENT) DRAGON ROAR

(pp. 157-158)

Keywords: Combo-OK, Elemental, Obvious

To use this Charm, make an unblockable attack roll of Appearance + Presence + Breeding; the attack's range is (Essence x 6) yards. The target cannot be larger than (Essence x 2) yards in any dimension. A successful hit causes the following effects as appropriate:

Air: All non-magical glass within a yard of the target shatters and the target suffers one level of unsoakable bashing damage; the target loses its sense of hearing for a scene as a Crippling effect. **Earth:** The pulverizing vocalization destroys a non-magical inanimate target or comparably-sized segment of a larger structure that is made of earth, clay, stone, etc. Other targets suffer 4B from the explosion of the ground beneath them. **Fire:** Ignites everything readily flammable within a yard of the target as an environmental hazard with Damage 2L/action, Trauma 3. Non-flammable objects suffer no damage upfront, but may be burned by the non-magical fires the Charm sets. **Water:** The roar extinguishes any volume of non-magical fire it can target and knocks targeted beings prone. **Wood:** As Air above, but shattering non-magical wood instead of glass.

A Terrestrial with Essence 5+ can pay an extra +1wp when activating the Charm to unleash an area attack against every valid target in range.

WARLORD'S CONVOCATION

(p. 158)

Type: Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Dynasty, Servitude, Social

This Charm can exclusively target Terrestrial Exalted and humans (including those with supernatural heritage or awakened Essence). The roll for the Charm's unnatural social attack

is (Appearance + Presence + Breeding). If the attack succeeds, the target must pay 2wp (4wp if a descendant) or gain an Intimacy of loyalty to the Exalt. This Intimacy resists removal for a number of weeks equal to the remaining successes after applying MDV, during which time it reasserts itself completely whenever the target gets a roll to regain Willpower from sleep. Good treatment extends the duration of enchantment as stated in the Charm. With 5+ remaining successes, a character made loyal by the Charm serves as faithfully as a henchman (per the Background) while bearing an enchanted Intimacy.

AUSPICIOUS FIRST MEETING ATTITUDE

(pp. 158-159)

While active, this Charm confers a +3 specialty “Exclusively against (target character name)” that applies to all social actions using any Ability during social combat. This counts as a natural specialty rather than a Charm bonus for the purpose of adding dice with other Charms, but the character still cannot apply more than +3 among all specialties. Simultaneous activations can target different characters. Cumulatively reduce the Charm’s specialty by -1 per prior scene of social combat in which the Exalt and the target both participated. Each additional purchase of this Charm allows the Terrestrial to select one of the following conditions that “resets” the bonus: consensual sex with the target, not interacting with the target for a season, completing a task directly requested by the target that takes a scene or longer to accomplish.

PASSION TRANSMUTING NUANCE

(p. 159)

Type: Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Emotion, Social

This Charm cannot be a character’s first action in social combat (replacing the requirement of ticks spent conversing). The Charm’s unnatural social attack uses a dice pool of (Manipulation + Presence + Essence); if it beats the target’s MDV, the desired emotion burns in her heart for a scene (also reducing her Temperance to 1 unless that is her primary Virtue). Feelings conferred by the Charm provide the same social combat benefits and drawbacks as a high-rated Virtue. Paying 1wp at any point frees a character from this Charm.

SOCIALIZE

SWEETEN-THE-TAP METHOD

(p. 159)

Keywords: Combo-OK, Emotion

This Charm enchants a particular social event attended by no more than (Socialize rating) Magnitude individuals. Anyone at the event who consumes alcohol or any other recreational intoxicant finds the experience far more pleasurable than normal and suffers a penalty of -1 to MDV for the scene from lowered inhibitions. If any social attack botches against an intoxicated individual, she is deeply offended and must pay 1wp not to Join Battle against the attacker with her next action as an unnatural Compulsion. This Charm may be repurchased multiple times to enchant different social pleasures, including having sex, participating in/being an active spectator to violence (such as duels or fight clubs), and anything else the Storyteller approves. Those who indulge in the chosen vice are

affected as above. Different versions of the Charm stack, but only one use of each version can enchant the same event.

JADE DEFENSE

(pp. 159-160)

Keywords: Combo-OK

The Charm’s bonus adds directly to the Exalt’s Dodge MDV rather than the difficulty of specific rolls. The bonus to Essence functions as written.

BROTHER-AGAINST-BROTHER INSINUATION

(p. 160)

Keywords: Combo-OK, Compulsion, Emotion, Illusion, Social

The roll for the Charm’s unblockable unnatural social attack is (Manipulation + Presence), adding a number of bonus successes equal to the Exalt’s Socialize. If successful, the target instantly gains a negative Intimacy toward the badmouthed person with an emotional context appropriate to the Terrestrial’s allegations. If the target has an existing positive Intimacy toward the subject of the Dragon-Blood’s ire, success converts that connection to a negative emotional context. Resisting the creation of a new Intimacy costs 2wp. Preventing a positive Intimacy from becoming tainted is easier, requiring only 1wp. Those who fail the roll to remember the Exalt’s involvement later on may pay 3wp to recall the truth, shattering the Charm’s unnatural Illusion.

WARM-FACED SEDUCTION STYLE

(p. 160)

This Charm can enhance seduction-based social attacks using any Ability and may be put in a Combo with Charms of other Abilities. It boosts the Ability used as indicated, with each dot added counted as a bonus die from Charms. The attack also becomes unnatural mental influence costing 1wp to resist.

SMOOTHING-OVER-THE-PAST TECHNIQUE

(pp. 160-161)

Keywords: Combo-OK, Dynasty, Illusion, Social

The Charm costs only 3m to target a descendant. If the roll for this unblockable unnatural influence succeeds, the target can pay 1wp right then to resist (but does not realize anyone attempted to alter her memories). Paying a total of 3wp this way immunizes a character from further use of the Charm by the Exalt for a day. Once memory has been suppressed, however, the cost to break free and remember the truth is 5wp per alteration. With Essence 5+, the duration drops to Instant, but suppressed memories remain so until reclaimed with appropriate Willpower expenditure.

BUREAUCRACY

BENEVOLENT MASTER’S BLESSING

(p. 161)

Keywords: Combo-OK

Duration: Indefinite

This Charm does not function at all as described. Instead, while active, it improves the capability of its prerequisite to boost the Bureaucracy rating of anyone who is a recognized subordinate in an organization to which the Exalt belongs. Applied to such targets, Terrestrial Bureaucracy Reinforcement treats all of

them as if they were holding hands at the time of activation (regardless of actual location), ignores the usual cap of twice the beneficiary's Bureaucracy rating and has duration Indefinite.

CONFLUENCE OF SAVANT THOUGHT

(p. 161)

This Charm provides information, not access. The targeted organization does not regard the Exalt as a member or give her the privileges of such, but she does understand who within the organization has the power to bestow such privilege and may then lobby, bully or otherwise compel cooperation from those individuals. The Charm does not reveal any secrets that a rank-and-file member of the organization could not learn with successful mundane inquiry, so insinuating into the All-Seeing Eye does not reveal the identities of secret operatives.

GEESE-FLYING-SOUTH ADMINISTRATION

(pp. 161-162)

Keywords: Combo-OK, Compulsion, Social

The cost to resist the unnatural Intimacy formed by the Charm (and associated effects) cannot exceed 5wp. With Essence 3+, the Charm affects Dragon-Blooded descendants as though they were mortals, but said descendants must still be recognized subordinates of the Exalt within the hierarchy of the enchanted organization.

BESTOW THE SAFFRON MANTLE

(pp. 162-163)

Keywords: Combo-OK, Dynasty, Servitude, Touch

The Exalt may imbue a target with less than her own Bureaucracy rating, paying accordingly. A touched mortal can pay 2wp to avoid the unnatural influence of this Charm, but must do so at the time of activation. It is not possible to reactivate the Charm while using it. Transferring the Exalt's soul in the moment of death is an irresistible total control effect; the deceased uses the host's Physical Attributes and Appearance, but otherwise has her own non-magical traits while possessing her subordinate. The Willpower rating of a spent vessel drops to 0. Dragon-Blooded descendants are also viable targets of this Charm, but can't be possessed.

THRASHING CARP SERENADE

(p. 163)

Upon activation, the Exalt targets an organization. For the duration of the Charm, whenever any member of the targeted organization who can perceive the Exalt takes any action that directly advances the group's official agenda, that action suffers an external penalty of the Exalt's Bureaucracy rating. This does not apply to actions taken in personal or mass combat. It is not immediately evident that the Terrestrial is the source of the disruption. These rules entirely replace the listed rules for the Charm. Only the highest penalty among all uses of this Charm applies to any action.

TESTING THE WATERS

(p. 163)

Keywords: Combo-OK

Voters with a dodge MDV greater than the Exalt's (Perception + Bureaucracy) count as abstentions. The Charm also can't analyze potential voters whom the Exalt can't perceive,

such as those who are not present for the meeting. Because the Charm extracts the information from the minds of others rather than divining the future, it can predict the votes of beings outside fate.

FINDING THE WATER'S DEPTH

(pp. 163-164)

Keywords: Combo-OK, Dynasty, Compulsion

Duration: One scene

Add a number of successes to the activation roll equal to the Exalt's Essence rating (or twice that number if targeting a descendant). The number of successes remaining after applying the target's Dodge MDV (the attack is unblockable) determines what the Terrestrial learns. If the Exalt pays a price that he learns is acceptable before the Charm ends, the target must accept the deal unless she pays 2wp to resist the Charm's unnatural influence (which prematurely ends it).

THOUGHTFUL GIFT TECHNIQUE

(p. 164)

Cost: 8m, 1wp

Keywords: Combo-OK, Dynasty, Servitude

This Charm duplicates the effects of the Solar Charm Know the Soul's Price (**Exalted**, p. 214) with the following exceptions: the activation roll is (Perception + Bureaucracy) and the target is free after spending a total of 5wp. Also, the Charm exerts no Servitude when targeting a character with an Essence rating more than one dot higher than the Terrestrial unless the target is the character's sibling, parent or child. The Exalt may know what gifts are best for her elders, but this does not place them in her debt when she shows due reverence and gratitude for their daily beneficence.

DISTRACTION OF THE BABBLING BROOK

(p. 164)

Keywords: Combo-OK, Illusion

This Charm can enchant any written contract already written or any spoken contract the Exalt plans to offer with his next action. Either way, it requires an activation roll of (Wits + Bureaucracy), adding successes equal to the Exalt's Essence. Anyone whose Dodge MDV is less than the number of successes falls prey to the unnatural Illusion unless she pays 3wp to notice the truth for a scene. Higher Essence and use of appropriate Celestial Charms also provides immunity as stated in the Charm. Application of MDV replaces the listed roll for defense.

DROWNING IN NEGOTIATION STYLE

(p. 164)

Keywords: Combo-OK

A contract is not binding unless the signatories do so of their own free will (i.e. not compelled by unnatural influence). Less invasive coercion such as threats don't void a signature. It is not required for all signatories to benefit from the contract. The penalty for deliberate breach of contract is (Exalt's Essence rating at the time of activation)L unsoakable damage. A signatory has a number of days equal to her Essence rating to fix an accidental breach to avoid this damage, but the countdown only starts upon becoming aware of the error. Essence 4+ makes this Charm holy, inflicting aggravated damage to creatures of darkness.

INVESTIGATION

SCENT-OF-CRIME METHOD

(pp. 164-165)

A Storyteller should assess a character's actions against her Virtue ratings, Intimacies and Motivation when assessing how much guilt she carries. The following tiers provide a basic rubric for comparison: none, minimal (I'm not perfect, but I feel good about my deeds), slight (I harbor regrets, but nothing I can't live with), moderate (I don't think I'm a bad person, but I really screwed up in a way I can't get over), intense (No matter what good I do, I can't atone for my mistakes and frequently brood on these failings), severe (I'm a bad person), overwhelming (I deserve death or worse for what I've done).

TAMPERING DETECTION TECHNIQUE

(p. 165)

The use of any Charm to enhance an action that qualifies as tampering forces a roll-off to determine if the Terrestrial discerns that action, even if that Charm is merely an Excellency.

BLOODHOUND'S NOSE TECHNIQUE

(p. 165)

This Charm does not function as printed. Instead, it allows the character to make a standard Investigation roll in a matter of seconds to find clues that would normally take ten minutes of careful searching. If the roll yields any successes, the Exalt also receives a brief murky glimpse of whatever individual the investigation is trying to locate (usually the criminal responsible for a crime). This glimpse is not enough to make an identification, but always contains clues that are relevant and useful in solving the mystery. The Charm automatically loses all roll-offs with other Charms that conceal evidence or otherwise contest its effects.

REVELATION OF ASSOCIATES HUNCH

(p. 166)

The soldiers of the gods should not pry into the affairs of their betters. Beings with a higher Essence rating and all Celestial Exalted are invalid targets of this Charm. All demons are valid targets regardless of their Essence. The Charm never reveals associates who are invalid targets.

HOMEWARD TRAIL DISCOVERY METHOD

(p. 166)

Knowing the location of a target's home yields direction and distance. If the Exalt already knows the location of the residence through other referents, the information is more specific (e.g. "on Redstone Street a block south of the intersection with Orchid Way"). The Charm cannot find residences in another realm of existence.

LARCENY

OBSERVER AWARENESS METHOD

(pp. 166-167)

The (total number of successes x 10) determines the radius in yards in which the Charm pinpoints the location of observers, but it can't pinpoint observers who are supernaturally concealed (just note their presence).

The Charm has to be consciously activated by the Dragon-Blood.

TRACKLESS WALK STYLE

(p. 167)

Use of this Charm thwarts non-magical tracking attempts, but does not affect the resolution of supernatural tracking contests against Celestial Charms or comparable powers. Any Investigation roll to find clues at a crime scene protected by this Charm suffers an external penalty of the Dragon-Blood's Larceny rating.

EARS OF THE SNOWY OWL

(p. 167)

Use of this Charm eliminates penalties from obstruction and makes sounds valid targets for Perception rolls to notice as though such obstructions were not present. Wards against scrying block this Charm.

NAKED THIEF STYLE

(pp. 167-168)

Type: Reflexive

Use of the Charm negates all penalties for failing to have the right tools for a Larceny action (including all rolls of an extended action). It also provides a +2 quality equipment bonus that does not count toward Charm bonus limits.

WINDOW-IN-THE-DOOR TECHNIQUE

(p. 168)

Wards that block scrying stop this Charm. Transparency extends one inch through metal, three inches through stone and six inches through anything else. With Essence 3+, all measurements upgrade to yards instead of feet or inches. Only the Terrestrial sees through matter affected by this Charm; others perceive its usual opacity.

IMPOSTER'S VOICE TECHNIQUE

(p. 168)

Keywords: Combo-OK, War

The disguise created by this Charm is purely auditory, but infallible to those without supernatural senses to pierce it. Using this Charm to disrupt a unit's relays requires concealment and close proximity (generally restricting it to solo unit saboteurs), but the unit is considered to have (Exalt's Larceny rating) fewer relays for the purposes of communication failure until the commander successfully rallies for organization to make the unit immune for a scene.

PRECISE INK TECHNIQUE

(p. 168)

The roll to remember handwriting is difficulty 2.

WATERS OF HONESTY METHOD

(p. 168)

If observed cheating attempt is accomplished or hidden via Charms, standard roll-off determines whether Waters of Honesty Method functions (with a +5 success bonus given to the opposing magic).

PERFECT GAMBLING PRANA

(p. 168)

Type: Reflexive

This Charm enhances a non-magical effort to cheat in ways that are possible (if highly improbable), ensuring the desired result. It does not alter probability or otherwise interact with fate.

FLOOD OF VICTORY PRANA

(p. 168)

Duration: One game

Cheating is accomplished in the same ways as Perfect Gambling Prana.

MARTIAL ARTS

Leader Charms with grappling benefits only apply those benefits to clinch special characters or solo units, as complementary units are invalid targets of such attacks.

DRAGON-CLAW ELEMENTAL STRIKE

(pp. 169-170)

The fire version of this Charm adds dice, not levels of damage.

(ELEMENTAL) STYLE FORMULATION

(p. 189)

This is a general Terrestrial Martial Arts Charm and may be learned by non-Dragon-Blooded.

FIVE-DRAGON STYLE

All Charms save Five-Dragon Fist and Five-Dragon Wrath have the Leader keyword.

FIVE-DRAGON INVULNERABILITY

(p. 191)

Used as a Leader effect, the Charm treats all attacks as magical.

TERRESTRIAL HERO STYLE

All Charms save Currents Sweep From Sea, Riptide Method, and Drowning Embrace have the Leader keyword.

BLADE-DEFLECTING PALM

(p. 169)

Keywords: Combo-OK, Leader, Obvious

Duration: One scene

Prerequisite Charms: Currents Sweep to Sea or Pounding Surf Style (both on page 191 of *The Manual of Exalted Power—Dragon-Blooded*)

The character also adds one to his Parry DV.

REFLEXIVE MARTIAL ARTS CHARMS

Terrestrials can make free use of Reflexive Martial Arts Charms.

BECOME THE HAMMER

(p. 169)

Type: Reflexive (Step 1)

Keywords: Combo-OK, Leader, Obvious

Duration: One tick

DISARMING STRIKE PRANA

(p. 169)

Cost: 1m; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Leader

As a Leader effect this Charm may only target special characters or solo units. This takes precedence over the version of the Charm listed on p. 41 of *Scroll of the Monk*.

DRAGON-CLAW ELEMENTAL STRIKE

(p. 169)

Keywords: Combo-OK, Elemental, Leader, Obvious

This Charm enhances an unarmed attack. The earth effect blocks conscious movement that shifts location, such as walking or using a teleport power. It does not stop the target from moving in place to dodge or otherwise defend (albeit with a penalty). Being rooted in place is a -1 external penalty and -1 to DDV, not a -2 internal/DV.

ENLIGHTENING CHARMS

TIGER-AND-BEAR AWARENESS

(p. 195)

Keywords: Combo-OK, Leader

This Charm fails against supernatural concealment of any kind.

TIGER-AND-BEAR UNITY

(p. 195)

Keywords: Combo-OK, Enlightening, Leader

This Charm applies successes in Step 4 (not Step 6).

AIR DRAGON STYLE

The style's power to throw two chakrams at once is incompatible with flurries.

WIND DRAGON SPEED

(p. 198)

Keywords: Combo-OK, Leader

BREATH-SEIZING TECHNIQUE

(p. 198)

Keywords: Combo-OK, Crippling, Stackable

SHROUDING THE BODY AND MIND

(p. 198)

Characters cannot lead a complementary unit while using this Charm.

AIR DRAGON FORM

(p. 198)

Keywords: Combo-Basic, Form-type, Leader

The character may add dice to any unarmed martial arts attack (not any ranged attack).

TORNADO OFFENSE TECHNIQUE

(p. 198)

This Charm ignores rate, and all actions in the flurry must be unarmed martial arts attacks.

WRATHFUL WINDS MANEUVER

(pp. 199-200)

Keywords: Combo-Basic, Crippling, Obvious

Wrathful Winds Maneuver does not render characters Inactive. Instead, a character who fails their (Wits + Resistance) roll must Guard on their next action tick, and cannot abort that action until three ticks have passed. They cannot take any Move actions until the Guard action ends. A single-target shout is unblockable, but still requires a (Strength + Martial Arts) attack roll to hit. Soak applies normally to its damage, but it has the Overwhelming tag (minimum damage 2).

THUNDERCLAP KATA

(p. 200)

Keywords: Combo-Basic, Crippling

Characters who succeed on their (Stamina + Resistance) roll suffer no ill effects from this Charm. Even those who fail are not rendered Incapacitated—instead, they must Guard on their next action tick, and cannot abort that action until three ticks have passed. They cannot take any Move actions until the Guard action ends.

LIGHTNING STRIKE STYLE

(p. 201)

Keywords: Combo-OK, Leader, Obvious

This Charm extends the range of all unarmed attacks by (Essence x 3) yards, and adds (Essence) to their raw damage.

HURRICANE COMBAT METHOD

(p. 201)

The extra attacks generated by this Charm are unarmed martial arts attacks which ignore rate and may not be subdivided into flurries. The damage inflicted on the user by this Charm cannot be prevented by any means.

EARTH DRAGON STYLE

The weapon-specific benefits of this style do not add to the Overwhelming value of form weapons. Instead, it allows the martial artist to always deal lethal damage with those weapons.

FORCE OF THE MOUNTAIN

(p. 201)

Keywords: Combo-OK, Leader

This Charm may be placed in a Combo with Charms of other abilities.

STONE DRAGON'S SKIN

(pp. 201-202)

Keywords: Combo-OK, Leader

EARTH DRAGON FORM

(p. 202)

Keywords: Combo-Basic, Form-type, Leader, Obvious

This Charm's soak bonus is natural.

SHATTERING FIST STRIKE

(p. 202-203)

Keywords: Combo-OK, Leader

WEAPON-BREAKING DEFENSE TECHNIQUE

(p. 203)

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

This Charm may only be activated if the martial artist has successfully blocked an attacked with an unarmed parry, in which case it launches an automatically successful counterattack, with the effects described in the Charm's rules. If used to 'break' an artifact weapon, the weapon not destroyed, but loses attunement and all powers save its innate indestructibility for one day.

EARTHSHAKER ATTACK

(p. 203)

This Charm has a range of (Essence x 5) yards. If used while leading a complementary unit, the Charm forces a rout check among the character's own forces. The damage of the Earthshaker Attack has the Overwhelming tag, with minimum damage 2.

STILLNESS OF STONE

(p. 203)

Cost: 5m, 1wp

This Charm cannot affect beings of higher Essence than the martial artist and petrification includes non-magical possessions on the victim's person. Stillness of Stone does not render characters Inactive. Instead, a victim of this Charm must Guard on their next action tick, and cannot abort that action until three ticks have passed. They cannot take any Move actions until the Guard action ends.

AVALANCHE METHOD

(pp. 203-204)

Avalanche Method does not render characters Inactive. Instead, rolling more than the victim's (Stamina) in threshold successes renders them incapable of taking any non-reflexive actions other than a Guard action for as long as the martial artist remains in contact with them, and prevents them from taking Move actions.

GHOST-GROUNDING BLOW

(p. 204)

Keywords: Combo-OK, Compulsion, Obvious, Touch

5wp to resist per use. This Charm grants the target the ability to reflexively use any Charm required to materialize, even if this violates normal Charm timing rules.

PERFECTION OF EARTH BODY

(pp. 204-205)

Keywords: Combo-Basic, Obvious

This Charm's bonuses are dice added by a Charm, not an enhancement to the character's natural ratings. Perfection of Earth Body does not add to the traits of the martial artist's unarmed attacks, but instead grants them the following statistics: Speed 5, Accuracy +2, Damage +10L/2, Defense +1, Rate 3, Tags N, O, P.

FIRE DRAGON STYLE

FLASH-FIRE TECHNIQUE

(p. 205)

This Charm may be used to enhance a Join War roll if the character is a solo unit.

FLAME-FLICKER STANCE

(p. 205)

Keywords: Combo-OK, Leader

SEARING FIST ATTACK

(p. 205)

Keywords: Combo-OK, Crippling, Leader, Stackable

As a Leader effect this Charm may only target special characters or solo units.

PERFECT BLAZING BLOW

(p. 205)

An attack that hits as a result of this Charm is considered to have hit with 0 successes for the purpose of calculating raw damage.

ELEMENTAL STYLES

Most martial arts styles do not resonate with a particular elemental aspect. Those that do follow certain rules. Any being that naturally resonates with the proper element (an Air Aspect or air elemental for air, etc.) uses elemental style Charms as-written. "All other users add a one mote surcharge to the activation cost. Water Aspected Dragon-Blooded are considered to resonate with all five Gaian elements for the purpose of elemental martial arts. Learning (Elemental) Style Formulation may remove this surcharge for Terrestrial styles of the appropriate element. Alternately, mastery of any Glorious Dragon Style removes the surcharge for all Charms of that element (even non-martial arts Charms).

Other specialized Celestial styles exist that similarly attune practitioners to exotic elements. Among Primordial Exalted, Alchemicals resonate with all six Autochthonian elements, Infernals resonate with Vitriol and Abyssals resonate with all corpse elements. The Five Glorious Dragon Styles only confer their form weapon enhancements to Dragon-Blooded practitioners, just as some Celestial styles provide unique benefits to other types of beings.

FIRE DRAGON FORM

(p. 205)

Keywords: Combo-Basic, Form-type, Leader, Obvious

FIERY HAND ATTACK

(pp. 205-206)

Keywords: Combo-OK, Leader, Obvious

Use normal environmental damage rules for (Martial Arts) actions of exposure to a bonfire.

BREATH OF THE FIRE DRAGON

(p. 206)

Keywords: Combo-Basic, Leader, Obvious

This Charm inflicts dice of damage, not levels.

ESSENCE-IGNITING NERVE STRIKE

(p. 206)

Keywords: Combo-OK, Shaping, Touch

OVERWHELMING FIRE MAJESTY STANCE

(pp. 206-207)

Keywords: Combo-Basic, Emotion, Leader, Obvious

This Charm's influence is unnatural and costs 3wp to resist for a scene.

CONSUMING MIGHT OF THE FIRE DRAGON

(p. 207)

Keywords: Emotion, Leader, Obvious

Characters who spend 3wp to resist this Charm for a scene also become immune to Overwhelming Fire Majesty Stance.

WATER DRAGON STYLE

The weapon-specific benefits of this style do not decrease the Speed of form weapons, but instead add +1 Rate.

FLOWING WATER DEFENSE

(p. 207)

Cost: 2m

Keywords: Combo-OK, Leader

Opponents suffer a -2 external penalty (not -3 internal).

RIPPLING WATER STRIKE

(p. 207)

Radius is three yards. The character makes one attack, and compares it separately to the defense of all targets in range. This attack is piercing to all targets, but only inflicts bashing damage to secondary targets.

DROWNING-IN-BLOOD TECHNIQUE

(p. 207)

Keywords: Combo-OK, Crippling, Stackable

SHRUGGING WATER DRAGON ESCAPE

(pp. 207-208)

Type: Supplemental

Any valid action to escape personal restraint automatically succeeds with a threshold of (character's Martial Arts rating).

WATER DRAGON FORM

(p. 208)

Keywords: Leader

The Essence bonus to Martial Arts is a dice bonus added by a Charm and does not add to the character's natural rating.

CRASHING WAVE STYLE

(p. 209)

This flurry ignores rate and has a total DV penalty of -1.

THEFT-OF-ESSENCE METHOD

(p. 209)

Cost: 3m

Keywords: Combo-OK, Shaping

Theft-of-Essence Method drains one mote for every success on the activation roll, not three. The martial artist does not gain the stolen motes—they flow back into the geomancy of Creation, upholding the natural order of Essence.

GHOST-RESTRAINING WHIRLPOOL STANCE

(p. 209)

Keywords: Combo-Basic, Crippling, Shaping, Stackable

BOTTOMLESS DEPTHS DEFENSE

(p. 209)

Cost: 7m, 1ahl

Keywords: Combo-OK, Leader

Duration: Instant

This Charm perfectly soaks the damage of a single attack, rather than applying against all attacks for a single tick. Its aggravated health level cost counts as a unique Flaw of Invulnerability.

ESSENCE-DOUSING WAVE ATTACK

(pp. 209-210)

Keywords: Combo-OK, Shaping

This Charm enhances an unarmed Martial Arts attack. It cannot suppress Adamant or Obsidian circle spells and has no effect on astrological Charms.

TSUNAMI FORCE SHOUT

(p. 210)

Make a single unblockable attack roll of (Charisma + Martial Arts + Essence), and compare separately to the defenses of all targets in range. Those hit by the attack are affected. Tsunami Force Shout deals dice, not levels, of damage. The shout is treated as an environmental hazard.

WOOD DRAGON STYLE

WOOD DRAGON VITALITY

(p. 211)

Keywords: Combo-OK, Leader

SOUL-MARKING STRIKE

(p. 211)

This Charm has the Crippling keyword when applied to spirits.

UNBREAKABLE FASCINATION KATA

(p. 211)

Cost: 4m, 1wp

Keywords: Combo-Basic, Compulsion, Obvious

Unbreakable Fascination Kata does not render characters Inactive. Instead, a victim of this Charm cannot take any non-reflexive actions except to Guard, and is unable to take Move actions. Affected characters immediately break free of their trance if they are attacked or socially attacked. Resisting the unnatural Compulsion of this Charm for a scene costs two Willpower.

ENTHRALLING BLOW ATTACK

(p. 211)

Keywords: Combo-OK, Compulsion, Touch

Enthralling Blow Attack does not render characters Inactive. Instead, a victim of this Charm cannot take any non-reflexive actions except to Guard and is unable to take Move actions until his DV has refreshed a number of times equal to the successes rolled. The Willpower cost to resist this unnatural Compulsion for a scene is equal to the martial artist's (Essence), maximum 5 Willpower.

SPIRIT-WRACKING METHOD

(p. 211)

Keywords: Combo-OK, Crippling, Obvious

SPIRIT-RENDING TECHNIQUE

(p. 212)

This Charm inflicts damage equal to 1 + (threshold successes ÷ spirit's Essence, round down).

DEATH-PATTERN SENSING ATTITUDE

(p. 212)

Cost: 0m

Paying 1m to use this Charm's benefit does not count as a Charm activation or require commitment of Essence.

SOUL MASTERY

(p. 213)

Keywords: Combo-Basic, Obvious, Shaping, Touch

Aggravated damage inflicted by this Charm bypasses armor.

SAIL

HURRICANE-PREDICTING GLANCE

(p. 170)

The Charm can detect impending changes to the weather caused by magic that has already been activated at the time the Terrestrial checks. With Essence 2, the Charm functions above water aboard an aerial vehicle piloted with Sail. With Essence 3+, it functions onboard any Sail vehicle without needing water.

SEVEN SEAS WIND-LURING CHANTY

(p. 170)

This Charm functions on or above any body of water at least a mile across, but deactivates if the Exalt goes ashore. With Essence 3+, it works in any terrain.

STORM-OUTRUNNING TECHNIQUE

(p. 170)

This Charm can enhance any Sail vehicle, doubling the speed of its propulsion. Vehicles lacking propulsion receive no benefit; a massive caravan wagon without teams of yeddim to pull it is as helpless as a becalmed ship. Solar and Abyssal counterparts of this Charm exist named Fleet-Outrunning Flagship and Wave-Slicing Keel Method, both of which have Indefinite Duration, require Any Sail Excellency as a prerequisite and do not require any extra Sail checks to traverse dangerous waters.

FINE PASSAGE NEGOTIATING STYLE

(p. 170)

With Essence 3+, this Charm adapts itself to map the terrain hazards appropriate to a Sail vehicle the Exalt is aboard (so a skyship crewmember could sense turbulence and topographical features that rise high enough to pose a crash risk, etc.).

STURDY BULKHEAD CONCENTRATION

(p. 170)

This Charm adds Undamaged health levels. When these levels are gained or vanish with the Charm's deactivation, reapply the vehicle's current damage to its new health track. The soak bonus adds directly to bashing and lethal armor. Use of this Charm by separate Dragon-Blooded to enhance the same vehicle is permissible, but a character cannot use the Charm if the total number of extant activations exceeds his Sail rating. Any Sail vehicle is a valid target of this Charm.

DECK-STRIDING TECHNIQUE

(p. 171)

Keywords: Combo-OK, Leader 4, Obvious, Touch

The Leader effect of this Charm extends its benefits to Magnitude (Essence rating) crewmembers of a naval unit under the Exalt's command. Any Sail vehicle is a valid target of this Charm.

ARCHERY

DRAGON-GRACED ARROW

(p. 172)

Keywords: Combo-OK, Elemental, Leader, Obvious

The fire version of this Charm adds dice, not levels of damage. The Wood power delivers a dose of poison if it hits with: Damage 4L/action, Toxicity (Exalt's Essence rating), Penalty -0. Only one use of this Charm can enhance an individual attack, but repeated use can enhance any number of attacks made as part of a flurry. Each additional purchase of this Charm after the first adds an additional element beyond the character's aspect. Every activation incorporates the Exalt's base element, but can also incorporate any number of additional elements unlocked with extra Charm purchases. The total cost to activate the Charm is half the number of elements unleashed, all of which provide their usual power.

SWALLOWS DEFEND THE NEST

(p. 172)

Keywords: Combo-OK, Leader 5

The Charm's flurry ignores rate and has a total DV penalty equal to the highest penalty of any attack. The Dragon-Blood must direct each attack created by this flurry at a different enemy.

DRAGONFLY FINDS MATE

(p. 172)

Keywords: Combo-OK, Leader

Other characters may be protected with this Charm, provided they are within the base range increment of the Exalt's weapon. Used by any special character in a unit, the Charm can protect the entire unit or fellow officers within it. With Essence 3+, the Charm can parry any ranged personal-scale attack, even those lacking a solid component (such as a blast of elemental Essence). Essence 4+ allows parrying of larger ranged attacks, such as from siege weapons and warstriders.

SEVEN YEAR SWARM VOLLEY

(p. 172)

Keywords: Combo-Basic, Leader

The Charm protects those within the base range of the Exalt's weapon; it can also protect an entire unit or fellow officers within it if the Terrestrial is a special character.

SPARROW DIVES AT HAWK

(p. 173)

Cost: —(4m, 1wp); **Type:** Permanent

This Charm upgrades Dragonfly Finds Mate. If that Charm successfully parries an attack, the Exalt can pay an extra 4m, 1wp during Step 9 to launch an unblockable, undodgeable counterattack that applies a number of successes to hit equal to the (parry successes rolled – original attack successes) in place of an attack roll. The attack otherwise uses the statistics of the Terrestrial's weapon. Using Dragonfly Finds Mate this way follows standard Dragon-Blooded Reflexive Charm rules.

HARVEST OF THE HUNTER

(p. 173)

With Essence 4+, this Charm may be used to harvest other non-artifact Archery weapon ammunition from appropriate concentrations of elemental Essence, such as collecting handfuls of firedust that spark out of a bonfire and fall to the earth. Collecting ammunition for immediate use requires a standard draw weapon action.

BEYOND BOWS

Terrestrial Archery Charms can be used to enhance attacks using any personal-scale Archery weapons, but add a one mote surcharge to their activation cost if the weapon isn't primarily constructed of jade/wood or doesn't launch jade/wood projectiles. For example, strafing a flurry of shots with a firewand using Swallows Defend the Nest would cost (number of attacks + 1) motes. Some outcastes wield exceptional firewands carved of thaumaturgically-hardened ironwood to avoid this surcharge.

UNOBSTRUCTED HUNTER'S AIM

(p. 173)

Keywords: Combo-OK, Leader 4

For its base cost, the Charm only negates wooden cover. Adding +1wp allows negation of any cover, provided some indirect path exists to hit the enemy. If this Charm enhances Elemental Bolt Attack (see **Manual of Exalted Power—Dragon-Blooded**, pp. 133-134) or another Charm that creates an attack out of raw elemental Essence, the Exalt may summon the destructive forces from an available source to strike indirectly (like calling down lightning strikes from the clouds).

LIFE-SWELLING SAP STRIKE

(pp. 173-174)

Keywords: Combo-OK, Holy, Leader

The term “undead” encompasses ghosts, walking dead and necromantic war machines. Incorporeal undead are hit by the attack as though solid. With Essence 4+, all creatures of darkness with an equal or lesser Essence rating to the Terrestrial suffer as undead. A complementary unit must be chiefly comprised of undead to be a valid target.

RAVENOUS THORN TECHNIQUE

(p. 174)

Damage inflicted by the Charm is based on the base damage of the projectile without any Strength modifiers and has the appropriate type. For projectiles that do not have a listed damage less than the weapon itself (such as firewand blasts), the damage at each interval is 4 dice. Retry penalties apply to efforts to remove the embedded projectile and accumulate with each would-be surgeon's failure.

MEDICINE

INFECTION-BANISHING PRANA

(p. 174)

With Essence 4+, this Charm can also treat magical infections (but not other types of diseases), provided the Exalt's Medicine and Essence ratings are both higher than the Essence rating of the infection's source.

DREAD INFECTION STRIKE

(pp. 174-175)

Type: Reflexive (Step 1)

Keywords: Combo-OK, Sickness

This Charm can enhance any physical attack that successfully inflicts non-bashing damage. With Essence 3+, infection is automatic and must be overcome normally.

DISEASE-BANISHING TECHNIQUE

(p. 175)

Type: Simple

When time is of the essence, this Charm may alternately accomplish a standard diagnosis action in the span of time used to activate it and touch the patient. This only detects physical diseases, does not ensure a successful diagnosis and requires a second activation to administer treatment. The agony of purging a disease is a Crippling effect that only lasts one action.

WOUND-CLOSING TOUCH

(p. 175)

This Charm can heal a patient's Dying levels of lethal damage outright (instead of converting them to bashing). Healing all Dying levels stabilizes the patient at Incapacitated.

MADNESS-ANALYZING STARE

(p. 176)

The Charm can diagnose any externally-imposed conditions that negatively affect the patient's mind, as well as all insanity arising from external trauma or poor health. Having Virtues with a rating of 1 is considered madness. The Charm detects unnatural mental influence, but not natural. Learning the source of a particular effect means it becomes Obvious to the Exalt, not that he knows who specifically caused it or when.

VERDANT CURTAIN OF SERENITY

(p. 176)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Leader

Prerequisite Charms: Madness-Analyzing Stare

PURITY OF MIND METHOD

(p. 176)

This Charm cannot cure influence imposed by Adamant or Obsidian spells and costs 10 motes when treating effects of Sapphire or Onyx spells. Treating a derangement mutation that offsets the cost of positive mutations or otherwise provides “free” experience points requires that the patient pay the appropriate number of experience points over time as a Training effect.

JADE CRUCIBLE METHOD

(p. 176)

Cost: 3m; **Mins:** Medicine 2, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Merged, Obvious

Duration: Instant

Prerequisite Charms: Infection-Banishing Prana

Replace the text of the Charm with the following:

The Terrestrial calls upon the blood of the Elemental Dragons to awaken and cleanse his body of dangerous impurities. Liquid Essence glows visibly as it spreads through the arteries and veins beneath his skin, growing into a web of vibrant pulsing light in the color of his anima. The Dragon-Blood can activate this Charm to defend against any Sickness effect, rolling (Intelligence + Medicine + Breeding) at a difficulty of its Virulence. A successful roll perfectly defends against the effect. Sicknesses that lack a Virulence rating cannot be negated, as many Dragon-Blooded discovered in the throes of the Great Contagion.

A second purchase of this Charm allows it to be used against Poison, substituting Toxicity for Virulence in calculating the difficulty of the activation roll.

Merged: An identical Charm exists in Resistance called Purifying Blood Ascendancy, with Any Resistance Excellency as its prerequisite. The activation roll of this variant is (Stamina + Resistance + Breeding).

MOST BENEFICENT SEED OF THE FIVE DRAGONS

Prerequisite Charms: Wound-Closing Touch

PERFORMANCE

TALENTED IMPROVISATION

(pp. 176-177)

Type: Reflexive

Specialties aren't needed to use the Performance ability with any instrument. Instead, this Charm cancels all external penalties that apply to Performance rolls for its duration and increases the rating of a stunt by +1 (max 3) whenever the action involves creating a new routine or act on the spot instead of presenting a rehearsed work. As a reminder, an opponent's DV is not an external penalty.

DANCE OF FLASHING SWORDS

(p. 177)

Keywords: Combo-OK, Illusion, Leader 5

Resisting the unnatural influence imposed by all activations of this Charm for a scene costs 3wp. It is possible to hide a fight in which the Exalt is merely an observer to two heroic combatants. With Essence 3+, the Charm can hide any number of heroic characters. The Leader effect allows the character to hide his unit's involvement in mass combat, paying as if cloaking a number of individuals equal to the total dots of Magnitude among all hidden units; a war can rage through the streets with the citizens none the wiser.

BLOSSOM HIDES THORNS

(pp. 177-178)

Type: Reflexive

Use of this Charm enhances the (Dexterity + Stealth) roll needed to launch a surprise attack from plain sight, removing the usual +2 difficulty and instead adding a number of bonus successes equal to the Exalt's Essence rating. A single activation also adds a like number of successes to the Terrestrial's Join Battle roll. If the opening attack misses, the Charm exerts an unnatural Illusion forcing all witnesses to ignore that an attack was made (and thus not Join Battle), though anyone can pay 2wp to ignore all instances of this Illusion for a scene. Although it is tradition to make surprise attacks in the midst of performing, this is not required. An identical Stealth Charm also exists named Tempest From Blue Skies Ambush that requires Stealth 4 and has Wind-Walking Technique as a prerequisite.

HIDDEN PETAL ARIA METHOD

(p. 178)

Keywords: Combo-OK, Leader, Stackable

Duration: One scene

With Essence 3+, the character may hide subtext in the oration of everyday speech. The Leader effect of this Charm costs only 2m to convey coded orders to all fellow officers, adding the Exalt's Performance to the difficulty of Read Strategy rolls to study the Terrestrial's unit (**Scroll of Kings**, p. 110).

SOUL-STIRRING PERFORMANCE METHOD

(pp. 178-179)

Type: Supplemental

Keywords: Combo-OK, Compulsion, Emotion, Social

This Charm enhances a (Manipulation + Performance) social attack, making it unblockable, unnatural influence and allowing it to be conveyed by any Performance-based action. The attack only affects mortals and may be selectively targeted to affect some observers and not others. If used to instill an Emotion, affected targets act accordingly and suffer a -2 MDV penalty for the rest of the scene against mental influence that preys on this emotional state. If used to incite action, the Compulsion is limited as described. In either case, affected characters can pay 3wp to become immune to the Charm for a scene. Ignore the roll to determine how many listeners are affected; as a performance attack, anyone who hears is potentially affected. With Essence 3+, the Charm functions against all beings with an Essence rating less or equal to the Terrestrial.

PROTECTIVE PERFORMANCE

(p. 179)

Keywords: Combo-OK, Compulsion, Leader

This Charm provides a Dodge MDV bonus of (Exalt's Essence rating) against all unnatural mental influence from anyone other than the Terrestrial, followed by a +2 Dodge MDV bonus against specific unnatural influence as specified. Characters may pay 1wp to make them immune to all use of this Charm for a day, as it is a specialized unnatural Compulsion unto itself. The Leader use of this Charm turns the act of command into an artistic performance, protecting the unit itself and all members as individuals (except the leader).

INVISIBLE STREET PERFORMER TECHNIQUE

(p. 179)

This Charm may be used in conjunction with any form of artistic expression that falls under Performance, from a steady quiet monologue to a sensuous dance. Resisting the unnatural Illusion for a scene in the event of a failed roll to notice the Exalt costs 1wp. An applicable specialty is not required, but improves the Charm's effectiveness.

TIRELESS STRING-PLUCKING MEDITATION

(p. 179)

While this Charm is active, the character accumulates no fatigue from any Performance actions and ignores all internal penalties for such rolls except multiple action penalties. She can dance for a day while grievously wounded or spend a night in the embrace of her lover without breaking a sweat. The sharp beauty of well-manicured nails fittingly accompanies all art forms and therefore always applies; paying a mote to make an unarmed attack lethal does not count a Charm activation. Time spent performing while using this Charm also counts as sleep for all purposes if the performance is at the direct request or command of a Celestial Exalt.

VIBRATING STRINGS DEFENSE

(p. 179)

Keywords: Combo-OK, Leader, Obvious

Music is not the only medium for this Charm's power. Any mode of artistic expression that falls under Performance may serve as a focus for a parry. Eloquent prayers turn aside blows, while a dancer's gyrations drum staccato rhythms on enemy weapons mid-swing. No specialty is required to use this Charm, though applicable specialties improve its effectiveness.

THREE-STRING SWORD PRANA

(pp. 179-180)

Mins: Performance 2, Essence 2

Prerequisite Charms: None

This Charm deals dice, not levels, of damage. Musical attacks have the Overwhelming tag, with minimum damage 2. Like Vibrating Strings Defense, other Performance mediums may conjure destructive phantasms through the use of this Charm. Using the Charm in conjunction with prayers to the Elemental Dragons or any of the Incarnae makes the attack Holy, inflicting aggravated damage to creatures of darkness. As usual for its type, this Charm can't be part of a flurry without placing it in a Combo with an Extra Action Charm.

RIDE

HEAVEN-GRACED RIDING TECHNIQUE

(p. 180)

Cost: 1m

Duration: One action

A mount or vehicle targeted by this Charm doubles its speed (and jumping distance), rather than the listed bonus. When used in conjunction with other Dragon-Blooded Ride Charms that quicken a mount or increase its jumping distance, the increase provided by those Charms doubles before it is applied (so the Air version of Five-Dragon Horseman Prana multiplies the mount's jump distances by a factor of [Essence x 2] while boosted by Heaven-Graced Riding Technique).

EBONY SPUR TECHNIQUE

(p. 181)

Keywords: Combo-OK, Leader

If this Charm is used to enhance an attack using a lance or other weapon with the L tag, the damage bonus increases to (Ride x 2). With Essence 3+, no activation roll is required.

CHARGE OF ONE HUNDRED GENERALS

(p. 181)

Mins: Ride 3, Essence 2; **Type:** Reflexive

Any special character in a complementary unit can use this Charm to enhance it, but a unit can only benefit from one activation at a time. A unit so enhanced gains the listed bonuses while it is carrying out successive charge actions (i.e. dashes) and loses no Endurance from doing so. Once the unit stops charging or makes a close combat attack, the Charm ends. If aborted by making an attack, all benefits last through the resolution of that attack and the Terrestrial's Ebony Spur Technique becomes Stackable for that attack to a maximum number of activations equal to the actions spent charging (or the

charging character's Essence rating, if lower). Disregard the Charm's printed rules for personal combat. Instead, this Charm allows successive mounted dashes to build up the potential for Stackable activations of Ebony Spur Technique as explained above. This benefit can be extended to any mounted characters who know Ebony Spur Technique within 100 yards who are also dashing at the time of activation, allowing them to build up separate momentum.

IRRESISTIBLE PENETRATING CHARGE

(p. 181)

Mins: Ride 4, Essence 3; **Type:** Reflexive

Duration: One charge

Disregard the Charm's printed rules. It enhances a mass combat unit's charges using the same overall rules as Charge of One Hundred Generals. However, the benefit conferred to a charging unit is an external penalty of the Exalt's Ride rating applied against all attacks aimed at the unit or its special characters. Once the charge ends for any reason (including to make an attack), the protective penalty lasts for one more action before receding.

GREAT HEART COMPANION

(pp. 181-182)

A mount emboldened by this Charm is control rating 0, Valor 5 and automatically succeeds on all Valor rolls. Getting onto an unfriendly animal to tame it with this Charm requires a successful grapple, though it isn't necessary to win control of the clinch. When used on a Ride vehicle, the Charm keeps the character in her seat and lets her perform piloting actions reflexively, allowing her to devote full attention to other tasks.

ELEMENTAL HALO'S MERCY

(p. 182)

Mins: Ride 2, Essence 2; **Type:** Reflexive

The Charm also protects Ride vehicles and any passengers on the mount/vehicle, as well as all personal possessions carried or worn by protected characters. Reduce the cost to 0m if targeting a mount or vehicle the Exalt owns.

FIVE-DRAGON HORSEMAN PRANA

(p. 182)

This Charm is actually a cluster of five Charms. Dragon-Blooded must learn the version associated with their aspect first. A Ride vehicle is also a valid target, in which case the Air power adds the Exalt's Essence rating to its Maneuverability in addition to cold immunity. Once a Terrestrial has enchanted a target with one version of this Charm, the cost to apply other any other versions drops to 1m. With Essence 4+, the character can commit an additional mote per valid target within 500 yards, extending the Charm's benefits to that target as long as it stays within range.

MORE THAN HORSES

Although horses are certainly the most common riding animals in the Second Age, they are hardly the only mounts Terrestrial Exalted use. Dragon-Blooded Ride Charms function on any familiar or non-sentient beast large enough to carry the Exalt. In addition, Ride Charms may enhance the piloting of vehicles that require the Ride Ability, but any Charm with a Minimum Ride requirement of 1-4 requires an extra dot of Ride above the minimum to be used this way.

DANCE OF THE JADE BRIDLE

(p. 182)

Type: Simple (Dramatic action)

Keywords: Combo-OK, Servitude

Duration: Instant

If the activation roll succeeds, the Exalt spends a scene subduing the target animal, after which the benefits of Great Heart Companion automatically apply while riding it and the steed gains an Intimacy of loyalty toward the Terrestrial, doing all within the limits of its bestial intelligence to obey and please her. If the Exalt mistreats the mount, the effect only lasts a month; it is otherwise permanent. On a failed roll, the training scene goes very poorly and the Exalt suffers unsoakable levels of lethal damage equal to the net successes by which the mount won. Ignore the listed surcharge to apply other Ride Charms to large mounts. A Terrestrial can use this Charm to break a mount for a Celestial Exalt, in which case the animal transfers its loyalty as soon as it meets its owner.

SURVIVAL

QUARRY REVELATION TECHNIQUE

(p. 182)

If contested by another Charm, standard roll-off rules determine which wins.

TRAIL-CONCEALING MEASUREMENT

(p. 182)

If contested by another Charm, standard roll-off rules determine which wins.

RATION-ENHANCING METHOD

(p. 183)

Cost: 1m; **Type:** Supplemental

This Charm enhances a hunting/foraging action, allowing the hunt to be accomplished in one hour regardless of terrain or skill. The roll ignores penalties for lacking tools or weapons and further adds a number of bonus successes equal to the Exalt's Essence rating.

HOSTILE ENVIRONMENT PREPARATION METHOD

(p. 183)

This Charm reduces all external penalties imposed by hostile environmental conditions by the Exalt's Survival rating and provides a like number of bonus successes on all Survival rolls to avoid suffering and possible death from extreme climates.

(ELEMENT) SHELTER CREATION TECHNIQUE

(pp. 184-185)

Keywords: Elemental, Obvious, Shaping

Duration: Indefinite

The structure fills a radius in yards no larger than (intended number of occupants x 2). It has a soak of 5L/10B and crumbles apart once it suffers 10 levels of damage. With Essence 4+, the structure forms instantly. A second purchase of this Charm makes the shelter extremely restful, converting all dice to automatic successes when a character rolls to regain Willpower after a night's rest.

EXTENSION OF THE (ELEMENT)

DRAGON BLESSING

(p. 185)

Once a character has any version of this Charm active, other known versions cost only 1m to activate and allies already protected by the first activation inherit other version benefits at no additional cost. Essence 5+ Exalted with all five versions active suffer no penalties, damage or other harm from any environmental conditions—even those not native to Creation like Primordial weather. Whenever an Exalt with this Charm creates a shelter with its prerequisite, the structure itself and all those within it automatically gain the protection associated with all known versions of Extension of the (Element) Dragon Blessing.

NATURE'S HEALING BOUNTY

(p. 185)

Cost: —; **Mins:** Survival 3, Essence 2; **Type:** Permanent

Duration: Permanent

Prerequisite Charms: Any Survival Excellency

A Terrestrial with this Charm can use Survival Excellencies to benefit Medicine actions as though they were Medicine Excellencies, provided she has access to medicinal plants. Enough plants for a single treatment can be foraged as per a day's worth of food or purchased at a Resource cost equal to the difficulty to forage in the local terrain. She may apply any combination of relevant Medicine and/or Survival specialties to the action, but remains capped at a +3 bonus.

THE THOUSAND CORRECT ACTIONS OF THE UPRIGHT SOLDIER

WAR

WRATH-DIRECTING GESTURE

(pp. 86-87)

The Shield function of this Charm costs 10m, not 6m.

CHAPTER FOUR

LUNAR EXALTED

TRAITS

TATTOO ARTIFACT

(pp. 111-112)

Tattooed hearthstone bracers and hearthstone amulets possess working hearthstone settings. The hearthstone is encompassed about the edges by the mixture of moonsilver and flesh that makes up the tattoo. It's very similar to the way a skin mount amulet works, though it counts more on the natural proclivities of moonsilver and the malleability of Lunar flesh.

All forms of tattoo artifacts are constantly visible, except where specific Knacks or Charms would render a Lunar's artifacts invisible to detection. This only counts for those tattoos that are actually artifacts. The remainder of a Lunar's moonsilver tattoos function as normal. Whether always having access to built-in artifacts outweighs any extant stealth issues is a judgment call players must make for themselves.

Tattooed armor can typically stack with any other worn armor, but does not count as armor for the purposes of Martial Arts Styles that restrict armor use.

SHAPESHIFTING

MOONSILVER ARMOR

Moonsilver Armor and Moon-Faced Mail change shape with a Lunar to conform to the Lunar's own shapeshifting. A Lunar may gain its benefits in all his various forms. Should the Lunar choose to not wear their armor in shapeshifted forms, she would have to either remove the armor or reclaim the Essence committed to attuning it.

MOON-FACED MAIL

(p. 128)

The text states that any type of armor can be made into Moon-Faced Mail. This does not apply to fine, exceptional and perfect grades of the same equipment, only the standard. Artifacts are always intrinsically superior to non-magical equipment. The effort an artisan would expend to create superior but mundane gear is expended to instead make moon-faced mail able to change shape.

CAN ANIMALS EXALT?

No.

THE TELL

(p. 130)

A Lunar's Tell is considered an Illusion effect. Observers explicitly cannot spend Willpower to see through a Lunar's Tell; only Illusion-negating magic and sufficiently high MDVs are capable of piercing the layers of misdirection Luna granted to her Chosen.

KNACKS

GREEN SUN CHILD

(p. 133)

Though the natural state of a demon is incorporeal, the Lunar's natural state remains material.

HYBRID BODY REARRANGEMENT

(p. 135)

Replace the text of the Knack with the following:

A dedicated Lunar can learn to change just part of his body to gain some special benefit or attack. The character may transform part of her body, producing any mutation she desires, so long as the mutation is based on her spirit shape or a shape in her heart's blood library. Producing a pox or deficiency costs 1m, an affliction or debility costs 2m, a blight or deformity costs 3m, and an abomination costs 4m. These motes are not committed, the Lunar may simultaneously wear as many mutations as she wishes, and the mutations last as long as the Lunar desires. Such mutations do not recede when the character's anima flares to the 8m+ level.

CHARMS

STRENGTH

FEROCIOUS BITING TOOTH

(p. 142)

Cost: 2m

LIGHTNING STROKE ATTACK

(p. 142)

Cost: 11m

CLAWS OF THE SILVER MOON

(p. 144)

Replace the text of the Charm with the following:

A silver nimbus swirls around the Lunar's limbs, coalescing into claws of pure Lunar Essence. All of the Lunar's natural weapons add +2 Accuracy, +5 Damage, +2 Defense. They also gain the Overwhelming tag, with a minimum damage of two dice. The Lunar may deal lethal damage with his natural attacks and parry lethal attacks unarmed without a stunt.

As a Gift effect, the Lunar may commit a single mote upon activating Deadly Beastman Transformation. Doing so grants all his natural attacks the Overwhelming tag (minimum damage two dice), but does not confer any of the other benefits of this Charm.

UNSTOPPABLE LUNAR WOUND

(p. 145)

Cost: 1m per die; **Type:** Supplemental

BURROWING DEVIL STRIKE

(p. 145)

Cost: 1m; **Mins:** Strength 2, Essence 2

CONSUMPTIVE WORM HUNGERS

(p. 145)

Cost: —(+2m, 1wp)

DEXTERITY

FLOWING BODY EVASION

(p. 151)

Cost: 10m

Duration: Instant

GROUND-DENYING DEFENSE

(p. 152)

Duration: One scene

OCTOPUS AND SPIDER BARRAGE

(p. 154)

The magical flurry created by this Charm cannot contain more than (Dexterity + 1) attacks.

SNAKE BODY TECHNIQUE

(p. 152)

Although declared in Step 2, this Charm resolves as normal for a counterattack in step 9, permitting the original aggressor to defend himself against his redirected attack.

STAMINA

MIGHT-BOLSTERING BLOW

(p. 158)

Replace this Charm in its entirety with the following:

NEW LUNAR CHARM: MOTHER

GRIZZLY ATTITUDE

Cost: 4m; **Mins:** Stamina 2, Essence 2;

Type: Reflexive (Step 6)

Keywords: Combo-OK

Duration: One tick

Prerequisite Charms: Any Stamina Excellency

The Lunar throws himself headlong into the blows meant for his ward, trusting to Luna's grace and his own superhuman resilience to see him through. While the Lunar is protecting a character with a Defend Other action, he may use this Charm to prevent any attackers from targeting the warded character even if they overcome the Lunar's interposed DV with their attack roll, forcing them to instead direct their attacks against the Lunar for the duration.

BREATH-DRINKING EXECUTIONER ATTACK

(p. 158)

Replace this Charm in its entirety with the following:

NEW LUNAR CHARM: SNARLING

WATCHDOG RETRIBUTION

Cost: —; **Mins:** Stamina 4, Essence 3; **Type:** Permanent

Keywords: Emotion, Native, Overdrive

Duration: Permanent

Prerequisite Charms: Mother Grizzly Attitude

Nothing could be more foolish than harming those under the protection of Luna's Chosen. The Stewards are swift to anger when their wards are threatened, and their wrath is terrible indeed. This Charm grants an Overdrive pool with a capacity of ten motes. Whenever an enemy attacks a character protected by the Lunar's Defend Other action and deals damage, the Steward's wrath is provoked. Attacks that damage him add a single offensive mote to this pool, while those that harm his ward grant one offensive mote for each level of damage dealt. Gaining motes from the latter condition counts as a scene spent building an Intimacy of enraged hatred towards the attacker (or eroding any other Intimacies to them), an unnatural Emotion that cannot be resisted.

Once the Lunar has fully established this Intimacy towards an enemy, any further offense sends his fury surging beyond all limits. Should that character trigger this Overdrive again with damage to the Lunar's ward, the Steward enters a furor duplicating a controlled Curse of the Hungry Wolverine for the duration of the scene, driving him to defend his ward at all costs and kill the aggressor (see **The Manual of Exalted Power—The Lunars**, p. 122). All mote rewards from this Charm are increased by a single mote, but the Lunar can only claim them from harm to his ward—his own suffering becomes meaningless. The Lunar does not recover points of temporary Willpower, nor does it bleed off any Limit.

SILVER LUNAR RESOLUTION

(p. 158)

Keywords: Native, Obvious

Prerequisite Charms: None

This Charm is available in Charisma and Wits as well. Each purchase of this Charm from any Attribute counts towards the maximum total of (Essence) purchases.

HALTING THE SCARLET FLOW

(p. 160)

When used as a Gift, this Charm requires the commitment of 3m and permits the Lunar to reflexively regenerate one lethal health level at the beginning of each action.

RELENTLESS LUNAR FURY

(pp. 158-159)

Keywords: Combo-OK

FRENZIED BEAR FORTIFICATION

(p. 160)

Cost: 3m; **Mins:** Stamina 3, Essence 2;

Type: Reflexive (Step 7)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Armor-Forming Technique or Hide-Toughening Essence

Replace the text of the Charm with the following:

Luna's Chosen only become more dangerous as they are wounded, persevering even against the mightiest blows through the sheer force of their outrage. Frenzied Bear Fortification reduces the post-soak damage of an attack against the Lunar by a single die (minimum one). Each point of wound penalty that the Lunar is currently suffering from reduces the damage by an additional die.

WOUND-MASTERING BODY EVOLUTION

(p. 160)

Cost: 5m, 1wp; **Mins:** Stamina 5, Essence 3;

Type: Reflexive (Step 10)

Keywords: Combo-OK, Obvious, Stackable

Duration: One scene

Prerequisite Charms: Frenzied Bear Fortification

Wound-Mastering Body Evolution is activated in Step 10 of an attack against the Lunar to secure immunity to that source of damage. This Charm is given power by the Lunar's survival instinct and desperate perseverance, and so can only be used if the Lunar is injured against his will. He cannot simply harm himself or allow an ally to do so in order to gain immunity.

While the Charm provides perfect immunity to all damage from mundane sources, magical attacks and harmful effects are capable of penetrating its protection. Against magical harm, the Lunar instead gains +15B/15L natural soak, 10B/10L Hardness, and (Essence ÷ 2) automatic successes on any rolls to avoid being damaged. Attacks or effects are magical if enhanced by a Charm or other Essence power, if made with an inherently magical weapon, or if used by a character with Essence 4+.

Multiple activations of Wound-Mastering Body Evolution can be stacked simultaneously to benefit from multiple immunities.

STONE RHINO'S SKIN

(p. 160)

Cost: 8m

Prerequisite Charms: Hide-Toughening Essence

INVULNERABLE MOONSILVER CARAPACE

(pp. 160-161)

Cost: —(+3m, 1wp); **Mins:** Stamina 6, Essence 5;

Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Stone Rhino's Skin

Replace the text of the Charm with the following:

This Charm upgrades Stone Rhino's Skin. By paying an additional three motes and a point of Willpower, the Lunar may extend its duration to one action. Moonsilver flows outward from his skin to cover his body in an impervious shell of liquid metal, making this defense Obvious.

ADDER FANG METHOD

(p. 162)

The damage for Luna's Spite is lethal.

COBRA EYE METHOD

(p. 162)

The Lunar receives one listed acid gratis when the Charm is purchased.

APPEARANCE

CLOVER CAN'T BE FOUND

(p. 177)

Type: Simple

MARTIAL ARTS CHARMS

A Lunar with Martial Arts as a favored ability can buy Martial Arts Charms for the experience cost of Favorite Attributes Charms.

CASTELESS AND THE CHIMERAЕ

BENEFITS OF CHIMERISM

(p. 203)

Rather than paying (bonus point cost of mutation x 3) motes to manifest mutations, as detailed on page 203, chimera pay only 1m per mutation regardless of the strength of the mutation manifested.

CHAPTER FIVE

SIDEREAL EXALTED

CHARACTER CREATION

COLLEGES

(pp. 95-97)

Colleges cost 2 bonus points per dot, or 1 if from the House of the Sidereal's Maiden.

RONIN AND SIDEREAL ASTROLOGY

Ronin can perform Sidereal astrology, as it is the natural purview of the Sidereal Exalted, but they will almost certainly be too unconnected and unfamiliar with procedure to carry out any of the tasks that ease the process (**The Manual of Exalted Power—Sidereals**, pp. 207-208). Ronin start with no dots of Colleges, but may buy them with bonus or experience points normally (usually at thrice the training time, since they likely have no teacher).

Ronin Sidereals who practice Sidereal astrology are not subject to censure, but nonetheless must avoid the grand artistry of the Loom if they wish to avoid entanglements with Heaven. Destinies strong enough to invite censure instead provoke the offices of Heaven to investigate and potentially try to recruit

the rogue Sidereal. While a ronin is less likely to suffer close scrutiny and hassle from Heaven, when he finally gets the attention of the Bureau of Destiny, he is likely to face stiffer penalties than an audit, even if he thinks himself above and beyond the strictures of a Celestial Bureaucracy he never agreed to join.

TRAITS

CHOSEN OF BATTLES ANIMA POWER

(p. 113)

The Lesser Sign of Mars adds (Essence) to the bashing and lethal soak of the Sidereal and all allies within range, rather than reducing the post-soak damage of attacks against them.

CHOSEN OF ENDINGS ANIMA POWER

(p. 117)

The Lesser Sign of Saturn adds (Essence) to the raw damage of attacks made by the Sidereal and all allies within range, rather than adding levels of damage in Step 10.

CHARMS

REVISED KEYWORDS

Fate: Omit this Keyword from all Charms. Replace it instead with the following general rule: Sidereal Charms which function by altering reality cannot alter the memories of beings outside of fate. For example, May Blossom is drinking in a bar in Nexus when Ligier enters the room. She uses Avoidance Kata, retroactively declaring that she was never present in the scene. The bar's patrons are granted new memories which agree with the Charm's assertion—they remember that May Blossom was never present in the bar that day. Ligier, on the other hand, experiences no alteration to his memories—he remembers the Sidereal being present when he walked in.

Maiden: The Five Maidens cannot withhold Charms with this keyword. Their use may still be subject to sanction.

GENERAL CHARMS

SIDEREAL DICE CAPS

The Sidereal limit on dice added by Charms is (Essence). Their Second Excellency counts each success as only one die added by a Charm, instead of two as for most other Exalts.

FATEFUL (ABILITY) EXCELLENCY—

ESSENCE AUSPICIOUS

(p. 177)

Keywords: Combo-OK, Native

If the player uses an auspicious success to enhance her DV, that DV is raised by (Essence), not doubled.

RESISTANCE

WATER AND FIRE TREATY

(pp. 127-128)

Keywords: Combo-OK, Touch

This Charm may be activated multiple times, each time to protect against a different element. Each activation protects against one of the five cardinal elements: Air, Earth, Fire, Water or Wood. The aggregate effect of the Charm is to provide comprehensive protection against environmental hazards of all kinds, as long as they are not attacks from characters.

Each activation after the first halves its mote cost, to a minimum of 1m. Motes are committed in aggregate and released based on the number of activations, not in the order in which the Charm's uses were paid for.

Add the following to this Charm:

With a drop of blood and an act of will, powerful Sidereals may extend the protection of Water and Fire Treaty against the environmental attacks of characters. Viziers with Essence 4+ may make a special activation of this Charm, altering its health level cost to be lethal, to apply the Charm's effects against such attacks for the rest of the scene. They need not sample an element to activate Water and Fire Treaty this way.

WATER AND FIRE LEGION

(p. 128)

Cost: —; **Type:** Permanent

Keywords: Maiden, Servitude

Duration: Permanent

Replace the text of this Charm with the following:

Sacrifice in Creation is a trade of pain and love. Should the Sidereal invoke Water and Fire Treaty by touching a living elemental, the spirit is spurred to become a guardian of something the Exalt holds dear. The Exalt rolls (Charisma + Resistance) against the target's Dodge MDV, and if successful binds them per the spell Summon Elemental (**Exalted**, p. 254), except that the Sidereal can only bind the elemental to protect the subject of one of the Exalt's Intimacies. The chosen subject must be a discrete thing, including an object, a group of objects, a structure, a character, or a social group. Exalts using this Charm to bind elementals of the kind associated with their Maiden and Caste gain two automatic successes on their social attack roll.

SOMEONE ELSE'S DESTINY

(p. 128)

Keywords: Combo-OK

Duration: Indefinite

This Charm can capture Poison and Sickness effects, as well as influences that cause Derangements or other effects that can reasonably be called 'madness'. There is no roll to activate the Charm, and the Sidereal may keep up to (Essence) suspended maladies at once. Applying the effect to an attack is done in Step 1 of combat resolution and is voluntary.

SHIELD OF DESTINY

(pp. 128-129)

Cost: 3m, 1wp; **Mins:** Resistance 3, Essence 2;

Type: Reflexive (Step 7)

Keywords: Combo-OK

Duration: Indefinite

Replace the text of this Charm with the following:

The Sidereal reaches out to grasp the fate of an attack headed her way, carrying it off like a banner to bestow upon someone else. Calling upon the Shield of Destiny, the Sidereal rolls (Dexterity + Resistance) in Step 7 of an attack against her. Every success on this activation roll subtracts a single die from the post-soak damage of the attack (to a minimum of one die remaining).

Damage prevented by this Charm remains caught in the weave of the Sidereal's destiny, vibrating like a trapped fly. Whenever the Sidereal is attacked, she may release this thrumming tension as an unblockable and undodgeable counterattack that hits automatically in Step 9. The counterattack has damage equal to the amount of dice initially negated by Shield of Destiny, and bypasses both soak and Hardness.

A Sidereal may maintain up to (Essence) activations of this Charm. She may release these without making a counterattack if she wishes to, dissipating the tangle of violence throughout the whole of the Loom of Fate.

OPTIMISTIC SECURITY PRACTICE

(p. 129)

Type: Reflexive

Keywords: Combo-OK, Emotion

Replace the text of this Charm with the following:

Postponing her sacrifice so that she might continue to serve Creation, the Sidereal flicks her thumb across the strand of her lifespan, deferring all efforts to cut it. Optimistic Security Practice adds (Essence) to the Sidereal's bashing, lethal, and aggravated soak. If she is not wearing any armor, this rises to her (Essence + Resistance).

In addition, the Sidereal winds the destiny of (her Compassion – target's Compassion, minimum one) of each of her opponents' positive Intimacies around her own. When attacked, the Sidereal may interpose the likeness of one of the target's Intimacies over her own like a spectral hostage, its eyes pained by shock and incomprehension at the target's betrayal. The target must pay one Willpower to attack the Sidereal through the figure of his Intimacy; failing to do so causes the attack to sever the thread of that Intimacy, discarding it from the attacker's Intimacies completely. The Sidereal gains the benefit of this defense against any opponent who attacks her until each of that opponent's captured Intimacies have been destroyed, or until the opponent has spent (Sidereal's Compassion) Willpower to resist. The Sidereal may not capture more than five Intimacies of any target per scene, and if two Sidereals capture the same Intimacy, the defense is no longer applicable once that Intimacy has been severed. This Charm does not allow the Sidereal a survey of the target's Intimacies; which Intimacies are captured are determined by the Storyteller, but the Charm generally snares those Intimacies the target considers most important first.

HEARTLESS MAIDEN TRANCE

(pp. 129-130)

Keywords: Combo-Basic

To clarify, the Sidereal ignores all internal penalties from the listed sources. She does not ignore penalties from environmental conditions such as unstable footing.

STORM'S EYE STANCE

(p. 130)

Cost: 10m, 1wp (+3m per target per action)

Keywords: Combo-Basic, Obvious, Prayer Strip

On the tick she activates this Charm and every action tick thereafter, the Sidereal may commit 3m per target to ensnare others' fates until her next action tick. She may not ensnare more than (Essence) targets at once. Thereafter, attacks targeting the Sidereal are treated as simultaneously targeting the Exalt's chosen victims normally, even if the attack cannot usually strike more than one target. This occurs in Step 1 of attack resolution. The distributed attack is not made unblockable, undodgeable or unsoakable by this Charm, and any given target's defense against the attack does not save other targets. Targets must be within (Sidereal's Essence x 5) yards of the Exalt to suffer distributed attacks.

RIDE

ORDAINED BRIDLE OF MERCURY

(p. 130)

Keywords: Compulsion, Obvious, Touch

The magic forcing the animal to allow a Sidereal to place the bridle upon them is an unnatural Compulsion costing 3wp to resist. Natural animals rarely do so, unless they have strong loyalty to other Essence users.

YELLOW PATH

(p. 132)

Type: Simple (Dramatic action)

Keywords: Combo-OK

The deadlines a character rushes to meet with the assistance of this Charm must actually exist. She cannot arbitrarily invent or declare deadlines for herself. For example, a Vizier might hurry across Creation to reach Nexus in time for her brother's birthday if she intends to pay him a surprise visit upon arriving, but could not do so simply because she wishes to use the Nexus gateway to get back to Yu-Shan as soon as possible.

The paths revealed by this Charm aren't guaranteed to be free of danger to the Sidereal, but will not lead her into certain doom. Miraculous paths revealed by rolling 5+ successes allow the Sidereal to bypass limitations of distance, but not of active obstruction; for example, an attempt to divine a path to the heart of the Imperial Manse would quickly deposit a Sidereal at the entrance to the structure, at which point it would be up to her to find some way to breach its formidable defenses.

GLORY PATH

(p. 132)

Keywords: Combo-Basic, Obvious

Duration: One scene

Glory Path does not improve the mount's speed as described and does not require an activation roll. Instead, it allows the enchanted mount to Dash reflexively and without risk of fatigue.

SAIL

STONE SKIPPING SPIRIT

(pp. 133-134)

Duration: Until the Exalt disembarks

This Charm protects a ship the Sidereal is on until she disembarks.

SALT INTO ASH SLEIGHT

(p. 134)

Keywords: Combo-OK, Compulsion, Obvious, Shaping

This Charm only affects spirits strongly associated with water, be they gods, demons, or even ghosts whose death involved drowning or being killed at sea. The target must be within (Essence x 10) yards. Use of the Charm acts as a social attack, the Sidereal rolling ([Charisma or Manipulation] + Sail) against

the target's MDV. It costs 3wp to ignore this unnatural Compulsion for the rest of the scene. Each time the Sidereal's anima flares to a new level, the spirit must resist again as if the attack had succeeded with 0 extra successes.

Add the following to this Charm:

Even when the truculent spirit resists the Compulsion, the world itself dooms them for shirking their duties elsewhere. Other characters reduce by one the target number of actions they take that would drive the spirit away, including physical attacks and social attacks to convince the target to leave.

WALLS OF SALT AND ASH

(p. 134)

Type: Simple (Dramatic action)

Keywords: Combo-Basic, Compulsion, Obvious

Sidereals gain access to all versions of this Charm when they learn it, though a ship may still only benefit from one version at a time. It does not provide bonus dice to DVs, but instead it imposes an equal external penalty on the attacks of aggressors. It costs 2wp per action for trespassers and aggressors to ignore this Charm's effects. Characters that have resisted three times ignore the effect for the rest of the scene.

MIRROR-SHATTERING METHOD

(pp. 134-135)

Keywords: Combo-OK

The difficulty of plotting or changing course with this Charm is two higher than normally doing so. Normally invalid rolls, such as plotting a course over dry land with a sailing vessel, are allowed, and are difficulty 5.

Learning the courses to other worlds does not cost experience or bonus points, but does require extensive familiarity with the more usual methods of traveling to the other realm of existence, to the point that no knowledge recall rolls would be necessary to know them. The difficulty of plotting courses to other realms is never less than 6.

FIVE ORDEALS ODYSSEY

(pp. 135-136)

Duration: Instant

SURVIVAL

ADOPTING THE UNTAMED FACE

(p. 136)

Type: Simple

Keywords: Combo-OK, Compulsion, Social, Virtue (Compassion)

Duration: One scene

While this Charm is in effect, the Sidereal may make social attacks against beings of animal intelligence normally, limited only by the targets' understanding. Compelling behavior in a target becomes an unnatural Compulsion costing 2wp to resist. The target's Control Rating does not matter, and this Charm does not create Intimacies as a matter of course.

BECOMING THE WILDERNESS

(p. 136)

Keywords: Combo-OK, Virtue (Valor)

Duration: One day

Replace the text of this Charm with the following:

The wilderness is not a hazard to itself, and each part unto its other parts is as one beautiful, moving Tapestry. By activating this Charm, the Sidereal becomes another part of the wild, and it accepts him warmly. The Exalt ignores the environmental impediments of the untamed wilderness, which is distinct from sculpted gardens or the body-realms of titans. This allows him to ignore external penalties or difficulty increases from these factors, the difficulties of unstable footing or water and muck (**Exalted**, p. 155), or exhaustion from extreme temperatures (**Exalted**, p. 130). On rolls that would suffer these penalties, the Seer may channel his Valor. The Exalt travels at his maximum overland travel speed with little effort, as if he were on a leisurely walk and ignoring any reductions to his travel speed due to weather, terrain or magic.

With a Survival and Essence 3+ repurchase, the Sidereal has come to an understanding that all places are wilderness to those unfamiliar. He may activate this Charm to function in either true untamed wilderness or in more structured, cultivated places such as cities and towns. The Exalt cannot make use of both functions at once, and the divine structure of titan bodies remain too potent to ignore until Essence 4+.

DREAMING THE WILD LANDS

(pp. 136-137)

Cost: 5m, 1wp

Keywords: Combo-OK, Obvious, Shaping

This Charm allows the Sidereal to shift any discrete piece of non-magical, untamed wilderness scenery, even important and 'permanent' landmarks like glaciers. The Exalt may move a tree, a grove of trees, a clearing in a forest, or even the whole forest if it is small enough. The target scenery and its destination must both be within (Essence x 50) yards of the Sidereal. Any other intertwined elements of scenery will stay where they are, and after the shift is complete both fit as naturally as they can into their new homes. Moving 'a plain' or 'a clearing' will cause the empty space to be filled with appropriate new scenery of negligible Resources value.

If the targeted piece of scenery is larger than (Essence x 2) yards, it takes about an hour to make the transition, during which time it is not immune to further use of this Charm by an indecisive Sidereal or his competitors.

Pieces of scenery that are up to (Essence x 2) yards travel in the course of a single tick, and may be used to make attacks. The Sidereal subjects those within the targeted area to an environmental hazard with (Essence) Trauma and Damage. It will tend to inflict bashing damage, though it may be lethal at the Storyteller's discretion based on the scenery used in the attack. These attacks tend to be Instant, but appropriate stunts may extend their effect or cause other hazards, as when the movement of a rock face causes a larger, natural avalanche.

A Sidereal may use this Charm to perform sabotage on or to engineer demesnes (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 51-54). In the former case, each use of the Charm is equivalent to a week's worth of sabotage, while in the latter it is equivalent to a month's worth of labor. This does

allow the Exalt to ignore the need for a labor pool or tools, but she must still meet all the other requirements for manipulating a demesene. Remember that landscaping isn't the only or even most appropriate way to engineer particular types of demesnes.

SKY AND RAIN MANTRA

(p. 137)

This Charm cannot directly cause environmental hazards that inflict damage. The Sidereal cannot create a firestorm or deadly cold, but a bout of unseasonable warmth may lead to a forest fire naturally.

Add the following text to this Charm:

With Survival 5+ and Essence 3+, a Sidereal may use this Charm to create 'freakish' changes in weather, such as blizzards in the South. This increases the Cost of the Charm by +1wp, and its enforced Duration lasts for only an hour.

With Survival 5+ and Essence 4+, a Sidereal's use of this Charm can cause weather that is a natural environmental hazard, on the level of the blistering heat/numbing cold described on **Exalted**, p. 131 normally. By adding +1wp to the Charm's Cost and reducing its Duration to One hour, more extreme weather on the level of severe sandstorms is possible. Creating hazards this way increases the difficulty of the roll to activate the Charm by +2.

SKY SPIRIT DEMAND

(p. 137)

Type: Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Emotion, Social, Virtue (Compassion)

Replace the text of this Charm with the following:

It is power beyond reckoning and often folly to demand of the gods of the sky, when one can trade with them instead. This Charm is a social attack against a spirit strongly associated with the wind and the air, including air elementals, gods of sail boats, ghosts whose death involved falling from a great height and many of Adorjan's children. The Exalt entreats the spirit to understand her own point of view, and in turn sympathizes with the desires of the divinity, rolling ([Charisma or Manipulation] + Presence) and adding (Survival) extra successes.

Success imposes an unnatural Emotion on both the Exalt and her target, the spirit gaining an Intimacy of the Sidereal's choice, while the Exalt gains an Intimacy that the spirit already possesses, chosen by the spirit's player. These Intimacies are strong and not easily shed. Social attacks that exploit them become unnatural influence, and to act contrary to or erode the Intimacy costs 1wp per scene. At the end of the current story, both lose their magic and become normal Intimacies.

WILDERNESS-COMMANDING PRACTICE

(pp. 137-138)

This Charm provides the following benefits while the Exalt stares at the prayer strip:

- The Sidereal can make valid rolls to perceive the area as if he were present throughout it.
- He may target perceived animals within the area with his Manipulation-based social attacks as long as he enhances the attack with Adopting the Untamed Face. He conveys his message through environment and scenery rather than words.

- The Exalt may use Dreaming the Wild Lands, increasing its range to encompass the area. Small changes, such as using the Charm to create hazard attacks, do not cost Willpower.

- Once per day, the Exalt may activate Sky and Rain Mantra at a discounted 0m Cost (Willpower surcharges apply normally for extreme weather).

- The number of successes or amount of external penalty the Exalt imposes on others' Survival and Resistance rolls to live in the area can range from 1 to 3. He may also, at his choice, pay 1wp to grant a target the benefits of Becoming the Wilderness for one day within the area.

THROWN

WILLFUL WEAPON METHOD

(p. 138)

Type: Reflexive (Step 1)

Duration: One scene

The Sidereal ignores all external penalties on the attack rolls with this Charm. Ignore the reference to blocking immaterial attacks. The Charm ends as soon as the weapon or its shadow successfully hit the target.

Add the following to this Charm:

Sidereals with Essence 3+ can lend their weapon the official authority to send out messengers of its fate, allowing the actual missile to rest lazily in the Exalt's hand. By adding +1m to the Charm's Cost, the Seer throws only the weapon's shadow, conserving her ammunition.

LIFE GETS WORSE APPROACH

(p. 139)

Duration: One scene

The Sidereal spends no motes to invoke the attractive effect of this Charm; it occurs up to once per tick with any errant missile within (Exalt's Essence x 10) yards of the victim. The (Strength + Athletics) roll to pull the weapon free is against a difficulty of (Seer's Thrown).

ESSENCE THORN PRACTICE

(p. 139)

Type: Simple (Speed 5)

Ignore the given characteristics for the attack. The conjured weapon has the following traits: Accuracy +1, Damage +4L/2, Rate 2, Range (Exalt's Essence x 10), Tags: O.

Add the following to this Charm:

When an Exalt enhances Essence Thorn Practice with Willful Weapon Method, she creates a shadow of a shadow, both of which are loathe to abandon their traveling companion. This allows both the original Essence Thorn Practice weapon and the shadow created with Willful Weapon Method to continue to attack with a single activation of the latter Charm.

PAIN AMPLIFICATION STRATAGEM

(p. 139)

Cost: 4m; **Type:** Simple (Speed 3)

Keywords: Combo-OK, Crippling, Virtue (Compassion)

Duration: One scene

Replace the text of this Charm with the following:

Weeping three tears of blood, the Sidereal raises his weapon to wipe them away, smearing it with three lost pangs of sorrow for his foes' plight. Imbued with this sense of regret, it becomes

unthinkable that the weapon should fail in its mission. Thrown attacks using weapons enchanted with this Charm have their target number reduced by the wound penalty that the target is suffering. (If the target has powers that allow it to ignore or reduce wound penalties, Pain Amplification Stratagem uses the lowered wound penalty.) This cannot lower a target number below 4.

If the attack should hit and inflict at least one level of damage, the target is wracked with unbelievable pain, causing them to lose temporary Willpower points equal to their wound penalty (minimum 1). A target reduced to 0 Willpower this way becomes Inactive for five ticks as they writhe in agony.

SHADOW-PIERCING NEEDLE

(p. 140)

Cost: 5m; **Type:** Supplemental

Keywords: Combo-OK, Crippling, Holy, Obvious, Stackable

Prerequisite Charms: Essence Thorn Practice

Replace the text of this Charm with the following:

The Sidereal sharpens the edges and points of his weapon on the threads of fate, lending it a baleful yellow glow. Enhanced by this Charm, a Thrown attack becomes undodgeable and ignores non-magical armor and natural soak. If the attack hits and inflicts at least one level of damage on a creature of darkness, the target is rendered incapable of respiring motes except through stunts and Charms for one day.

UNRELENTING TORMENT TECHNIQUE

(p. 140)

Cost: 10m, 1wp, 1hl

Keywords: Combo-OK, Compulsion, Counterattack, Obvious, Prayer Strip, Virtue (Conviction)

Hitting with the prayer strip inflicts no damage. It cannot be removed short of destroying it. The Compulsion prevents the victim from removing or allowing the removal of the prayer strip. The Compulsion is resisted on a per action basis, not per scene, and it is ignored for the rest of the scene after doing so five times.

The Sidereal may fling Essence hatchets in response to damaging attacks from characters other than the bearer of the prayer strip. These attacks occur in Step 9 as a Counterattack, preventing the use of other Counterattack effects on the part of the Exalt. Attacks without real harmful intent behind them or attacks against which the character chooses not to apply his DV do not allow the Sidereal to reflexively attack and heal.

Sidereals may maintain as many uses of this Charm as they wish, to the limits of their motes, Willpower and health.

CRAFT

ELEMENTAL VISION

(p. 140)

Cost: —; **Type:** Permanent

This Charm enhances all of the character's actions dealing with those strongly associated with relevant elements. On top of allowing the channeling of Compassion, it reduces the target number of rolls for actions targeting appropriate spirits by 1.

Exalts do not need to relearn this Charm to apply its effects to elements other than their Caste association. Instead, they must simply achieve a rating of 4+ in the associated Craft.

EXCELLENT IMPLEMENTATION OF OBJECTIVES

(pp. 140-141)

Keywords: Combo-OK

Duration: Instant

DESTINY-KNITTING ENTANGLEMENT

(p. 141)

Keywords: Combo-OK, Shaping

Ignore the required hour of handling. Instead, this Charm can target any object the character owns (**Exalted**, p. 238), as long as no other Essence user owns it. This Charm is a Shaping effect that dictates circumstances and actions; extras cannot resist this script for the world, while others may spend 1wp to pass off their duty to fulfill destiny to someone else.

A Sidereal may use this Charm to observe and affect any number of objects he owns. He maintains ownership by using Destiny-Knitting Entanglement to check in at least once every day. Failure to do so allows others to claim it in full, preventing use of this Charm. Other effects that assert absolute ownership of the object will also thwart this Charm.

Recalling an object in combat costs nothing and is reflexive.

WORLD-SHAPING ARTISTIC VISION

(p. 141)

Cost: —; **Mins:** Craft 4, Essence 3

Keywords: Native

Replace the text of this Charm with the following:

The Sidereal's long experience in crafting destinies and fate-scenarios begets an enviable knack for manipulating circumstances in her own personal style. Upon purchasing this Charm, the Sidereal chooses a circumstantial condition roughly equivalent in breadth to a specialty, such as "Seduction," "Swords," or "At Sea." Whenever she is awarded stunt dice while the chosen condition is met, she may exchange dice to lower the target number of her roll on a one-for-one basis.

At the Storyteller's discretion, the Sidereal may change the condition for her World-Shaping Artistic Vision whenever she faces major changes in her life, selecting a new condition that makes sense for the upheaval in her life. Changing Motivation is always sufficient ground for choosing a new condition for this Charm.

PREDESTINED DELIVERY SHAPING

(p. 142)

Type: Simple

Keywords: Combo-OK, Shaping, Touch

The Sidereal may set any object on its way with this Charm, not only those she creates, needing only the name of the place or person. She cannot target attuned artifacts, and this can be dealt with as a Shaping effect when targeting other objects. Each week, the Sidereal rolls (Wits + [Craft necessary to create the object]), adding (Craft [Fate]) bonus dice. The Exalt may apply Excellencies normally to each roll.

The Storyteller sets a cumulative difficulty based on both distance and probability, which may range as high as 50. It tends to be harder for things to get from Chanta to Luthe, but if the Exalt starts the object's journey by dropping it into the back of a Guild caravan it should require fewer successes than leaving it on the side of the road. The cumulative difficulty for

an object journeying within the same realm of existence should rarely exceed 20, and for traveling between realms of existence it should rarely be less than 30. Do not multiply the necessary successes based on cross-realm travel.

The difficulty for each roll is the same as the per-roll difficulty to Craft the object, as it is more likely for treasures and wonders to be caught up in new destinies. The Charm ends prematurely only if the Exalt rolls more than (Essence) botches in a row.

Add the following to this Charm:

At Craft and Essence 5+ a Sidereal may use this Charm to banish things from a realm of existence, instead of simply sending it to somewhere else. Doing so is a normal invocation of the Charm, with a cumulative difficulty appropriate to sending the object to a destination in another realm of existence. Once it passes beyond the bounds of the originating realm, however, it becomes lost to that world.

The destiny tangled about it will not permit it to return. As long as the motes remain committed to this Charm, the object travels freely outside the realm from which it was banned. Any attempt to return it there meets widespread cosmic resistance. For every dot of Essence the Sidereal possesses, either a botch will occur on an action necessary to return the item, similar to a broken Eclipse oath, or some new circumstance will arise to prevent or redirect its return. Once these preventive threads of destiny have been worn away, the Charm ends and the item may return freely.

The instant before he dies, a Vizier may empower his banishments to persist past his ending. At that time, he chooses which banishments he currently maintains that will continue and which to release normally. Thereafter, the effect cannot be undone without ablating the protective destinies that keep the object away.

MENDING WARPED DESIGNS

(pp. 142-143)

Keywords: Combo-Basic, Shaping, Virtue (Valor)

The dice pool for repairing a target is based on the appropriate Ability, with (Sidereal's Essence) bonus dice. Healing living beings requires Medicine, and inanimate objects or structures call for the appropriate Craft. It can undo the direct results of actions performed by anything outside fate, as well as sorcery and necromancy spells. The difficulty of undoing non-health level effects of spells is equal to (Circle x 10). The difficulty of undoing a mutation is equal to twice the mutation's point value. Undoing similar changes to inanimate things faces a similar difficulty according to Storyteller adjudication.

Cleansing a contiguous area of tainted land within (Essence) miles requires (Resources value of the land x 10) successes. This Charm cannot actually turn Bordermarches into true Creation, but it can enforce the normal laws of Creation on a waypoint for the rest of the story with 30 successes.

Add the following to this Charm:

With Essence 4+ a Sidereal may exert fine enough control over the warp and weft of fate that he may aid the pattern spiders more closely. When the damage a thing or character has suffered is a directly contradictory result to a Sidereal astrology destiny laid upon the victim or the vandal, the Exalt may undo the harm with Mending Warped Designs. Note that a destiny

to "parry blows" is not contradictory to having suffered harm, but "showing up at the dinner party unharmed" is.

IMPLICIT CONSTRUCTION METHODOLOGY

(p. 143)

Type: Simple

Keywords: Combo-OK, Obvious, Prayer Strip, Shaping

Duration: Indefinite

Rather than enhancing a project the Sidereal undertakes, this Charm allows it to continue in the absence of the Exalt. It does not change the time needed for the project to complete itself, producing the same amount of work effort as if the Sidereal were personally constructing the item. Intervals and rolls may be enhanced normally with other Charms the Exalt knows, but these must be determined when Implicit Construction Methodology is activated and their mote costs are committed as long as this Charm lasts. Willpower and other costs are paid at normal intervals. Instead of converting all dice into successes, this Charm reduces the target number of the dice pool by 1, to a minimum of 4.

Because the project is not carried out in a remotely normal manner, teamwork and assistants cannot aid the project unless the Storyteller deems they are appropriately strange enough to insinuate themselves into the process.

The Sidereal intuits when the project is completed.

DODGE

ABSENCE

(p. 143)

Add the following to this Charm:

Even destiny falls into regular patterns, and to avoid one blow is just as good as avoiding all a foe's attacks. Sidereals with Dodge 4+, Essence 3+ may repurchase this Charm. If it enhanced a successful application of the character's Dodge DV against an attacker previously in the same tick, subsequent uses against that same attacker also raise the target number of the their dice pool by 1.

DUCK FATE

(p. 143)

This Charm may be employed to avoid any harmful effect (including all undesired physical, social, mental and spiritual influence), regardless of applicability or the scope of the attack, so long as the Sidereal succeeds on the Charm's activation roll. It fails only against unexpected attacks, Limit Break and Pattern Bite. Duck Fate's fallible activation roll is considered a unique Flaw of Invulnerability.

This Charm protects the person of the Exalt, including his possessions. It does not protect allies or distant estates just because they may be represented as Background traits on the Sidereal's character sheet.

AVOIDANCE KATA

(pp. 143-144)

Type: Reflexive (Step 2)

Keywords: Combo-Basic, Illusion, Shaping

This Charm's unnatural Illusion is irresistible by mortals and gods, while others may ignore it for 3wp. The Illusion does not

apply against creatures outside of fate. The Shaping effect of this Charm targets the Sidereal, not any other characters.

TROUBLE-REDUCTION STRATEGY

(p. 144)

Cost: 1m; **Mins:** Dodge 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Virtue (Compassion)

Prerequisite Charms: Absence

Replace the text of this Charm with the following:

Generous Sidereals learn to spot impending danger to others, protecting the people around them even as they escape danger themselves. While this Charm is active, the Sidereal may take a Dodge-based Defend Other action (page 8), substituting her Dodge DV for her Parry DV. She treats these as Speed 3, DV -0 miscellaneous actions, and can always channel Compassion to protect a warded character.

In addition, if the Sidereal activates Avoidance Kata while protecting another character with a Dodge-based Defend Other action, she may bring that character along with her if they are willing, paying an additional point of Willpower for each other character who vanishes with her.

A Dodge 4+ repurchase of this Charm allows the Sidereal to commit up to (Dexterity - 1) additional notes when activating this Charm. While it is active, she may flurry to take multiple Dodge-based Defend Other actions on a single action tick, with each additional committed mote adding one to the number of Defend Other actions she can maintain simultaneously.

NEIGHBORHOOD RELOCATION SCHEME

(pp. 144-145)

Cost: 15m, 1wp, 1hl

Keywords: Combo-Basic, Illusion, Obvious, Prayer Strip, Shaping

This Charm costs only one bashing health level per hour to maintain. The Sidereal may change pace as she wishes, but she can never stop moving if she wishes to keep the Charm active. The unnatural Illusion of this Charm costs 5wp to resist.

Add the following to this Charm:

Targeting all or most of the same area or landmarks with multiple uses of this Charm in the same day is taxing, on both the world and its Sidereal guardians. Each use in the same 25 hour period after the first costs an extra +5m. Dreams and prayers become jumbled for the inhabitants and Heaven, adding +1 to the difficulty of their Conviction rolls to regain Willpower and any prayer rolls they make for a full week after the last use of this Charm.

With Essence 7+, Neighborhood Relocation Scheme can be used to relocate characters that exist as living landscapes or structures, such as Mother Bog, as long as they fit completely within the range of this Charm. Such characters may either defend against the Shaping of this Charm with appropriate defenses, or resist with a (Strength + Athletics) roll at a difficulty of the Sidereal's (Essence). If they succeed, the Sidereal is unable to make any progress moving them for an hour. After every hour this roll can be repeated, giving the relocated character an opportunity to drag out the location or even cut it short by forcing the Sidereal to take more damage than they can safely withstand.

LINGUISTICS

FAVORABLE INFLECTION PROCEDURE

(p. 145)

Keywords: Combo-OK, Emotion, Virtue (Compassion)

The Intimacy created by this Charm lasts permanently unless it is eroded through the normal means. In addition to creating the Intimacy, this Charm also produces an Emotion of calm.

BLUE VERVAIN BINDING

(p. 145)

Cost: 1m per character

Keywords: Combo-OK, Training

Duration: Indefinite

This Charm can be used on up to (Essence + Linguistics) characters with a single activation, allowing all targeted characters to understand each other for its duration. In addition, any target of this Charm may reflexively learn any language possessed by another target as a Training effect, purchasing the Linguistics dot necessary to add the language.

ABANDONED WORDS CURSE

(pp. 145-146)

Cost: 5m, 1wp; **Mins:** Linguistics 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK, Illusion

Replace the text of this Charm with the following:

It may seem cruel to take away something old and dear as a trademark phrase, or the intimate dialect of a pair of twins, but sometimes the tree of Serenity grows from a seed of strife. This Charm enhances a social attack targeting an individual that in some way disparages or dismisses a key phrase or even a whole dialect of language. In addition to its other effects, the target unknowingly comes under an unnatural Illusion that strips from them the ability to understand or utilize the chosen phrase or dialect. Certain actions and social attacks may be rendered harder or even impossible. A guard may prevent all from entering a secret meeting, because he cannot recognize the correct pass phrase; a spy who forgets his conspiracy's secret code may find himself shunned or even assassinated.

Suppressed linguistic traits are not lost; specialties for each dialect are still there. They simply cannot be used while this Charm remains in power. A character may even unlearn that which they do not think they know, shifting their dialect to something else per normal rules for switching specialties.

The Illusion ensures that the targets of this Charm do not realize that there is anything wrong with themselves. Clearly, everyone else is mistaken or crazy. Recognizing this deception and shedding the Illusion costs 4wp, or 2wp if the target must produce the banned linguistic element to avoid physical harm.

A repurchase at Linguistics 4+, Essence 4+ grants two new capabilities. The Sidereal may suppress entire language families in targets (i.e., the ability granted by each dot of Linguistics), or may attempt to suppress phrases or dialects in all listeners with a Performance-based social attack. At Essence 5+ these two options can be combined, suppressing language families in whole crowds.

LOVER'S OATH

(p. 146)

Type: Simple (Dramatic action)

Keywords: Combo-OK, Overdrive, Prayer Strip

Prerequisite Charms: Favorable Inflection Procedure, Blue Vervain Binding, Abandoned Words Curse

Replace the text of this Charm with the following:

The Sidereal Lover's Oath is a bold declaration of the need one can feel for another, even at the expense of life itself. Use of this Charm requires binding a prayer strip around the hands of the participants in celebration of their partnership, officiated by the Sidereal. The prayer strip becomes a pair of starmetal rings adorning the finger of each of the two participants, affirming their pledge.

If the Sidereal binds herself to a partner with an Essence pool, both the Sidereal and her lover gain ten-mote Overdrive pools, which come into existence containing ten motes. If the Sidereal's partner has no Essence pool, then only the Sidereal gains the pool. If the Sidereal is binding two other characters with this Charm, then no pool is created.

While this Charm persists, the lovers may reflexively protect one another with Defend Other actions whenever they are within (Dexterity) yards of each other. Whenever such a Defend Other action is used successfully, the protector gains one offensive mote.

Should an enemy manage to strike one of the lovers through such a Defend Other action, the defender may reflexively accept as many levels of the damage as she desires herself; for each level of damage she takes onto herself, the protected lover gains two overdrive motes.

Additionally, the ring produced by this Charm gleams brightly whenever the character's partner is in the grip of some powerful emotion; by paying one Willpower, the character may experience whatever emotion her partner is feeling (discovering whether it is pain, joy, sadness, etc), though no context is gained.

Finally, after a scene in which one of the lovers has defended her partner in some way (whether through violence or social action), the defender may roll (higher of Compassion or Conviction) to regain Willpower as though from a night's sleep. This benefit may apply no more than once per season.

A character may be subject to no more than a single Lover's Oath at a time. The Charm's effects end when either partner removes their ring voluntarily, or when one of the rings is destroyed (treat as attempting to destroy a prayer strip).

Venus frowns on frivolous use of this Charm. While there are no direct mechanical repercussions for crass and utilitarian use of Lover's Oath, misfortune has been observed to follow those who cavalierly bind their fates together.

PERFORMANCE

HEART-BRIGHTENING PRESENTATION STYLE

(p. 146)

Cost: —

Keywords: Virtue (Compassion)

Duration: Permanent

Prerequisite Charms: None

There is no surcharge for applying the listed Excellencies interchangeably amongst the listed Abilities. In addition, this Charm allows the Exalt to channel Compassion on any rolls enhanced by those Excellencies. The first time she does so in a scene costs 0wp.

FAULTLESS CEREMONY

(pp. 146-147)

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Replace the text of this Charm with the following:

In a harmonious universe, the decrees of the Chosen of the Maidens are as mandates from Heaven, never to be deviated from by villain or happenstance. This Charm enhances the act of officiating or performing a social ritual, one that reasonably evokes hope or desire for an associated goal. Examples include an adulthood rite seeking success for the young celebrant, a wedding seeking happiness for the new couple, the beginning of a funeral procession to Sijan, the christening of a new merchant sailing vessel with dreams of good fortune, or a prayer to these same ends (**Exalted**, p. 132). The roll to officiate the ceremony automatically succeeds if it would otherwise fail, with 0 threshold successes.

So long as the ceremony is carried out successfully, the Exalt and all participants are wrapped up in the inevitability of the beneficiary's good future. They effectively gain the benefits of an appropriate Motivation to fulfill an extrapolated goal of the ceremony: to bring the dead body to Sijan, or to help the young adult succeed in making a name for himself. This allows related stunts to resonate and gain a bonus die, and for those pursuing the goal to regain Willpower when they make progress. This benefit lasts no more than one story, and no character may be caught up in more than one use of this Charm at a time.

PERFECTION IN LIFE

(p. 147)

Type: Supplemental

Keywords: Combo-OK, Virtue (Compassion)

Duration: Instant

Replace the second paragraph of this Charm with the following:

This Charm enhances a social attack that encourages belief or behavior. Those that are convinced by the Sidereal and who do not spend Willpower to resist regain 1wp, even if this would grant them more than their normal maximum. Characters that accept this reward cannot later resist the influence in any way for the rest of the scene. A character cannot gain more than 1wp per scene from this Charm.

DEFENSE OF SHINING JOY

(p. 147)

The Exalt does not add her Performance to her Dodge; instead, she may use the higher of her Dodge or Performance to calculate her Dodge DV. Rather than ignoring all onslaught penalties, she ignores up to (Performance) points worth of penalties to her Dodge DV, from any source, apart from penalties from her own actions which are ignored separately. If the Sidereal is protecting someone with a Defend Other action, she may apply this benefit to both her own and her ward's DVs, even when parrying.

SONG OF SPIRIT PERSUASION

(p. 148)

Type: Simple (Speed 4 in long ticks)

Keywords: Combo-Basic, Servitude, Social

The spirit gains a sorcerous positive Intimacy regarding the Sidereal. It must spend 1wp per scene to act against it, and the Intimacy reasserts itself every 25 hours until the story ends.

ICE AND FIRE BINDING

(p. 148)

Ignore the restrictions on Castes that may assist. Instead, any priest may assist (which includes all Sidereals, as well as all Zenith, Midnight, Malefactor and No Moon Caste Exalts). Rather than lowering the difficulty, use limited teamwork rules (**Exalted**, p. 125), with each assisting Sidereal providing a bonus success rather than an extra die. This Charm can bind any spirit with Essence up to three dots greater than the Sidereal's, to a maximum of 7, and grants them an extra Motivation to protect and promote a social group with Magnitude no greater than (the Exalt's Essence x 2).

HARMONIC COMPLETION

(pp. 148-149)

Keywords: Combo-Basic, Emotion, Prayer Strip

This Charm does not automatically impose Intimacies. Any character successfully influenced by the Exalt is also subject to an unnatural Emotion effect of complete trust for the Sidereal. In addition to suffering the usual penalties for acting contrarily (see page 9), targets halve their MDVs against further social attacks from the Vizier for the rest of the scene, and in turn add two extra successes to any of their own social attacks to impose complementary influence that spreads the Sidereal's own messages and goals. Ignoring the influence for one action costs 1wp, and after doing so five times it cannot take hold again for the rest of the scene.

SOCIALIZE

SHUN THE SMILING LADY

(p. 149)

Keywords: Combo-OK, Emotion, Touch

Replace the text of this Charm with the following:

Love is like an Ending, no more keenly felt than when it is gone. This Charm strikes a target's name from the rolls of love. Characters with romantic Intimacies for the target treat scenes interacting with him as a scene eroding those Intimacies, regardless of the context. Paying one Willpower allows one to ignore this unnatural Emotion effect for the scene. Characters must likewise resist this Emotion effect when trying to build an Intimacy of love for the target.

CASH AND MURDER GAMES

(p. 149)

Type: Supplemental

Keywords: Combo-Basic, Emotion, Virtue (Conviction)

This Charm enhances any social attack that may include the intended target, as long as the attack evokes the desired kind of relationship the Sidereal wishes to impose. It imposes an Intimacy of an appropriate nature that cannot be suppressed or eroded without spending 1wp per scene to ignore the unnatu-

ral Emotion. Ignore the reference to threshold successes. As long as it persists, in addition to the usual MDV modifiers, it imposes internal penalties on contrary actions per the Emotion keyword (see page 9).

LIFE WITHOUT COMPUNCTION

(pp. 149-150)

Keywords: Combo-OK, Emotion, Social, Virtue (Temperance)

This Charm's unnatural Emotion of acceptance applies against all witnesses with MDV less than (Exalt's Manipulation + Socialize). There is no activation roll. Individuals are always subject to the described three-success threshold effect, while any present social group adopts a related Policy only if their leader's MDV is less than half (Sidereal's Manipulation + Socialize).

YOU AND YOURS STANCE

(p. 150)

Keywords: Combo-Basic, Emotion

Replace the text of this Charm with the following:

This Charm lays bare the lust that all must feel for Exalted heroes. Those that are friendly try to please the Sidereal, while those that are hostile turn to bitter rage that they cannot find it within themselves to please her. Characters that wish to attack the Sidereal must overcome their own desire for her, requiring a Conviction roll much like a Morale check (see **Exalted**, pp. 156-157), with a rating based on the apparent ability for the Exalt to fulfill the attacker's desires. The more willing or capable she may seem, or the more singular the means at her disposal, the higher the difficulty, to a maximum of difficulty 3. Likewise, outside of combat, characters must roll Temperance in a similar manner to perform actions that they believe would displease the Sidereal while they can see her or believe that she can see them.

These rolls need be made no more than once per action, but failure prevents one from carrying out any contrary actions unless the transgressor spends 2wp to ignore this Charm's unnatural Emotion. After spending Willpower to resist twice, a character is immunized against this Charm for the rest of the scene.

FORTUITOUS FELLOWSHIP

(p. 150)

Keywords: Combo-Basic, Servitude

Magnitude and Loyalty are not built using rolled successes; Loyalty is determined normally, and the potential Magnitude of the group is simply equal to the rolled successes, subject to available membership. The Sidereal's roll determines the quality of the group and its leader. Ensnared members have competencies relevant to the group's Policy on a scale of none (one success) to expert (4+ ratings in Abilities; five or more successes). If the Exalt does not craft a destiny to become the leader, the leader is pulled from the pool of members, but may not have an unmodified Dodge MDV higher than the successes rolled to activate this Charm. Ignoring this unnatural Servitude call to duty costs a member 1wp per day, and the pull to join falls away after they resist (Sidereal's Essence) days.

WANTING AND FEARING PRAYER

(pp. 150-151)

Cost: 10m, 1wp, 1hl; **Type:** Simple (Dramatic action)

Keywords: Combo-Basic, Emotion, Illusion, Prayer Strip, Virtue (Conviction)

Activating this Charm is a five-minute ceremony wherein the Sidereal consecrates the relationship he is fabricating. He must have spent at least a scene interacting with both targets at some point in the current story, and he must have gauged their hearts by reading their motivations successfully (**Exalted**, p. 131). Applying the Charm's effect requires only one roll that is applied against both targets.

The targets may act against the imposed Intimacy without spending Willpower, but they suffer appropriate penalties (see the Emotion keyword, page 9). The difficulty of each roll during the surgery to remove a prayer strip is 6.

ARCHERY

GENERALIZED AMMUNITION TECHNIQUE

(p. 151)

Generalized Ammunition Technique can be activated for a cost of 2m to emulate any ammunition costing Resources 2 or lower.

EVERY DIRECTION ARROW

(p. 151)

Cost: 2m; **Type:** Supplemental

Replace the text of this Charm with the following:

Weaving her arrows together with strands of martial destiny, the Sidereal can loose them all in a single shot. Activating this Charm, the Sidereal may nock and release up to (Dexterity) arrows as part of a single Archery attack. The base damage of each individual arrow is added to the raw damage of the attack, and any tags or special qualities possessed by an arrow are applied to the whole attack.

MANY MISSILES BOW TECHNIQUE

(pp. 152-153)

Boulder: The base Damage of the attack becomes (Exalt's Essence) if it would be lower. Those who fail to defend suffer automatic Knockdown.

Essence: The Sidereal draws her fingers through her anima and plucks a streamer of starfire to draw against her bowstring. She then fires this bolt into her target's anima, suffusing it with her own. For every one mote the Sidereal pays on this attack, she transfers two offensive motes to the target's Overdrive pool, if they have one. The Sidereal may pay up to three motes when firing Essence. In addition to offensive motes, the target character's anima twinkles and shimmers with tinges of the Sidereal's own until the end of the scene.

Fire: The radius of effect is (Sidereal's Essence) yards. By paying 1wp in Step 1 of resolution, the Exalt may increase the hazard's Damage and Trauma to (Essence).

Glass: There is no roll. The difficulty of tracking the arrow's flight subtracts an external penalty of (Exalt's Essence) from the target's DV, but the attack's minimum damage becomes 1 and it loses the Piercing tag, regardless of its usual properties.

Grain: The Cost of using this option increases by 1m for every previous use in the same scene.

Health: Ignore the given parameters of this effect. The Exalt rolls the minimum damage of the attack, healing levels of damage instead of inflicting harm. Soak does not hamper this power.

Precipitation: The Exalt may pay a surcharge of 1wp to force snow or rain out-of-season.

ATHLETICS

BURN LIFE

(p. 153)

Cost: —; **Type:** Permanent

Duration: Permanent

Replace the text of this Charm with the following:

Despite aphorisms to the contrary, the Exalted burn both long and bright, their insatiable heroism overwhelming all the obstacles in their way as they blaze through history towards their end. When performing feats of strength, the Exalt doubles his Strength rating and converts bonus dice from stunts into extra successes (adding double their rating to relevant unrolled pools). This Charm also allows the Sidereal to channel his Conviction on all such rolls, and on Stamina-based rolls to resist environmental hazards and poisons.

INEXORABLE ADVANCE

(p. 153)

Cost: 4m, 1wp

Keywords: Combo-Basic, Obvious

Duration: One scene

UNSWERVING JUGGERNAUT PRINCIPLE

(p. 153)

Keywords: Combo-Basic, Obvious

FORWARD-THINKING TECHNIQUE

(pp. 153-155)

Cost: — (+5m); **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Replace the text of this Charm with the following:

By adding +5m to the Cost of Unswerving Juggernaut Principle, the destiny of the Sidereal's journey enmeshes him, pulling him ever forward and shielding him from hindrances to his progress. This provides the following benefits:

- The Sidereal ignores penalties to his Dodge DV.
- The character can Dash reflexively, though this still makes it impossible to block attacks normally.
- The Exalt gains an additional +10L/10B soak against any unexpected attacks.
- The Seer adds (Athletics) extra successes to rolls to give or evade pursuit during chase scenes, as well as dramatic tracking/evasion scenarios (see **Exalted**, p. 140).

INVISIBLE MOTION

(p. 155)

Keywords: Combo-Basic, Prayer Strip, Shaping

Replace the text of this Charm with the following:

When the world cries out desperately to be saved by an agent of Heaven, it is not the harrowing tale of his journey that is most important—though tales will be told. What matters most in saving the world is that the Sidereal be where he is needed. Activating this Charm, the Sidereal wraps a prayer strip bearing the Scripture of the One-Handed Maiden around his neck like a scarf, causing it to exude a scent of lilacs and decay. As long as it does so, he does not so much move from place to place as simply arrive at each point on his journey without crossing the intervening space. The Exalt ignores the difficulties of terrain, including water, muck and unstable terrain, and any hazards between his starting and stopping points each tick he moves.

Perhaps more impressive, the Sidereal may take a moment to plot his course more carefully, determining his ultimate goal and ignoring the obstacles in between. This requires a Miscellaneous action and expenditure of 1wp, which allows the Exalt to teleport up to (Essence x 10) yards to a point that he can see clearly. He has given up the accidental self-determination of those with more uncertain journeys, and so cannot perform any normal movement actions (Dash, Move, etc.) until his next action tick.

The first effect of this Charm contests wards against teleportation with a normal roll-off, while the latter fails automatically.

MELEE

HARMONY OF BLOWS

(p. 155)

Cost: 2m per attack (+1wp); **Mins:** Melee 3, Essence 2

Harmony of Blows allows the Sidereal to take up to (Dexterity) attacks as part of the magical flurry it creates. Doing so costs two motes per action, or a flat cost of five motes if only Melee attacks are included. No enemy can have more than one attack directed at them unless the Sidereal pays a surcharge of one Willpower when activating this Charm.

ORCHESTRATION OF MIRRORED FATES

(p. 155)

As the Chosen of the Maidens, the Sidereal Exalted are less than fair in dealing with those intrinsically opposed to their purview. Seers may use this Charm in response to attacks that fail to hit them if they come from creatures outside fate.

Add the following to this Charm:

With Essence 4+, a Sidereal may add +1wp to this Charm's cost to counter attacks that do not target her, as long as she could otherwise validly respond if she were the target. Any Counterattacks from the true target take precedence and prevent the Sidereal's counter.

At Essence 6+ the surcharge becomes +0wp to counter on behalf of others when the attacker is a creature outside fate.

IMPEDING THE FLOW

(p. 155)

Cost: 4m; **Mins:** Melee 3, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

Replace the text of this Charm with the following:

The Sidereal's manifest will swirls around her as a whirlwind of red stardust, drawing in her own assured triumph while blowing misfortune on her enemies. Impeding the Flow cancels up to (Melee) points of penalties to the Sidereal's Parry DV, and imposes a -3 external penalty on an attack against her. A character who fails their attack roll against a Sidereal using Impeding the Flow suffers a cumulative -1 external penalty on all attacks against her for the rest of the tick.

SERENITY IN BLOOD

Cost: 10m; **Mins:** Melee 4, Essence 3

Keywords: Combo-OK, Obvious

This Charm does not specially protect against unexpected attacks. Its Flaw of Invulnerability is that it cannot be activated to defend against attacks validly enhanced by Sidereal astrology laid by the Exalt himself, and against attacks enhanced by others' Sidereal astrology it suffers a +3m surcharge.

MEDITATION ON WAR

(p. 156)

Cost: —; **Mins:** Melee 5, Essence 3; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Replace the text of this Charm with the following:

Mighty as the blessings of the Maidens may be, the true weapon of the Sidereal Exalted is neither fist nor daiklave nor destiny nor even Essence—it is the world itself and their ability to shape it. This Charm grants an Overdrive pool with a capacity of ten motes. Whenever the Sidereal successfully blocks an attack using her Parry DV while taking a Defend Other action to protect an individual she has instructed in some way in the past, or when such an individual protects her the same way, she gains two offensive motes. "Instruction" in this case includes not only characters who have learned Charms, sorcery, or new Abilities or Specialty dots from the Sidereal, but also those that have significantly benefitted from her advice or stratagems, at the Storyteller's discretion.

Additionally, the Sidereal gains the ability to spend her Overdrive motes to fuel the attacks of not only herself, but also of former students (as defined above) within (Essence x 50) yards.

SMILING AT THE DAMNED

(p. 156)

Cost: 3m

Replace the text of this Charm with the following:

In the moment that the Sidereal's blade strikes true, the colors around her take on the harsh red tinge of her martial Essence. Essence dissolves at the weapon's touch. An attack supplemented by this Charm adds one level of aggravated damage to its final damage in Step 10.

PERFECTION OF THE VISIONARY WARRIOR

(pp. 156)

Mins: Melee 5, Essence 3; **Type:** Reflexive

Keywords: Combo-Basic, Obvious, Prayer Strip

Perfection of the Visionary Warrior does not double the Sidereal's Parry DV, but instead reduces the DV penalty of any action she takes in combat by one point in addition to canceling onslaught penalties. With Essence 4+, the Sidereal may choose to stock the reflexive attacks granted by this Charm, up to a maximum of (Dexterity) stocked attacks.

PRESENCE

FORCE DECISION

(pp. 156-157)

Keywords: Combo-OK, Compulsion

This Charm targets a character no more than (Essence x 5) yards away, and the roll to use it is made against the victim's MDV. It costs 2wp to ignore this unnatural Compulsion.

PRESENCE IN ABSENCE TECHNIQUE

(p. 157)

Keywords: Combo-OK, Shaping, Touch

Duration: Up to one story

Replace the text of this Charm with the following:

With a touch and an undetectable whisper to the universe, the Sidereal tugs at the fate surrounding a person and lends it such a resonant destiny that others are compelled to fulfill the imposed doom. This Charm "hangs" a social attack from the Sidereal on a target that must be inside fate, though the social attack validly targets creatures outside of fate. The attack may impose any influence the Exalt can manage normally, compelling behavior or encouraging a belief, but it must do so with a central focus on the presence and actions of the target of the Charm. The weight of their destiny imposes the Sidereal's vision on others.

The social attack triggers and is applied against valid targets, which may include the person on which it hangs, under a set of circumstances decided by the Sidereal when the Charm is activated. This may be as simple as a time delay, or as complex as being present for a meeting between two specific characters. The Charm lapses without effect at the end of the story. No more than one use of this Charm may be in effect on the same target at the same time.

LOYALTY-SACRIFICING SIDESTEP

(p. 158)

Cost: 3m; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Replace the text of this Charm with the following:

By fortunate happenstance, the interests of an attacker and one of the Sidereal's friends coincide, distracting both from the import of the Exalt herself. So sequestered, she is forgotten and unmolested. This Charm may be activated in response to a social attack, but only so long as another valid target that possesses a positive Intimacy or favorable Motivation regarding the Sidereal is within (Essence) yards. Circumstances conspire to make them the target of the social attack in lieu of the Exalt. If the attack is Performance-based, the replacement

target's MDV is halved against the attack, as their distracted attention-splitting leaves them more vulnerable even as they prevent the Sidereal from considering and becoming susceptible to the influence.

Sidereals with keen social instincts understand that, though they will give up on their servitude if ill-treated, the limits of a true friend are great indeed. With a Presence 5+ repurchase, a Sidereal may use this Charm to redirect physical attacks and other undesired effects (such as the random mutation of the Wyld or the roaring flames of a bonfire) toward a Familiar or Acquaintance. Each redirected effect counts as a scene eroding any Intimacies of loyalty or friendship that the companion may have for the Exalt. Once all such Intimacies are gone, the companion will tend to resent the Sidereal and may leave or even attack him, but until then they suffer their impressed guardianship without complaint.

EASILY ACCEPTED PROPOSITION STANCE

(p. 158)

Keywords: Combo-OK, Compulsion, Prayer Strip, Shaping

Duration: Instant

Replace the text of this Charm with the following:

The portentous nature of the Sidereal Exalted impresses itself upon the world as the nature of any Exalt might overwhelm a person. They supplant the circumstance and desire of all of Creation with their plans. An Exalt using this Charm affixes a prayer strip bearing the Scripture of the Drowning Maiden in his shadow, wrestling the world into the desired shape and pinning it there with a knotted sutra. As he does so, he decrees to the world what it must do, a circumstance or occurrence that must take place within the current scene, and it will happen in the most plausible way possible.

This is a far-reaching Charm, and potentially very strange. It narratively creates new resources for the Sidereal, but these are things that have always existed in the world. Wealth arrives by way of a lost Guild caravan. During a pitched battle in the wilderness, "reinforcements" arrive in the form of a native horde that hates one side more than the other. Evidence of a crime is covered up by a sudden house fire. This Charm creates and sets scenes, and even introduces new characters. This means that it is often Shaping, but it may instead act as a Compulsion on the animals and people nearby who could fulfill the needs of the Sidereal's vision.

Generally, phenomena and obstacles conjured by this Charm should have values for Damage, Trauma, difficulties, external penalties, or most other values that are no higher than (Exalt's Essence). Obstacles might have soak values double that. When the Sidereal's desired destiny requires characters, the closest, relevant and most likely to be susceptible candidates have their MDV compared to the Exalt's (Manipulation + Presence). If their MDV is lower, the candidates are subject to an unnatural Compulsion to fulfill the destiny, unless they spend 4wp to ignore it. Characters with higher MDVs, or who reject the influence before they fulfill the destiny, cause this Charm to search for the next best candidates, but no more than once during each of the Sidereal's actions.

WAR

AUSPICIOUS RECRUITMENT DRIVE

(p. 158)

Type: Simple (Speed 6 or dramatic action)

Recruiting replacements outside of battle takes only a single day with this Charm. Auspicious Recruitment Drive may also be used as a Rally action (**Exalted**, p. 165) for organization or for numbers. The action is automatically successful, and it includes both the gathering of scattered allies as well as the appointment of any new relays that are necessary.

RED HAZE

(pp. 158-159)

Cost: —; **Type:** Permanent

Duration: Permanent

This Charm applies automatically to units which include the Sidereal as a special character. The maximum Magnitude of a unit that can be affected by multiple Exalts is equal to the lowest Essence amongst them, plus one for each additional Seer.

TRAINING MANDATE OF AUSPICIOUS BATTLE

(pp. 159-160)

Type: Simple (Dramatic action)

Keywords: Combo-Basic

Duration: Instant

This Charm is a week-long dramatic training session with a specific mass combat unit, its effect lasting for up to one month. Significant changes in the unit's composition, apart from simple attrition, cause the Charm to lapse early.

PREDESTINED TRIUMPH PRACTICE

(p. 160)

Cost: —; **Type:** Permanent

Duration: Permanent

This Charm does not require a roll to enact. It affects a unit that includes the Sidereal as a special character. The Virtue keyword allows the Exalt to channel Valor on rolls for the unit to resist Exhaustion (**Exalted**, pp. 168-169), and to succeed on their Morale rolls automatically with 0 extra successes. Enemy units suffer a -1 external penalty, not a dice penalty.

TRAINING MANDATE OF

CELESTIAL EMPOWERMENT

(p. 160)

Cost: 6m, 1wp

Keywords: Combo-Basic

Duration: One month

This Charm is a week-long dramatic training session, with effects that last for the rest of its Duration. It may be renewed reflexively as it lapses, but any delay requires retraining. It can affect any group of beings that are part of fate, not just spirits and Exalts. The effective Essence of the group for determining Scope is equal to the highest of any one member, plus one for every other member whose permanent Essence exceeds 3.

TRAINING MANDATE OF WAR-GOD PUISSANCE

(pp. 160-161)

Cost: 8m, 1wp; **Type:** Simple (Dramatic action)

Keywords: Combo-Basic, Training

Duration: Until Calibration

Prerequisite Charms: Training Mandate of Celestial Empowerment

Replace the text of this Charm with the following:

During the Primordial War, and later the Usurpation, it was necessary to quickly and effectively promote whatever allies the Sidereals could find into full-fledged battle assets. Though the Exalted often subverted many demons, and most gods were their allies, the vast majority were simply not great warriors. This Charm is a dramatic week-long training session with a group of spirits, instructing them in the ways of war and in the auspicious battle plans of Heaven.

The spirits so trained gain the following benefits:

- They gain a bonus die on all Archery, Melee and War rolls. While this bonus lasts, they may internalize this lesson to improve their real rating in an Ability as a dramatic month-long Training effect. This cannot raise Abilities to ratings of 5+.
- If they lack them, they are temporarily granted First Excellencies in the Abilities of Archery, Dodge, Melee and War.
- They gain one temporary iteration of Ox-Body Technique, Essence Plethora, or Principle of Motion, at the Sidereal's discretion. This cannot grant a spirit more purchases of a Charm than they could normally learn, and while the effect lasts they may permanently learn the Charm as a dramatic month-long Training effect.
- While gathered as the majority of a mass combat unit, the spirits may materialize for the duration of a battle if their leader spends 1wp as a Miscellaneous action rallying them across the Chasm of the Material.
- They are considered to be full members of the Crimson Panoply of Victory. They are roughly considered to be gods of a rank one less than their personal power might indicate, to a maximum of Third Rank. This affords them the authority to command others with Mandates of Subordination and similar effects.

ESSENCE-DRAINING BATTLE PATTERN

(p. 161)

Cost: 5m; **Type:** Reflexive

Keywords: Combo-OK, Overdrive, War

Duration: One scene

Replace the text of this Charm with the following:

Through the brilliant planning of the Sidereal Exalted, the stymied efforts of foemen become the raw vigor of the Vizier's allies. A Sidereal may activate this Charm to enhance a mass combat unit in which he is a leader or special character. On each of the unit's action ticks, the leader and every special character in the unit gains one offensive mote in their Overdrive pools; those characters who possess no Overdrive pool gain a temporary five-mote pool while this Charm is active, which begins empty (characters who already possess Overdrive pools do not raise the size of their pool).

A unit can benefit from only one Battle Pattern Charm at a time.

DEMON-BLOCKING BATTLE PATTERN

(p. 161)

Cost: 5m; **Type:** Reflexive

Keywords: Combo-OK, Holy, Stackable, War

Duration: One scene

Replace the text of this Charm with the following:

Like a wall of blades and terror sprung up from nothing, the Viziers of the Primordial War shrouded their armies in tactics impenetrable to the demon rulers of Creation. A Sidereal may activate this Charm to enhance a mass combat unit in which he is a special character. When a unit composed of creatures of darkness target the Sidereal's with their actions, they suffer a -1 external penalty to any relevant rolls. If the creature of darkness unit is engaged in close combat with the Sidereal's, the penalty applies to all its non-reflexive actions.

A unit can benefit from only one Battle Pattern Charm at a time, but the effects of multiple Sidereals enacting this Pattern within the same unit are cumulative, to a maximum of (lowest permanent Essence amongst the Sidereals).

As the Exalted turned their attention from the titanic forces within Creation to the chaotic forces without, the Sidereals learned to apply this Charm's principles against even shaped Fair Folk. Learning to do so requires Essence 4+ and a week-long training session with a tutor, or three times as long without a teacher.

SPIRIT-BINDING BATTLE PATTERN

(p. 161)

Type: Reflexive

Keywords: Combo-OK, Obvious, Prayer Strip, Servitude, Virtue (Conviction), War

Duration: Until the chosen spirit is summoned

This Charm is activated per the other Battle Pattern Charms. The Sidereal may name any spirit within the Essence limits of the Charm, including demons and ghosts. Spirit-Binding Battle Pattern accumulates one die for the loss of each Essence 1-3 Essence user or 100 mortals, and it gains two dice for the loss of every Essence 4+ Essence user. The roll is not against the desired spirit's Essence, but is played out per sorcerous summoning and binding (*Exalted*, pp. 252-253). The Sidereal may channel his Conviction to enhance his rolls to bind or banish the spirit.

Once the spirit is summoned, this Charm ends whether or not it is bound to service, and another Battle Pattern may be enacted or another Spirit-Binding Battle Pattern may be attempted.

INVESTIGATION

AUSPICIOUS PROSPECTS FOR (CASTE)

(p. 162)

There is no roll to use this Charm. Sidereals may freely learn any iteration of this Charm, though only the version corresponding to their Caste is bought or trained at Caste/Favored experience values. The Maidens have no power to withhold this Charm.

EFFICIENT SECRETARY TECHNIQUE

(pp. 162-163)

This Charm can deliver any single fact that is known to at least 100 people that are part of fate, as long as that fact is not actively concealed or generally lost. As a rough guideline, as long as an uncontested Investigation, Lore or Occult roll, with difficulty 5 or less, could have been validly made within most of Creation, the spider can find and retrieve it from the records of Heaven.

As an exception to the stricture against finding information that is actively hidden or would otherwise call for a difficulty 6+ roll to find out, the spider can retrieve any information that is currently kept within the Sidereal's personal libraries in Yu-Shan or Creation. This exception does not apply if someone else hid the information in the Sidereal's library.

The spider travels along the Exalt's own insuperable thread of fate, and can continue to retrieve information even while in Hell or the outer Chaos of the Wyld. Wards against scrying apply against this Charm, but the Sidereal gains (Essence) extra successes on her roll-off.

RESEARCH ASSISTANT INVOCATION

(p. 163)

The assistant's ratings in Investigation, Lore and Occult are all equal to the higher of the Exalt's permanent Essence or 4. It has a 10m pool of Essence, and possesses the First Lore and Occult Excellencies and the Second Investigation Excellency, with (Ability) dice caps. It is immune to fatigue, and does not need to sleep, breathe, eat or drink.

EMBRACING LIFE METHOD

(p. 163)

Type: Simple (Dramatic action)

Keywords: Combo-OK, Compulsion, Shaping, Virtue (Compassion)

Duration: Instant

The clues and trinkets do not necessarily imply any special knowledge on the part of the wood spirits leaving them. They are compelled by this Charm to find and deposit elements of a prophecy they may have no part in. This unnatural Compulsion targets only minor spirits, and is irresistible. The affected spirits come from within 10 miles; if none are present for any reason, this Charm fails.

Outside of Creation and Yu-Shan, there are no nature gods to answer the call of the Embracing Life Method, preventing this Charm from functioning unless the Sidereal can make an appropriate stunt to circumvent this limitation. Examples include pouring out extra libations of blood to draw ghosts in the Underworld, or disguising the tree as a metallic sculpture to appease Autochthonian exmachina.

LARCENY

AVOIDING THE TRUTH TECHNIQUE

(p. 163)

Keywords: Combo-OK, Illusion, Virtue (Compassion)

This Charm enhances social attacks to encourage beliefs. It adds (Essence) successes to the attack, which is compared against the target's Parry or Dodge MDV normally. Success im-

poses the unnatural Illusion that what the Exalt said is untrue, even if the target would normally believe otherwise. It costs 3wp to ignore this influence. The Charm can also be employed to enhance truths and lies outside of social combat.

When someone attempts to tell if the character is lying or not (**Exalted**, p. 131), the difficulty to do so is raised by the Exalt's Essence. Failure to see through the Sidereal's facade imposes this Charm's influence on the observer.

THOUGHT-SWIPING DISTRACTION

(p. 164)

Type: Reflexive

Keywords: Combo-OK, Illusion

This Charm can be invoked against targets up to (Sidereal's Essence) yards away, requiring a successful (Dexterity + Larceny) roll against the target's Dodge MDV. It grants no special insight into whether the Sidereal will interrupt meaningful thoughts, but if properly timed it imposes an external penalty of (her Larceny) on any disrupted knowledge recall and retention rolls. This is a form of unnatural Illusion; spending 2wp to ignore it immunizes one from Thought-Swiping Distraction for the rest of the scene.

The brief impression the Sidereal receives of the target's surface thoughts include broad strokes only, such as "going to war" or "someone I love." If the target is thinking of the subject of one of their Intimacies that the Sidereal is aware of, the name of the subject is provided as well.

SIDEREAL SHELL GAMES

(p. 164)

Cost: 6m; **Type:** Simple

Keywords: Combo-Basic, Crippling, Touch

Replace the text of this Charm with the following:

The character sweeps a hand through the weave of events, wrapping her fate around that of a target so that certain portions of one strand temporarily become indistinguishable from the other. Successfully touching a target, which may require an unarmed attack as part of activating this Charm, the Sidereal rolls her (Wits + Larceny) against the target's Dodge MDV. For every extra success, up to a maximum of (Exalt's Essence), the victim suffers a -1 internal penalty to a chosen (Attribute + Ability) die pool and the Sidereal gains an equal amount of bonus dice to the same pool.

The Exalt can steal dice from many of a character's pools and from many targets, but she cannot steal from the same pool twice, nor can she steal from the same pool from multiple targets.

Sidereals with Essence 4+ may add +1wp to the cost of this Charm to steal from targets up to (Essence) yards away. This is a Shaping attack that cannot be blocked or dodged.

NAME-PILFERING PRACTICE

(p. 164)

Keywords: Combo-Basic, Crippling, Touch

Replace the text of this Charm with the following:

With a sharp yank on a person's fate, the Sidereal can dislodge that person's name and snatch it from her. This Charm functions like Sidereal Shell Games, Crippling the target and removing from them their name. This is not an influence ef-

fect—their name is truly disassociated from them, from all perspectives except the Sidereal's. Others cannot call to mind the target's real name. This Charm may be used to steal any name the Sidereal is aware of, including pen names, pet names and diminutives, though each requires a separate use.

Sidereals who have stolen a name, and made any effort to disguise themselves as the person it belongs to, may use that name freely without equivocation or fear of being found out as a liar. The name does belong to the Exalt, for now, and so he is telling the truth.

DREAM CONFISCATION APPROACH

(pp. 164-165)

Keywords: Combo-Basic, Crippling, Touch, Virtue (Temperance)

The Essence of dreams is subtler even than fate—too subtle for the Sidereal to shape, but not too subtle for them to mangle. This Charm functions like Sidereal Shell Games, Crippling the target's capacity to dream. This prevents them from regaining Willpower from sleep, and from respiring motes normally. As dubious consolation, their Willpower and Virtues cannot be eaten by the Fair Folk. Raksha targets are also prevented from regaining health levels of damage from any of their own kinds of rest or Charms, though other magics may still heal them.

MASQUE OF THE UNCANNY

(p. 165)

Mins: Larceny 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: One disguise

Prerequisite Charms: Avoiding the Truth Technique

This Charm enhances a normal action to adopt a disguise, allowing the Sidereal to appear as nearly any creature outside fate that is at least roughly the same size and shape. Mundane scrutiny fails to pierce the disguise automatically, while magic senses face +2 difficulty on any relevant rolls. This Charm will perfectly conceal the Exalt's nature as a being of fate, adding (his Essence) successes to any roll-off.

The Sidereal need not purchase each iteration of this Charm separately; any type of creature he is familiar with can be mimicked normally.

LORE

OF TRUTHS BEST UNSPOKEN

(pp. 166-167)

Duration: Instant

Use of this Charm does not require the presence of other Sidereals. The aid of other Viziers, even if they do not know this Charm, allows for limited teamwork on the roll to interpret the vision (**Exalted**, p. 125).

OF SECRETS YET UNTOLD

(p. 167)

Keywords: Combo-OK, Compulsion, Social

This Charm is a social attack of (Manipulation + Presence + Lore) against the spirit's Dodge MDV. By committing the Cost of the Charm, the Sidereal can ensure that the favor will be borne out within the current story.

OF THE SHAPE OF THE WORLD

(pp. 167-168)

This Charm can be invoked at most once per day regarding the same target. Sidereals understand that they see only vague shadows of the future, and that they may be changed not just by their own actions, but the actions of others.

OF THINGS DESIRED AND FEARED

(p. 168)

Duration: Instant

Use of this Charm does not require the presence of other Sidereals. The aid of other Viziers, even if they do not know this Charm, allows for limited teamwork on the roll to interpret the vision (see **Exalted**, p. 125). If the desired goal is significantly contested by powerful magic beings, usually other Exalts, or spirits with permanent Essence at least half that of the Sidereal's, then this Charm cannot be used to overwhelm them. This is a very loose guideline, and Storytellers are encouraged to ignore it if the conflict is incidental to their story or would be uninteresting in extended play.

OF HORRORS BEST UNKNOWN

(p. 168)

Keywords: Combo-OK, Shaping, Virtue (Valor)

To clarify, this Charm brings creatures outside of fate inside of fate for a year and a day, while its "Target Number"-modifying curse lasts only for the first scene in which the net's criteria are met.

TRANSCENDENT HATCHET OF FATE

(p. 168)

Keywords: Combo-Basic, Prayer Strip, Shaping

This Charm is a Shaping attack that cannot be blocked or dodged. Even if a character avoids the loss of Willpower and motes, they still know their doom.

OCCULT

MARK OF EXALTATION

(p. 169)

Cost: 3m; **Mins:** Occult 2, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Virtue (Compassion)

The Mark of Exaltation shines out to (Essence x 50) yards, not (Essence x 5). Instead of adding an automatic success to the Sidereal's social rolls, it adds one to her effective Appearance rating when interacting with spirits in social combat. It is Obvious only to characters capable of seeing the Mark's light.

TELL-TALE SYMPHONY

(p. 169)

Keywords: Combo-Basic

Duration: One hour

Replace the text of this Charm with the following:

Patterns of Essence become music to the Sidereal's ears, untangling the mysterious threads of fate with the revelation of their song. Charms, sorcery, and other magic give off a strange

music that is nevertheless fitting to their aspect and nature. Spirits ring with the soft tintinnabulation of bells, while artifacts hum in low tones. Other than its purely auditory nature, this Charm functions as All-Encompassing Sorcerer's Sight (**Exalted**, p. 222).

INCITE DECORUM

(pp. 169-170)

Keywords: Combo-OK, Compulsion

This Charm applies against spirits of any type employed by Heaven officially, up to Essence 8 and regardless of how the Sidereal's Essence compares.

UNWEAVING METHOD

(p. 170)

Keywords: Combo-OK, Obvious, Shaping

Replace the text of this Charm with the following:

Lending a sense of imminent doom to her own destiny, the Sidereal lashes out with the threads of her fate like a whip, ensnaring a target with tragedy and corruption. This is a (Dexterity + Occult) attack, with Accuracy +0, Damage 4A/2, Rate 1, Range (Exalt's Essence x 10), Tags: O. It cannot be blocked or dodged, but it also cannot target creatures of death, such as Abyssal Exalted, ghosts and ghost-blooded.

WILLING ASSUMPTION OF CHAINS

(p. 170)

Gods empowered by this Charm may, if appropriate, raise their permanent Essence by one to match the stature of their office. Spirits cannot be directly compelled by unnatural influence to agree to the Charm's terms, but natural influence may still convince them.

STEALTH

SOFT PRESENCE PRACTICE

(pp. 170-171)

Cost: 4m, 1wp; **Type:** Simple

Keywords: Combo-OK

Duration: One scene

Replace the text of this Charm with the following:

With this Charm, the Sidereal steps lightly around the bonfires of heroes and dampens her own, moving to disturb none so that she may work in peace. While this Charm is active, motes spent on the Sidereal's non-Obvious Stealth Charms (including Excellencies) do not contribute to anima flare, and she may spend up to (Essence) peripheral motes on other non-Obvious Charms each tick without them counting for anima flare. In addition, she adds an extra success to her Larceny and Stealth rolls during the scene.

WALKING OUTSIDE FATE

(p. 171)

To clarify, the character is effectively invisible, and can be targeted like other invisible characters. She is perfectly immune to long-term tracking (see **Exalted**, p. 140), adding (Essence) dice to any roll-off.

SUBORDINATE INSPIRATION TECHNIQUE

(p. 171)

Keywords: Combo-Basic, Illusion

This Charm enhances social attacks to encourage a belief in the target, and these attacks are not unexpected; the target's MDVs may apply normally. However, if successful, the target must spend 3wp to recognize that the belief came from outside her own thoughts. Failure on the attack prompts the target's roll to notice the presence of the Sidereal.

GIFT OF A BROKEN MASK

(pp. 171-172)

Cost: 6m, 1wp

Keywords: Combo-Basic, Shaping, Touch

The Sidereal rolls (Wits + Stealth) against the target's Dodge MDV. For every extra success, minimum 1, the target is subjected to a day of Arcane Fate. Sidereals with Essence 4+ may add +1wp to the Cost of this Charm to target characters up to (Essence) yards away, or to target a social group with Magnitude no greater than her Essence. There is no special requirement that the Exalt or an ally lead the group to target it with this Charm.

BLINDING THE BOAR

(p. 172)

Keywords: Combo-OK, Illusion, Virtue (Valor)

Duration: One scene

This Charm targets an individual up to (Essence) yards away. There is no activation roll; Blinding the Boar is a form of unblockable and undodgeable unnatural Illusion. It may be ignored for 3wp per action. The target finds it impossible to recognize the Sidereal, and also faces a -3 external penalty on all actions targeting the Exalt.

CEASING TO EXIST APPROACH

(pp. 172-173)

Keywords: Combo-Basic, Illusion, Prayer Strip, Shaping

The disguise draped around the Sidereal herself is Shaping of an impenetrable nature. Community members who should know the new persona, and social attacks to convince others that the persona is real, are subject to or become unnatural Illusions that cost 3wp to ignore.

AWARENESS

PRIOR WARNING

(p. 173)

Keywords: Combo-Basic

Replace the text of this Charm with the following:

Casting her perception into the near future, the Sidereal senses the presence of imminent danger. The Storyteller should have the Sidereal's player roll any Awareness rolls that she is allowed to notice a threat (Essence x 2) minutes before she would normally be able to roll. When the Storyteller cannot determine the difficulty of the roll beforehand, use the highest ($[\text{Intelligence} + \text{Larceny}] \div 2$) of any character involved in the threat—or difficulty 1 if the Sidereal could notice the threat automatically. On a success, she receives a vague premonition of harm, putting her on guard without actually revealing the

nature of the threat. Such forewarning adds one automatic success to her actual roll to notice the threat when it finally arrives.

EXPECTED PAIN

(pp. 173-174)

Cost: 2m (+2m); **Type:** Reflexive (Step 2)

Replace the text of this Charm with the following:

Vague premonitions of future sorrow drift through the mind of a Sidereal who has mastered this Charm. As her fated suffering impends, these visions crystallize into awareness. Expected Pain cancels the unexpected quality of any physical or social attack against the Sidereal. It costs an additional two motes when used to defend against creatures outside of fate.

With Awareness 5+, this Charm can be activated to enhance any Awareness roll to notice a concealed threat to the Sidereal or her allies—a hidden assailant, a drop of poisonous lotus extract dissolved in a cup of tea, a venereal disease on a concubine. Doing so converts all dice on the roll to automatic successes.

SUPERNAL AWARENESS

(p. 174)

Duration: One scene

INEVITABLE PURSUIT

(p. 175)

Cost: 4m, 1wp; **Type:** Supplemental

Duration: Instant

In addition to the listed effects of this Charm, the supernatural tracking of Inevitable Pursuit adds a five-die equipment bonus to the Sidereal's roll and allows her to track by night. The time limits on tracking characters by destiny are relevant only if they have left no physical trail to be tracked by; otherwise, this Charm can be used to follow their spoor regardless of how old it is.

CONCLUSIVE WISDOM

(p. 175)

Cost: 10m, 1wp, 1hl

Keywords: Combo-OK, Emotion, Illusion, Prayer Strip

"There's always an ending."

There is no Willpower roll to resist this Charm. Instead, the Sidereal rolls (Perception + Awareness + Essence) as an unblockable social attack against the target of the Charm. While such a vision is an unnatural Illusion, it cannot be resisted with Willpower. Characters are not rendered Inactive by this Charm; instead, they are forced to take a Guard action on their next action tick as the vision overwhelms their capacity to act.

Should the events prophesied in a player character's vision of death come to pass, the knowledge of their fated death hangs over their head. They suffer a -3 internal penalty on any action to fight against their foretold doom, unless they pay two Willpower to resist this unnatural Emotion for one scene. Should a character succeed in fighting against destiny and survive they events prophesied to bring about their end, they recover all points of temporary Willpower, finding new hope in their second chance at life. Exalted characters also lose a point of Limit.

BUREAUCRACY

ICY HAND

(p. 176)

Keywords: Combo-OK, Compulsion, Touch

This Charm's unnatural Compulsion can be ignored for 3wp per day.

TERMINAL SANCTION

(p. 176)

Keywords: Combo-Basic, Compulsion, Maiden, Servitude, Virtue (Temperance)

This Charm has a range of (Essence x 10) yards. Activation of this Charm inflicts an unblockable and undodgeable unnatural Compulsion to materialize. The target is made aware of the Exalt's presence and distance when affected by this Charm. Binding spirits with it is an irresistible unnatural Servitude. When used to bind demons, it is identical to sorcerous binding, preventing other bindings of the same demon.

Add the following to this Charm:

With a Bureaucracy 5+, Essence 4+ repurchase, a Sidereal may use this Charm to target multiple spirits at once. By adding +4m to its Cost, the Exalt may compel up to 10 spirits of a certain kind to materialize, and if the roll is successful doom them in the event of their defeat. "Kinds" of spirits are delineated by the usual types (elemental, god, demon), as well as whether or not they are officially employed by Heaven. An Exalt could compel all Celestial censor elemental dragons to appear, or all unaffiliated elemental dragons, but not both at once. A third purchase at Bureaucracy and Essence 6+ allows the Sidereal to add another +4m to sanction up to (Essence ÷ 2) Magnitude spirits at once.

UNDERLING INVISIBILITY PRACTICE

(pp. 176-177)

Keywords: Combo-OK, Illusion

As a form of unnatural Illusion, this Charm is not defeated by powers that pierce conventional invisibility. It can be ignored by spending 3wp. This Charm will lapse like a Stealth Charm when the Sidereal's anima flares too high.

PARALYZED MANDARIN INFLECTION

(p. 177)

Duration: One story

This Charm is a social attack against a bureaucratic social group. It is conventionally opposed by the target's MDV, with an additional external penalty equal to half the group's Magnitude (round up).

Undoing what the Sidereal has done is possible with normal bureaucratic and social maneuvering. Working to fix the group is an extended (Intelligence + Bureaucracy) dramatic action, with a per-roll difficulty equal to the Exalt's Essence and a cumulative difficulty equal to (10 x extra successes on this Charm's activation roll, minimum 10).

END DEBATE

(p. 178)

Keywords: Combo-Basic, Compulsion, Obvious, Prayer Strip, Virtue (Temperance)

The described use of this Charm is a social attack against those present, the Sidereal rolling (Charisma + Bureaucracy) and adding (Essence) automatic successes versus Dodge MDV. There is no restriction on who can be targeted by this Charm based on relative permanent Essence.

Add the following to this Charm:

A Sidereal may instead strip conflict of interest and graft from a bureaucrat, rolling Strength instead of Charisma against a single target. If successful, the target suffers the effects of Icy Hand indefinitely and with no mote commitment from the Exalt. The only way to escape his Compulsion to duty is for the target to resign from his position, though he may take up another job in which to laze and extort.

INTEGRITY

(VIRTUE) ESSENCE REPLENISHMENT

(p. 178)

This Charm no longer provides motes for channeling a Virtue once that Virtue has been channeled a number of times in a day equal to its rating.

PRESERVATION OF RESOLVE

(p. 178)

Type: Simple

Keywords: Combo-OK, Social

Duration: One scene

Replace the text of this Charm with the following:

Corruption and vice beset companies of righteous heroes on all sides, but the tricks of Kapula from the far reaches of Chaos or the lies of the Ebon Dragon himself are no match for the mazy reassurances of a Sidereal advisor. This Charm enhances a social group of which the Exalt is a part, as long as he is not the leader. Social attacks targeting the group suffer a -3 external penalty. The Sidereal, acting in his capacity as a Vizier, may perform appropriate stunts to speak out against the offending influence, increasing the penalty by an amount equal to the rating of the stunt.

Multiple Sidereals may better bolster the resolve of a group. Each extra Vizier that activates this Charm increases the base penalty by one, to a maximum additional penalty equal to the lowest permanent Essence amongst them.

UNWAVERING WELL-BEING MEDITATION

(pp. 178-179)

Mins: Integrity 3, Essence 2

Keywords: Combo-OK, Social

Replace the text of this Charm with the following:

With unflappable dedication to his destiny beyond the trials that face him, the Sidereal becomes untouchable. This Charm imposes an external penalty on a physical or social attack equal to the Exalt's Temperance. Against a physical attack that still hits despite this penalty, he also gains (Essence) bashing and lethal soak.

With an Integrity 4+, Essence 4+ repurchase the Sidereal may add +1wp to the Cost to speak encouragement into the destiny of an ally within (Essence) yards, allowing them to gain the benefits of this Charm.

CREATION-PRESERVING WILL

(p. 179)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unwavering Well-Being Meditation

Replace the text of this Charm with the following:

The Sidereal determination to see the Ending allotted to them by Saturn is so strong, they are empowered to eschew the trials of worlds beyond Creation. This Charm enhances its prerequisite, so that in addition to penalizing any attack it is applied against, it negates undesired Shaping that accompanies it. It may also be applied against effects that are not character-driven attacks, such as Wyld mutation. Against Shaping from sources outside of fate, the Charm's cost is reduced by 1m; against the Shaping of Sidereal Charms and astrology, it is increased by 1m. This cost variance is considered a special Flaw of Invulnerability.

DEATH-OF-SELF MEDITATION

(pp. 179-180)

Type: Reflexive (Step 2)

Keywords: Combo-OK

Replace the text of this Charm with the following:

The world is a place of trials, constantly tearing away what you are to make you who you will be. Let those things go, and they trouble you not! A Sidereal may activate this Charm when faced with unnatural influence, shedding an Intimacy related to it. It does not matter if the Intimacy would have been opposed or complementary to the influence, as long as it would have provided either a bonus or penalty to MDV resisting its imposition. Any such influence is perfectly dodged, spiraling away into nothingness along with the Sidereal's old loves and hates. The lost Intimacy cannot be regained by any means for the rest of the story.

ONE DIRECTION INVOCATION

(p. 180)

Cost: 1m, 1wp, 1hl

Keywords: Combo-Basic, Obvious, Prayer Strip, Shaping

Replace the text of this Charm with the following:

Activating this Charm, the Sidereal throws into the air a prayer strip bearing the Scripture of the Maiden's Promise. It hangs for a second, before glowing an arrogant purple and darting about within 100 yards of the Exalt, seeking the best route to the end of his destiny. The Seer defers his name and any claim he has to a life beyond his ultimate purpose, setting them aside as collateral so that the prayer strip can invigorate him and drag him along toward his doom. His identity forgotten by the world, whether he wears a resplendent destiny or not all who meet him are subject to Arcane Fate regarding memories of him, even those who are outside fate or otherwise immune to Arcane Fate normally, such as other Sidereals. This can be avoided temporarily by stealing a name with Name-Pilfering Practice (see page 65), but only so long as he acts the part of the stolen name.

When an Exalt activates this Charm, he must choose a goal, which then nests in his heart in place of his name. This grants him a sorcerous Intimacy of unceasing dedication to the goal, which cannot be removed by any means. Influence opposing the goal is an unacceptable order. He suffers a -2 internal penalty on actions unrelated to the goal, and a -5 internal penalty on actions contrary to the goal. None of the Exalt's own Charms or other powers can overcome these penalties; he cannot ignore them.

As recompense, the character gains an extra success on all actions that further the completion of the goal. He ignores any wound or fatigue penalties on actions that are not contrary to the goal, even to the point of continuing to act when he should be unconscious. When performing a stunt that would resonate with the Intimacy if it were a Motivation, the Sidereal converts the stunt's bonus dice into automatic successes, and may as his stunt reward choose to heal one lethal health level of damage or three bashing levels.

When the Exalt's goal is completed, his name is returned to him as One Direction Invocation ends. This Charm can be ended prematurely, but if so the Exalt's name is not returned; he will need to go to some effort to acquire a new one, often with the aid of relevant gods or other magical authorities. As long as he lacks a name, he is subject to the universal Arcane Fate imposed by use of this Charm. A character without a name cannot reactivate this Charm, even if he steals a replacement.

MARTIAL ARTS

SECRETS OF FUTURE STRIFE

(p. 180)

Cost: 3m; **Mins:** Martial Arts 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Replace the text of this Charm with the following:

Accepting the twists and turns circumstance with instant determination, the Sidereal is never caught off guard. A Join Battle roll supplemented by this Charm converts up to (Martial Arts) dice to automatic successes. As part of the roll, the martial artist may reflexively draw any form weapon of this style.

FLIGHT OF MERCURY

(p. 181)

Cost: 2m; **Mins:** Martial Arts 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Replace the text of this Charm with the following:

Moving with the swift precision of one who knows her destiny, the Sidereal strikes without hesitation or remorse. An unarmed attack supplemented by this Charm reduces its Speed by one point. The martial artist can also move up to (Essence) yards before making the attack if needed to close range with her opponent.

BLADE OF THE BATTLE MAIDEN

(p. 182)

Cost: 5m, 1wp

Keywords: Combo-OK, Obvious

Replace the text of this Charm with the following:

Crimson ribbons of Essence trail from the Sidereal's hands, the strands of a martial destiny waiting to be seized. This crimson nimbus allows the martial artist to both deal lethal damage and parry lethal attacks while unarmed, and enchants her natural attacks with the traits of a stametal daiklave (except for clinches).

Alternatively, the martial artist may invoke this Charm to invoke a form weapon she wields, granting it the magical material bonus of starmetal and rendering it as indestructible as an attuned artifact. It also benefits from the reduced target number for damage.

JOY IN ADVERSITY STANCE

(p. 182)

Mins: Martial Arts 3, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Replace the text of this Charm with the following:

Each moment's survival is a small happiness to one who walks constantly with peril and misfortune. While Joy in Adversity Stance is active, the martial artist gains one bonus die on her next unarmed Martial Arts attack every time she successfully dodges an attack. Attacks with the Overwhelming tag instead confer two dice when dodged. These bonus dice count as dice added by a Charm, and are discharged at when the martial artist next attacks.

Attacks must be made with hostile intent against the martial artist and be capable of harming her in order to trigger this Charm. Using a defense with a Flaw of Invulnerability ends this Charm's duration prematurely.

VIOLET BIER OF SORROWS FORM

(p. 182)

Mins: Martial Arts 4, Essence 3

Keywords: Combo-Basic, Form-Type, Emotion, Obvious

Replace the text of this Charm with the following:

The martial artist takes on the same cold detachment with which Saturn makes her Sign against those things whose time has passed. She is reckoning and destruction, a peerless bringer of endings, and all the princes and kingdoms of the world tremble before her. While Violet Bier of Sorrows Form is active, the martial artist gains the following benefits:

- All enemies see their own end in her, doubling any wound penalties they take on actions to oppose her in combat. Resisting this unnatural Emotion for one scene costs two Willpower.
- Any unarmed attack she makes against a spirit consumes one of the spirit's motes for every level of damage dealt.
- The character's unarmed martial arts attacks gain an Overwhelming value of (the lower of her Essence or Martial Arts rating).

DEATH-PARRYING STROKE

(p. 182)

Cost: 4m; **Mins:** Martial Arts 4, Essence 3;

Type: Reflexive (Step 7)

Keywords: Combo-OK, Obvious

Replace the text of this Charm with the following:

The Sidereal's blade becomes a blur of violet Essence, catching fatal blows a split-second before they can touch her. These defensive maneuvers subtract the martial artist's Parry DV from the raw damage of an attack, and reduces its minimum damage by one die (minimum one). Death-Parrying Stroke offers no defense against unblockable or unexpected attacks.

LIFE-SEVERING BLOW

(pp. 183-184)

Cost: 5m; **Type:** Supplemental

Keywords: Combo-OK

Prerequisite Charms: Violet Bier of Sorrows Form

Replace the text of this Charm with the following:

Sighting a violet glimmer of the Essence of Endings in her enemy's soul, the Sidereal strikes through it to bring them closer to their death. Add (Essence) to the raw damage of an unarmed attack supplemented by this Charm. The same amount is also added to the minimum damage of the attack, granting it the Overwhelming tag.

A character reduced to their Incapacitated level by an attack supplemented with Life-Severing Blow can be unmade as a Shaping effect, killing them instantly and reducing their corpse to ash. Against mortals, even a single level of damage is sufficient to shape them dead.

METAL STORM

(p. 183)

Cost: 7m, 1wp

Keywords: Combo-OK, Obvious

Prerequisite Charms: Violet Bier of Sorrows Form

CONCLUSION-PURSUIING APPROACH

(p. 184)

Cost: —(+10m, 11hl); **Mins:** Martial Arts 5, Essence 4;

Type: Permanent

Keywords: Prayer Strip

Duration: Permanent

Prerequisite Charms: Death-Parrying Stroke, Life-Severing Blow, Metal Storm

Replace the text of this Charm with the following:

At the pinnacle of the Violet Bier of Sorrows, the martial artist learns to draw strength from the pain of others. As her enemies falter before her before her blows, her resolve only increases. This Charm upgrades Violet Bier of Sorrows Form. As the character invokes it, she may pay a surcharge of ten motes and a point of Willpower to add the following effects to the form:

- The martial artist's unarmed attacks deal aggravated damage to creatures outside of fate and consume their motes as though they were spirits.
- Wound penalties are tripled by the unnatural mental influence of Violet Bier of Sorrows Form instead of just double. The cost to resist rises to five Willpower.

A Sidereal may affix a prayer strip marked with the Scripture of the Expectant Maiden to her weapon with her own blood as she invokes this Charm, causing the blade to glow with a radiant burgundy light. Doing so grants additional benefits as a Prayer Strip effect: Whenever the Sidereal damages a character with an unarmed attack, they lose a point of Willpower. Characters without remaining Willpower instead lose ten motes, and can be shaped dead as per Life-Severing Blow if they have no motes remaining.

THRONE SHADOW STYLE

UNOBSTRUCTED BLOW

(p. 182)

Cost: 4m; **Mins:** Martial Arts 4, Essence 2;

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Lotus Eye Tactics

Replace the text of this Charm with the following:

Choosing the arc of her blow, the Sidereal writes it into forthcoming fate. An unarmed attack supplemented by this Charm gains the Piercing tag and halves any DV applied against it. A second purchase of this Charm requires Martial Arts 5+, Essence 4+. For a seven-mote surcharge, this Charm also renders the supplemented attack both unblockable and undodgeable.

HORRIFIC WREATH

(p. 182)

Cost: 4m; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Holy, Obvious

Duration: One scene

Prerequisite Charms: Throne Shadow Form

Replace the text of this Charm with the following:

A hideous red glare surrounds the Sidereal's hands as she strikes at the foes of Creation, mirroring their wickedness in her Essence. All of the Sidereal's unarmed attacks gain the magical material bonuses of starmetal while this Charm is active. She may use them to deal lethal damage, and they deal aggravated damage to creatures of darkness.

CRIMSON PALM COUNTERSTRIKE

(p. 183)

Cost: 6m; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Clear Eyes Defense

Replace the text of this Charm with the following:

Coming to understand the movements of her enemy, the Sidereal interrupts them an instant before they happen. Whenever the Sidereal applies his unarmed Parry DV against an attack made in close combat range, he may activate this Charm. She makes an unarmed Martial Arts attack roll in Step 6, subtracting her rolled successes from those of the attack roll which provoked her counter, parrying it completely if the successes are reduced below her Parry DV. She then applies this roll as an unarmed counterattack in Step 9, doing damage normally if it hits.

MEDICINE

PEACEABLE CONCLUSION

(p. 184)

Cost: 3m; **Type:** Simple (Speed 3)

Keywords: Combo-OK, Touch, Virtue (Valor)

Duration: One scene

Replace the text of this Charm with the following:

Calling upon the mercy that the Maiden of Endings shows for those in her somber dominion, the Sidereal may take away the suffering that accompanies death. As she touches a character, she brings an ending to the pain they might feel, negating any wound penalties they would suffer for the duration of this Charm. Characters who die under the effects of Peaceable Conclusion feel no pain as they pass, and their souls pass into Lethe without regret. The corpses of characters who die such a death can never be raised as undead.

Peaceable Conclusion has the opposite effect when used on a creature of death, suffusing them with the stillness of the grave. Such characters suffer a -3 internal penalty on all non-reflexive actions as a Crippling effect for the duration of this Charm.

SMOOTH TRANSITION

(pp. 184-185)

Cost: 3m; **Type:** Supplemental

Keywords: Combo-OK, Virtue (Valor)

Replace the text of this Charm with the following:

When ghosts and the walking dead linger on in the lands of the living, it falls upon Saturn's Chosen to guide them back to their ordained endings. Smooth Transition can supplement any attack against a creature of death, causing it to deal aggravated damage and adding one automatic success to the damage roll. Undead extras hit by the attack are automatically destroyed: zombies fall apart as they remember that they are dead, while ghosts pass peacefully into Lethe.

At first, Saturn's Chosen were confounded by the presence of this Charm in the Scripture of the Maiden and the Road, not knowing what their patron might have intended for it. When the first Neverborn fell, they understood, and used Smooth Transition to purge the hekatonkires and shambling horrors left in its wake.

INVOCATION OF THE STORM-

FOLLOWING SILENCE

(p. 185)

Cost: 5m, 1wp; **Mins:** Medicine 4, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Shaping, Virtue (Valor)

Duration: Instant or Indefinite

Prerequisite Charms: Smooth Transition

Replace the text of this Charm with the following:

Creation is wounded by the taint of death, falling into rot and ruin where the nightlands encroach upon its boundaries. What the world needs now is healing. Activating this Charm, the Sidereal rolls (Charisma + Medicine). Violet radiance flashes forth from his hands and eyes, dealing a single level of aggravated damage to all creatures of death within (Essence x 10) yards who have an Essence rating lower than the rolled successes. Undead extras are destroyed automatically as described in Smooth Transition.

In addition, the Sidereal may choose to commit the mote cost of this Charm indefinitely, evoking an aura of violet Essence that radiates out to (Essence x 10) yards. Within this Shaping aura, shadowlands behave as though they were a natural part of Creation.

TERMINATE ILLNESS

(p. 185)

Cost: 5m

No roll is needed to end mundane diseases. With Essence 3+, the Sidereal can use this Charm to cure even magical Sickness. Doing so requires an activation roll as described in the Charm's text, and extends the time needed to activate this Charm to one hour. Magical diseases without a Virulence rating cannot be cured with this Charm.

DEFERRED WOUNDS

(p. 185)

Cost: Special

Keywords: Combo-OK, Touch

Duration: Indefinite

An activation of this Charm can suspend up to (Essence) levels of damage or a single Poison effect. It costs one mote per level of bashing damage suspended, or two motes per level of lethal damage. Aggravated damage cannot be deferred. Using this Charm to suspend an ongoing Poison costs a number of

motes equal to the remaining Damage of that toxin. The removed harm remains suspended for the duration of this Charm and for five minutes thereafter, after which it reappears.

EARTH AND SKY BARGAIN

(p. 186)

Prerequisite Charms: Deferred Wounds, Invocation of the Storm-Following Silence

Earth and Sky Bargain adds (Essence + Charisma + Medicine) to the Sidereal's bashing and lethal soak. This counts as natural soak and is compatible with armor.

STORYTELLING

SIDEREAL EXPERIENCE COSTS

(p. 230)

Replace the relevant entries of the Sidereal experience table with the following values:

Trait	Cost
Caste/Favored Charm or Spell	9
Non-Favored Charm or Spell	11
Celestial or Terrestrial Martial Arts Charm (Martial Arts Caste or Favored)	8
Celestial or Terrestrial Martial Arts Charm (Martial Arts non-Favored)	10
New College (In-House)	2
New College (Out-of-House)	3
Increase College (In-House)	(rating x 1)
Increase College (Out-of-House)	(rating x 2)

CHAPTER SIX

ABYSSAL EXALTED

TRAITS

CHEATING DEATH AND ETERNAL LIFE

The Black Exaltation of an Abyssal shields her body from the injury that should have killed her and further heals her body of all damage. Like all Exalted, deathknights surge to full motes, full Willpower points and full Virtue channels in the moment of their Exaltation.

DAMNED

(p. 95)

Thaumaturgical prognostication using probabilistic modeling or consulting the Design of Autochthon is no more effective at determining an Abyssal's future than reading the stars of Creation, though rolling five or more successes reveals the taint of the Void marring the reading.

REJECTED BY CREATION

(p. 95)

The -2 internal penalty for being in areas of living Essence applies only to non-reflexive actions. The penalty is a Crippling effect and may be defended against as such. Abyssals suffer in all realms of existence suffused with living Essence, which is to say all places save the realms of the dead and blight zones of Autochthonia. Areas the Storyteller deems closely associated with death like graveyards provide their own trappings of death to keep the penalty at bay. Committing motes to block the discomfort is a reflexive action.

FEEDING

(p. 95)

Abyssals can feed on Alchemical Exalted to regain motes, though not past the moment of death (i.e. no minute long post-mortem window of opportunity due to immediate physical dissolution). Though no Abyssals yet realize it, Primordial jouten are succulent beyond imagining, yielding five motes per health level consumed.

BACKGROUNDS

WHISPERS

(p. 100)

Storyteller-triggered insights into the future granted by an Abyssal's Whispers sometimes reveal tragedies and massacres that will result in a large number of deaths, even if the Neverborn should not be privy to that plan (such as a terrorism plot to detonate a Soulbreaker Orb known only to living conspirators). In such cases, the Neverborn have glimpsed some deeper horrid truth in the structure of the universe through their own nihilistic Charms. The dead titans cannot reliably do this, however, and so neither can their Whispers reliably provide such information on demand. Prophetic visions are a plot device, not a power.

ANIMA BANNER

(p. 101)

Under "Anima Banner", replace the second and third paragraphs with the following:

Mortals who botch a Morale roll in the same scene as they witnessed that Abyssal Exalt's iconic anima not only flee, but must spend 1 Willpower point not to gouge out their own eyes in a maddened attempt to remove the horrors etched behind their lids (or do something similarly self-destructive). The unnatural Compulsion expressly overrides a mortal's basic survival instinct to impose this unacceptable order.

DUSK ANIMA EFFECT

(p. 103)

The anima effect of the Dusk Caste is identical to that of the Dawn Caste (see page 16).

MIDNIGHT ANIMA EFFECTS

(p. 105)

Creating a zombie by touch is a (Speed 5, DV -0) diceless miscellaneous action. Smiting a mortal, natural animal or ghost is an unblockable, undodgeable (Speed 3, DV -1) attack that inflicts (Essence rating) levels of aggravated levels. If the target is protected by a Defend Other action, the midnight must smite the guardian instead (if a valid target) or remove that guardian before the ward may be attacked with this power.

DAYBREAK ANIMA EFFECTS

(p. 107)

The anima effect of the Daybreak Caste is identical to that of the Twilight Caste (see page 16).

MOONSHADOW ANIMA EFFECTS

(p. 111)

Errata concerning Eclipse Caste Solar Exalted using their anima to learn foreign Charms applies equally to Moonshadow Caste Abyssals. See page 17 for more.

DARK FATE

(pp. 112-116)

Though the Neverborn can instill Resonance in their slaves, they are merely conduits of Oblivion. So long as Oblivion

threatens the universe, the dark fate of the Abyssal Exalted is an immutable facet of their existence. Destroying the Neverborn will not free them from this curse. Only by becoming something else—most likely through redemption into a Solar—can the Chosen of the Void escape the doom they must bring upon the world. Like the Clarity of Alchemicals, dark fate is an intrinsic property of Abyssal Exaltation rather than an external malediction. Thus, it is categorically impossible to be an Abyssal and not suffer Resonance.

FLAWED VIRTUE

(p. 112)

Abyssals do not gain Resonance for rolling a flawed Virtue solely to regain Willpower (usually a Conviction roll following sleep) or from channeling a Virtue in defense or direct support of their Lunar mates as explained below.

RESONANCE AND LUNAR MATES

The mystical ties that bind Lunar Exalted to their Solar mates offer Abyssal Exalted a tiny sliver of hope. Resonance is never gained from sins of life directly associated with the appropriate Lunar. If the deathknight's mate calls her by her forsaken name, she may answer to it. She can protect her mate from harm and love her with a positive Intimacy. The two can even have children together safely, for all that the Neverborn impotently roar in fury. If the Abyssal actually does hold a positive Intimacy for her mate, the protection goes even farther, shielding her from sins of death so long as her actions are in direct support or defense of the Lunar. Thus, an Abyssal with no positive Intimacy could safely protect her mate from demons, but not a horde of specters (since the sin of death for opposing creatures of death still applies even though defending the specific life is permitted). With a positive Intimacy, the deathknight can safely ignore her Liege's command to murder her mate and can even fight the Deathlord in defense of that one precious life.

THE MONSTRANCE OF CELESTIAL PORTION

(pp. 116-117)

In case it needs to be said, the compulsion a Monstrance of Celestial Portion exerts on the living to flee its presence is about as unnatural as mental influence gets.

BROKEN SOLAR PRISONERS

Lawgivers trapped in a Monstrance who succumb to the despair of Oblivion can choose death, catatonia or defilement into an Abyssal. No matter what she chooses, her choice exerts an irresistible compulsion upon her of such terrible power that it overrides even the normally unacceptable nature of suicidal commands as an unnatural Servitude effect. Suicidal urges are carried out by the most expedient means available until successful. Catatonia means the Solar falls into a coma and cannot awaken or be awakened. Willingness to convert lasts until a conversion can be accomplished; the Solar cannot pursue any other goal until she has been twisted into an Abyssal. Magic that can cure a Servitude effect of this severity is rare, but causes the Solar to regain one Willpower point (at which time her will is no longer broken and she can once again choose her actions).

DESTROYING A MONSTRANCE

OF CELESTIAL PORTION

Though some Deathlords attempt to control their servants with tales of Exalts' souls held hostage in their Monstrances, such threats are hollow lies. If an Abyssal's Monstrance is destroyed, the only repercussion for the Exalt is a sudden feeling of hope that replenishes all her Willpower.

MONSTRANCE MAGIC RESISTANCE

Monstrances may only be harmed by inflicting damage on them. Any magic which would harm them in another fashion (for example, Shaping magic that would dissolve a Monstrance outright) simply fails. Magic that could open them from the inside like Lock-Opening Touch must beat a flat 20 successes applied to the roll-off, though such magic works normally from the outside.

DIMMING OF THE LIGHT

(p. 117)

A Solar corrupted into an Abyssal converts all Combos containing lost Charms back into experience, as well as all known Solar Circle sorcery spells. The new deathknight can teach previously known Charms, combos and spells as though he still knew them. These rules also apply when an Abyssal redeems into a Lawgiver.

CALL THE BLACK SUN

(p. 117)

There is no question that this spell can exist, but it is left to Storytellers to decide whether the Deathlords have yet done so. It is likely that at least some of the thirteen foresaw the danger of losing a Monstrance and developed the spell as a contingency plan. However, the epic mad genius of the Deathlords has not kept them from ill-conceived plans across the centuries, and failing to plan for loose Abyssals is exactly the sort of apocalyptically unwise move they seem prone to. It is possible to cast Call the Black Sun without a Monstrance by having the necessary raw materials on hand and incorporating a standard prayer roll to the slain Primordials into the final Shape Necromancy action; if the prayer succeeds and the Neverborn approve the request, their unholy power shapes the raw materials into a new Monstrance into which the summoned Exaltation appears. It is even possible to use Call the Black Sun for the purposes of obtaining a blank Monstrance without summoning a specific Exaltation. Worst of all, Essence 7+ necromancers do not need to beseech the Neverborn, but may personally shape a blank Monstrance into being themselves as part of the spell.

ABYSSAL REDEMPTION

The guidelines and rules for Abyssal redemption are as follows:

Trapped inside the tainted Essence of every deathknight is a dim spark of Solar glory, a fragile hope that gutters like a windblown candle with the faint promise of redemption. The epiphany that damnation isn't inevitable eventually occurs to almost every Abyssal despite the best efforts of the Neverborn, triggered by a conflict between an Intimacy (or former Intimacy) and the murderous urgings of Dark Fate. Canonically, no Abyssal has ever followed through on this hope to earn redemption, making any player-controlled deathknight to rejoin

the light the first of her kind. While the specific requirements of redemption are left to Storytellers to decide based on the needs and scope of each series, the basic guidelines and the results are explained below:

- Redemption should represent the culmination of a great and lengthy quest rather than a reward for singular acts of heroism. A bare minimum of one story devoted to the task per dot of Essence is highly recommended, reflecting the fact that it is harder to turn back from the darkness the farther you explore its power. Abyssals can also choose to permanently lower their Whispers rating by one dot at the end of each story devoted to redemption (returning 3 experience points if Storytellers give compensatory experience for lost Backgrounds).

- Redemption is a personal quest and does not require any external assistance or permission, nor may it be accomplished by another entity on the Abyssal's behalf—not even the Unconquered Sun or Autochthon. The inherent power to seek redemption is the legacy of every Solar Exaltation, drawing on the metaphysical inviolability of Ignis Divine. Because redemption is so personal, one deathknight's path to the light may not work for others, depending on personality and background.

- Redemption requires profound understanding of Solar Exaltation and the ideals of the four Virtues. Wise mentors can provide this knowledge, though humble mortals often have as much to teach as cosmic powers like Primordials or the Unconquered Sun. Arduous ordeals of trial and error also provide a viable path to enlightenment in the absence of direct instruction. The Charm Unconquered Hero's Faith (**Manual of Exalted Power—The Abyssals**, p. 140) offers tantalizing hope and gives a reliable firsthand opportunity to study Solar Essence, but characters aren't required to learn it to achieve redemption and should be mindful that rapid Resonance accumulation tends to do horrible things to bystanders.

- Redemption always involves building relationships with the living, helping others, affirming life and directly opposing the forces of Oblivion. Such actions accumulate significant Resonance, punishing the character with regular Dark Fate manifestations and concomitant tragedy.

- Redemption always involves some form of meaningful sacrifice, often the hero's own life (especially if the final act of heroism involves destroying a greater threat, like one's Liege). An Abyssal who dies as a Solar passes on to Lethe or lingers as a ghost as desired, while her cleansed Essence incarnates in a new Solar.

- Redemption is absolute. Once a Solar Essence slips from the grasp of the Neverborn, the only way to steal that Essence back to the side of Oblivion is to wait until it incarnates again in a new host (or to assist that reincarnation process along).

- If an Abyssal attains redemption, her anima flares iconic as her Caste shifts to a Solar analogue, mirroring the process and rules of corruption (see **Manual of Exalted Power—The Abyssals**, p. 117). Known Void Circle spells remain only as inaccessible occult theory. The Lawgiver probably loses all Whispers, but may retain her rating as a psychic "scar" of her former state if that suits the character better. If the new Solar had a monstrance, it shatters violently with her redemption in an explosion of Holy golden flames that inflict 10A levels of damage to creatures of darkness within five yards as a one-time Trauma 10L environmental hazard. Especially generous Storytellers may allow Solars to reclaim experience points spent on Void spells and Combos lost in the conversion, though this is hardly

required. After all, the character should seek redemption because she believes it is the right thing to do no matter the price.

- A redeemed Solar lacks the Great Curse, and may not be subjected to it again by any means in this or any future incarnation. Similarly, children of Dragon-Blooded freed of the Curse retain this immunity and pass it on to all their descendants. All Exalted who have been cured of the Great Curse still possess a Limit track, but no longer gain Limit by any means other than having it inflicted upon them directly by magical effects, such as the Abyssal Charm Sanity-Eroding Diatribe, or the Solar Charm Bloodthirsty Sword-Dancer Spirit. Resisting unnatural mental influence is not such an effect and does not grant Limit any longer. Their Virtue Flaw disappears. When the character's Limit hits 10, she loses one dot of permanent Willpower (minimum Willpower 1) instead of entering Limit Break madness. Lost dots naturally return at the rate of one per month since experiencing Limit Break. The original Exalted Limit track was originally designed by the gods and Autochthon to act as an ablative defense against madness-inducing Primordial magic. Unfortunately, Limit created an unintended backdoor vulnerability that the dying Primordials exploited and corrupted with their Great Curse, bypassing anti-Shaping defenses through this hidden imperfection. It is scant comfort that only the death curses of the Primordials could exploit this crack and that they cannot do so again. Alchemical Exalted, who were never subject to the Great Curse, also possess such a Limit track, though they are unaware of this as there are no beings in Autochthonia with Limit-inducing magic, and Alchemical Charms cannot give their own user Limit. Abyssals form the singular exception to this rule—their Limit track has been twisted into the apparatus by which the Neverborn inflict Resonance on them, and any effect which would give an Abyssal Limit instead grants equivalent Resonance.

- Any Charms which rely on the character possessing the Great Curse to function (such as Stubborn Boar Defense) are converted into experience, but are considered known for the purpose of meeting Charm prerequisites. Charms that merely add Limit function as stated above.

CHARMS

NEW KEYWORD

In addition to the keyword below, many Charms have gained less Solar-specific keywords. Enhanced, Martial and others can be found on page 9.

Dusk: Abyssals of the Dusk Caste may buy Charms with this Keyword for eight experience points, even if they do not Favor the Ability the Charm is located in. Training these Charms takes as much time as training a Caste or Favored Charm. This Keyword applies to the following Charms:

Resistance: Injury-Absorbing Discipline, Spirit-Hardened Frame, Wounds Mean Nothing, Far Beyond Ruin (page 142).

Occult: Corpus-Rending Blow, God-Slaying Torment.

Athletics: Corpse-Might Surge, Headstones Flung Like Pebbles, Falling Scythe Attack, Shadow Races the Light, Death Draws Near, Swifter Than a Scream (page 150).

Dodge: Flickering Wisp Technique, Uncanny Impulse Evasion, Foe-Shaming Defense, Thousandfold Shadow Dance, Shadow Fades at Dawn (page 151).

GENERAL CHARMS

RAVENING MOUTH OF (ABILITY)

(p. 122)

Any motes granted by this Charm are attunement motes. These special motes are not added to the Abyssal's Essence pools, but can be committed to any unattuned artifact he has on his person, allowing him to reflexively attune to it if its cost is paid in full with attunement motes. Alternatively, he can commit attunement motes to an attuned artifact he possesses, replacing the motes he has committed to it from his own pools. At the end of the scene, all attunement motes are lost. The Abyssal may reflexively replace them with his own motes to sustain the attunement of artifacts empowered by them.

ARCHERY

WITHERING FEATHERED MAELSTROM

(p. 123)

Cost: 1m or 2m per attack

Prerequisite Charms: None

Each shot normally costs one mote; weapons such as firewands or siege crossbows cost two motes.

DOOM DRAWN AND IMMINENT

(p. 123)

Keywords: Combo-Basic, Emotion, Martial-ready, Mirror (Flashing Vengeance Draw)

Martial-ready: Martial Arts, Melee, Thrown.

SPLINTER OF THE VOID

(p. 124)

The Hundred Paces Bite option cannot drain more motes on an attack than the total levels of damage dealt in Step 10.

BANISHED BOW ARSENAL

(p. 124)

Keywords: Combo-OK, Merged, Mirror (Summoning the Loyal Bow)

Merged: Void Sheath Technique (Melee).

MELEE

SAVAGE SHADE STYLE

(p. 127)

Prerequisite Charms: None

SOUL-CLEAVING WOUND

(p. 128)

Type: Supplemental

UNFURLING IRON LOTUS

(p. 129)

Identical to the errata for its Mirror Peony Blossom Attack, save for its prerequisite. See page 19.

TIME-SCYTHING TECHNIQUE

(p. 129)

At Essence 3+, the character may select to levy fewer than (Dexterity + 1) attacks against her target, to a minimum of zero attacks. She may also cancel her attack prematurely. For example, when attacking a target which has a tick-long counterattack effect, she may decide to end her flurry early to avoid further counterattacks.

THOUSAND WOUNDS FEINTING

(p. 129)

This Charm no longer modifies Unfurling Iron Lotus in any way. It modifies Time-Scything Technique by granting it two additional attacks, as well as two additional maximum attacks (for a total of Dexterity + 3 attacks).

BLADE-SUMMONING GESTURE

(p. 129)

Cost: —(1m); **Type:** Permanent

Keywords: Merged, Mirror (Call the Blade), Obvious

Duration: Permanent

The Abyssal may reflexively spend one mote to activate this Charm as described. He may only call his blade from up to (Essence x 2) yards away while in battle, however.

Merged: Hungry Missile Technique (Thrown).

VOID SHEATH TECHNIQUE

(p. 129)

Keywords: Combo-OK, Merged, Mirror (Summoning the Loyal Steel)

Merged: Banished Bow Arsenal.

RESPLENDENT SHADOW BLADE

(pp. 129-130)

Cost: 3m, 1wp or 5m, 1wp

Replace the text of this Charm with the following:

The Essence of the Abyssal manifests in a weapon formed of Essence-hardened shadows adorned or intertwined with corpse-elements. This blade inflicts aggravated damage to creatures of the Wyld and slightly dims any light brought near it. The Exalt can summon this weapon to her hand from anywhere it has fallen, as a diceless, miscellaneous action.

The character defines the form of her weapon upon purchasing this Charm. Statistically, the weapon has traits equal to single or paired basic 1, 2 or 3-dot close-range soulsteel artifact weapon (such as a daiklave, grimcleaver, or direlance) of the player's choice. Paired 1-dot weapons or a singular 2-dot weapon costs 3m. Paired 2-dot weapons or a single 3-dot weapon costs 5m. "Brawling aides" such as smashfists are not valid forms.

Players wishing to have multiple options may purchase this Charm a number of times equal to their character's Melee score, creating a different weapon with each purchase.

If the character possesses an Overdrive pool, she gains one offensive mote to that pool each action while she is wielding Resplendent Shadow Blade. The character must be in battle to benefit from the one mote drip. She may only benefit from one drip from weaponry at a time.

Additionally, this Charm may be purchased a second time to upgrade all weapons that may be created through Resplendent Shadow Blade, granting them the benefits detailed on page 130 of **Manual of Exalted Power—The Abyssals**.

EBON LIGHTNING PRANA

(p. 130)

Cost: 2m; **Mins:** Melee 3, Essence 2; **Type:** Simple (Speed 5)
Keywords: Combo-OK, Mirror (Iron Raptor Technique), Obvious

Prerequisite Charms: Blade-Summoning Gesture

Replace the text of the Charm with the following:

The Abyssal lunges towards and past his opponent in a single perfect motion, striking so fast that his victim's corpse still stands when he glances back over his shoulder to watch them fall in half. Ebon Lightning Prana allows the Abyssal to move up to (Essence x 8) yards and then make a single Melee attack against an opponent. The Deathknight must have a valid target in range to use this Charm.

With Essence 3+, the Abyssal can reflexively roll (Dexterity + Stealth) to establish surprise as part of the movement granted by this Charm, paying an additional five motes to do so.

ELEGANT FLOWING DEFLECTION

(p. 130)

Keywords: Combo-OK, Martial, Mirror (Dipping Swallow Defense)

Prerequisite Charms: None

This Charm negates penalties to the Exalt's Melee-derived Parry DV.

Martial: Martial Arts.

VENGEFUL RIPOSTE

(p. 130)

Keywords: Combo-Basic, Counterattack, Martial-ready, Mirror (Solar Counterattack)

Martial-ready: Archery, Martial Arts, Thrown.

EYE OF THE TEMPEST

(p. 130)

Keywords: Combo-OK, Martial, Mirror (Fivefold Bulwark Stance)

This Charm only applies its benefits to the Exalt's Melee-derived Parry DV.

Martial: Martial Arts.

DEATH-DEFLECTING TECHNIQUE

(p. 131)

Cost: 8m

Keywords: Combo-OK, Mirror (Heavenly Guardian Defense), Obvious

FLUTTERING MOTH TECHNIQUE

(p. 131)

Cost: 3m; **Mins:** Melee 3, Essence 2;

Type: Reflexive (Step 1 or Step 2)

Keywords: Combo-OK, Mirror (Protection of Celestial Bliss), Obvious

Duration: One scene

Prerequisite Charms: Bulwark Stance

Replace the text of the Charm with the following:

The deathknight's weapon traces the air like a flame-entranced moth, unerringly darting into the path of incoming attacks as if the weapon's destruction might bring a release from its master's evil. As the Abyssal activates this Charm, a single Melee weapon he wields takes on an eerie life of its own, writhing and moving in his grip as if seeking some escape. He takes no DV penalties from attacks made with the chosen weapon, and adds +1 to Damage and Defense ratings.

The Abyssal may also use the enchanted weapon to perfectly parry any attack against him in Step 2, even if that attack is unblockable. Doing so ends this Charm prematurely, as the enchanted weapon finds no release even in the most devastating and destructive of attacks. Once the Abyssal has done so, he cannot reactivate this Charm for the rest of the scene, a limitation that counts as this defense's Flaw of Invulnerability. With Melee 5+, Essence 5+, the deathknight may invoke this defense up to (Essence ÷ 2) times in one scene before this Charm ends.

MARTIAL ARTS

FIVE KNIFE FIST

(p. 126)

Ignore the listed bonuses to the Abyssal's natural attacks. Instead, they add +2 Accuracy and +5 Damage. They also gain the Overwhelming tag, with a minimum damage of two dice.

WRITHING BLOOD CHAIN TECHNIQUE

(pp. 126-127)

Cost: —(+5m, 1wp)

Blood chain attacks use the statistics of a dire chain, without any magical material bonuses. This Charm does not grant the Abyssal extra attacks; instead, the chains gain +4 Rate, and the Abyssal may ignore up to three points of multiple action penalties on any attack he makes with them.

RAVAGING BLOW

(p. 184)

Keywords: Combo-OK, Enhanced

Enhanced: While Dark Messiah Form is active, Ravaging Blow also grants the Abyssal's natural attacks the magical material benefits of soulsteel.

GRIEVOUS AGONY ATTACK

(p. 185)

Keywords: Combo-OK, Crippling, Enhanced

Grievous Agony Attack does not render characters Incapacitated. Instead, a victim of the Charm must Guard on their next action tick, and cannot abort that action until three ticks have

passed. They cannot take any Move actions until the Guard action ends.

Enhanced: When used by an Abyssal, this Charm inflicts a -2 wound penalty.

VOID AVATAR PRANA

(p. 186)

Cost: —(+5m, 1wp); **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Replace the text of the Charm with the following:

Oblivion bleeds through the body, mind, and Essence of the Dark Messiah, unleashing its dread power to strike down any who would lay hands upon him. Activating Dark Messiah Form for a surcharge of five motes and a point of Willpower, the martial artist becomes a conduit for Oblivion. An freezing aura of necrotic Essence emanates up to (Essence) yards from the martial artist, an environmental hazard with Trauma (Essence) and Damage 3B/action. His attacks channel the power of the Void, granting them the Overwhelming tag with minimum damage 3, and he adds (Essence) to his bashing and lethal soak.

Enhanced: When used by an Abyssal, the environmental hazard deals lethal damage.

THROWN

AID OF ILL WIND

(p. 132)

Cost: 2m

HUNGRY MISSILE TECHNIQUE

(p. 132)

Keywords: Merged, Mirror (Call the Blade), Obvious

All errata on the Melee version also applies to this Charm (see page 77).

Merged: Blade-Summoning Gesture (Melee).

LIGHTNING CLUTCH OF THE RAPTOR

(p. 133)

Cost: 8m

CRYPT BOLT ATTACK

(p. 134)

Crypt bolts have Damage 6L. They also have the Overwhelming tag, with minimum damage 2.

EYES LIKE DAGGERS GLANCE

(p. 134)

Cost: —(+1wp)

Keywords: Mirror (Fiery Solar Chakram), Obvious

Invoking the benefits of this Charm costs an additional point of Willpower upon activating Crypt Bolt Attack. Doing so grants the Abyssal's crypt bolts the magical material benefits of soulsteel, and adds +2 Accuracy, +2 Damage. It also raises the minimum damage of the Crypt Bolts to 3.

The same changes apply to Fiery Solar Chakram, except that it confers the magical material benefits of orichalcum rather than soulsteel.

PERFORMANCE

HAUNTING APPARITION TRICK

(p. 141)

See Phantom-Conjuring Performance errata (page 21).

PRESENCE

SANITY-ERODING DIATRIBE

(p. 146)

Threshold successes do not apply normally on this social attack; use the rules detailed in its text instead.

RESISTANCE

NEW ABYSSAL CHARM: WALKING

CADAVER GROTESQUERIE

Cost: 1m+; **Mins:** Resistance 3, Essence 2;

Type: Reflexive (Step 7)

Keywords: Combo-OK, Mirror (Spirit Strengthens the Skin), Obvious

Duration: Instant

Prerequisite Charms: Spirit-Hardened Frame

The Abyssal's body goes horrifically limp as he is struck, bending and distorting under the force of the blow far more than any flesh or bone should be able to. His foes can only gape in shocked silence as they witness him laughing off his unbleeding wounds, or popping dislocated limbs back into place. Every mote spent on this Charm removes one die from the post-soak damage of an attack against the Abyssal, to a minimum of one die.

The attacking character gains an Intimacy of fear towards the Abyssal if they have a Dodge MDV lower than the number of motes spent on this defense, as they realize the true nature of the undying horror they face. Resisting this unnatural Emotion effect costs one Willpower.

WOUNDS MEAN NOTHING

(pp. 147-148)

Cost: 8m

Prerequisite Charms: Walking Cadaver Grotesquerie, Wound-Eating Invulnerability

See the errata for Adamant Skin Technique on page 22.

LORE

BREATH-DRAINING PRANA

(p. 156)

Any motes granted by this Charm are attunement motes. These special motes are not added to the Abyssal's Essence pools, but can be committed to any unattuned artifact he has on his person, allowing him to reflexively attune to it if its cost is paid in full with attunement motes. Alternatively, he can commit attunement motes to an attuned artifact he possesses, replacing the motes he has committed to it from his own pools. At the end of the scene, all attunement motes are lost. The Abyssal may reflexively replace them with his own motes to sustain the attunement of artifacts empowered by them.

ESSENCE ENGORGEMENT TECHNIQUE

(p. 157)

Keywords: Mirror (Immanent Solar Glory), Native, Obvious

Prerequisite Charms: None

This Charm is available in the War, Performance, Larceny and Bureaucracy Abilities. Each purchase of this Charm from any Ability counts towards the maximum total of (Essence) purchases. This errata applies equally to the Solar Mirror (page 22).

ATHLETICS

EFFORTLESS UNNATURAL GRACE

(p. 165)

Ignore the innate ability power. Instead, the Abyssal can pay one mote while Raiton's Nimble Perch is active to perfectly negate any knockback applied against him.

DODGE

FLICKERING WISP TECHNIQUE

(p. 168)

Cost: 8m

Keywords: Combo-OK, Dusk, Mirror (Seven Shadow Evasion), Obvious

UNCANNY IMPULSE EVASION

(p. 168)

Cost: 1m

Uncanny Impulse Evasion costs zero motes against ghosts, mortals, and raksha. However, the Abyssal gains one point of Resonance the first time in a scene that he activates it to defend against an unexpected attack made by a servant of Oblivion—including spectres, nephwracks, hekatonkires, Deathlords, and his fellow Abyssal Exalted.

SOCIALIZE

HONEY-TONGUED SERPENT ATTACK

(p. 181)

This Charm makes the Abyssal's social attack unblockable and undodgeable, not unexpected.

CANCEROUS DISSENT TECHNIQUE

(p. 182)

Threshold successes do not apply normally on this social attack; use the rules detailed in its text instead.

HUNGRY GHOST STYLE

LUNGING PHANTOM METHOD

(p. 187)

The martial artist twists towards and around her foe, elusive as a ghost, positioning herself to strike from behind before her enemy realizes where she's gone. An unarmed attack supplemented by this Charm ignores cover, and counts 10s as 2 successes on its damage roll.

HUNGRY GHOST FORM

(p. 187)

Keywords: Combo-Basic, Form-type, Obvious

Ignore the innate ability power of this Charm. Instead, assessing characters with Blood-Scenting Hunger becomes free, and the martial artist's unarmed attacks add +1 Accuracy and +1 Damage against enemies whom he has scented with it.

POWER-REAPING PRANA

(p. 187)

Cost: 4m

Keywords: Combo-OK

Replace the text of the Charm with the following:

The Hungry Ghost stylist is nourished by the agony of his enemies, sustaining his fighting spirit with their suffering. The martial artist can use Power-Reaping Prana whenever he deals lethal or aggravated damage to an Essence user with an unarmed attack. He must have already used Blood-Scenting Hunger to assess that target's Essence pool earlier in the scene. Doing so allows him to regain a single point of Willpower or a channel of Valor. He cannot use it more than once per action.

SCUTTLE APPARITION DEFENSE

(p. 189)

Cost: 8m or 10m

Keywords: Combo-OK, Illusion, Obvious

Scuttling Apparition Defense's vulnerabilities count as a unique Flaw of Invulnerability. Activating it for a teleporting dodge costs eight motes; adding the Illusion raises the cost to ten motes.

CHAPTER SEVEN

INFERNAL EXALTED

SERVANTS OF THE YOZIS

INVESTITURE OF INFERNAL GLORY

(p. 53)

“It is rare for a Yozi to reduce any Virtue to 1 or less (except for Appearance) and almost unheard of to reduce one of an akuma’s Virtues that low.”

In the previously quoted text under the heading Mechanical Benefits, replace the first occurrence of Virtue with Attribute. Akuma also gain the full effect of the Demonic Inheritance background, and the Perception + Occult roll to recognize demonic heritage applies to them.

THE BLOOD QUEEN

(pp. 55-56)

The Blood Queen is an akuma of the Ebon Dragon via the Second Circle demon Makarios. Also, Sondok is the warden soul of Ligier and thus descended from Malfears.

TRAITS

LIFE EXPECTANCY OF INFERNALS

Akuma typically age as the beings from which they were spawned do, though exceptions do exist. Sacrificing one’s soul to dark powers for an extended life is a staple of myth and fiction, after all. As for the life span of Green Sun Princes...well, let’s just say they have an interesting destiny to look forward to if they can survive long enough to seize it.

INFERNAL LIMIT

(p. 80)

Theoretically, any creature be affected through an Infernal’s intimacies. Think of it operating similar to the way and arcane link does. Also, take the story into account. Don’t just inflict it on a supernatural being because it is possible to do so, but because it in some way advances the story to do so.

INFERNAL ANIMA EFFECTS

(p. 87)

The second bullet point should have the character's anima expand to the 8-10 mote level.

SLAYER ANIMA EFFECT

(p. 89)

The anima effect of the Slayer Caste is identical to that of the Dawn Caste (see page 16).

MALEFACTOR ANIMA EFFECT

(p. 91)

Replace the text of this anima effect with the following:

Infernals of the Malefactor Caste may channel their anima through sweet words and honeyed promises, beguiling the weak with their silvered tongues. By spending five motes, a Malefactor gains +1 Appearance, and adds a single automatic success on all social attacks against demons or characters of lower Essence for one scene. She also adds a single automatic success on any roll to sorcerously bind a demon. These effects come into play automatically once the warlock spends 11+ motes of Peripheral Essence.

DEFILER ANIMA EFFECT

(p. 93)

The anima effect of the Defiler Caste is identical to that of the Twilight Caste (see page 16).

FIEND ANIMA EFFECT

(p. 97)

See page 17 for the Eclipse Caste anima errata, which applies to the Fiend anima as well. No Green Sun Prince, even a Fiend, is capable of learning Sidereal martial arts.

CHARMS

GENERAL

(YOZI) MYTHOS EXULTANT

(pp. 107-108)

Keywords: Native

Malfeas: Any motes granted by Malfeas Mythos Exultant are attunement motes. These special motes are not added to the Infernal's Essence pools, but can be committed to any unattuned artifact he has on his person, allowing him to reflexively attune to it if its cost is paid in full with attunement motes. Alternatively, he can commit attunement motes to an attuned artifact he possesses, replacing the motes he has committed to it from his own pools. At the end of the scene, all attunement motes are lost. The Infernal may reflexively replace them with his own motes to sustain the attunement of artifacts empowered by them.

Adorjan: The Infernal can manifest the flensing wind only when she receives a stunt reward.

Ebon Dragon: The Infernal may choose to convert any stunt dice he receives to automatic successes. Each die converted lowers his next stunt reward by one mote (minimum zero). He cannot choose a Willpower reward if he has converted any dice with this Charm.

EFFORTLESS (YOZI) DOMINANCE

(p. 108)

Zero-mote activations of Yozi Excellencies do not trigger the discount of this Charm. No matter how many times the Infernal activates an Excellency, the discount cannot increase by more than three motes during any single action.

SO SPEAKS (YOZI)

(p. 108)

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

Keywords: None

Duration: Permanent

Replace the text of the Charm with the following:

This Charm permanently alters the cost of the chosen Yozi's Excellency. The First Excellency now grants two dice for every mote spent on it, while the Second Excellency allows successes to be purchased for one mote each. (Yozi) Inevitability Technique can be activated for a cost of four motes instead of a point of Willpower.

So Speaks (Yozi) is incompatible with any other Charm that provides cost discounts to the Excellencies, such as Effortless (Yozi) Dominance.

MALFEAS

SCAR-WRIT SAGA SHIELD

(pp. 109-110)

The Essence 4+ purchase of this Charm grants the warlock a bashing and lethal Hardness equal to his (unmodified Stamina + Essence), rather than setting them equal to his natural soak. Magical attacks have their minimum damage reduced by a single die (to a minimum of 1), rather than set to zero, by the Essence 4+ purchase.

VIRIDIAN LEGEND EXOSKELETON

(pp. 110-111)

Cost: 3m, 1wp

The Viridian Legend Exoskeleton has Hardness 5B/5L against magical attacks. The Essence 4+ repurchase costs an additional seven motes to invoke.

ABLATION OF BRASS AND FIRE

(p. 111)

Cost: 8m

This Charm may not be activated against attacks the Infernal is not aware of. If used to defend against an attack that produces knockback, the Infernal automatically suffers the knockback effect, although all other damage or deleterious effects are negated.

SKYFIRE-SEIZING REPAST

(pp. 113-114)

Any motes granted by this Charm must be added to the Infernal's Overdrive pool as offensive motes. If he does not have an Overdrive pool, they are lost. Skyfire-Seizing Repast only provides motes if the Infernal is attacked against his will; he cannot gain Essence by deliberately harming himself or allowing an ally to do so. Weapons of solid Essence such as a Glorious Solar Saber or a beamklave are not affected by the defense of this Charm.

VITRIOLIC CORONA ENDOWMENT

(p. 117)

Disregard the Charm's first purchase entirely; purchasing this Charm grants characters the ability to conjure an infernal lance. The Charm has no second purchase.

CECELYNE

WAYWARD DIVINITY OVERSIGHT

(p. 118)

The third purchase of Wayward Divinity Oversight is supposed to be at Essence 4+, but it does require that one already possess the Essence 4+ version that allows one to perceive and track elementals.

SANDS THROUGH FINGERS DEFENSE

(p. 123)

Cost: 8m

Attacks that are capable of affecting dematerialized characters must still contend with the Infernal's dispersed sand-body, subtracting one die from their post-soak damage (minimum one die). Attacks that exploit the Imperfection of the Endless Desert are not affected.

SOUL-SIEVE TRANSMUTATION

(p. 123)

Cost: —(10m, 1wp)

SANDSTRIKE BLAST

(p. 124)

The sandstrike blast has the Overwhelming tag, with minimum damage 3.

SHE WHO LIVES IN HER NAME

ANALYTICAL MODELING INTUITION

(pp. 131-132)

The activation roll of this Charm is a social attack against the target's MDV.

COUNTER-CONCEPTUAL INTERPOSITION

(p. 133)

Cost: 8m

MIND-HAND MANIPULATION

(pp. 134-135)

All of the attack options granted by this Charm have the Overwhelming tag, with minimum damage 2. Rate is capped at 5.

ADORJAN

WHO STRIKES THE WIND?

(p. 139)

Cost: 8m

SCARLET RAPTURE SHINTAI

(pp. 140-141)

Cost: 20m, 1wp; **Mins:** Essence 5; **Type:** Simple

Keywords: Blasphemy, Form-Type, Obvious, Velocity

Duration: One scene

Prerequisite Charms: Self as Cyclone Stance, Who Strikes the Wind?, Wind-Daughter's Wrath (x2)

Replace the text of the Charm with the following:

In all of Malfeas, among all races of demons spawned of every Yozi, one prayer unites the best and worst of Hell in common terror: "May the peace of Adorjan not fall upon me." Their desperate pleas are prayers to her, empowering her to bestow her unique instructive kindness upon them. Upon activating this Charm, the Infernal's body achieves ascetic transcendence as it dissolves like eroded stone. In the blink of an eye, the Exalt reappears as a crimson-hued gale swirling with mirage distortions, before coalescing into a perfect rendition of herself, sculpted from violent, blood-hued winds. This form confers the following benefits:

- A silent wind swirls around the Infernal, a killing cyclone with only her in its eye. This wind is identical to the destructive aura of Pellegrina's Fury, but with a range of (Essence x 50) yards. All benefits of Wind-Daughter's Wrath that the warlock has access to also apply to this effect. Mass units are especially vulnerable to this wind, doubling the damage they take each tick and the mote cost their commander must pay to protect them.

- As a creature of living, semi-solid wind, she is immune to mundane attacks, and reduces magical attacks against her to minimum damage. Attacks that have no physical component or that have an area of effect bypass this protection. Any equipment she carries takes on the same wind-like nature, allowing her to use it normally.

- She cannot be affected by clinches or Blockade Movement actions unless they use magic that could reasonably constrain the wind itself, nor can she take such actions herself. Any Poison, Sickness, or Crippling that could not reasonably affect a being whose body is living wind cannot affect her.

- She adds her (Essence + sum of all Virtues) to her dashing speed. She must move at her maximum dash speed on each tick or this Charm ends.

THOUSANDFOLD TYPHOON HAND

(p. 142)

Cost: 4m; **Mins:** Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Velocity

Replace the text of the Charm with the following:

The warlock strikes with the blinding speed of the Silent Wind, landing savage blows before her victim can even react. An attack supplemented by this Charm halves any DV applied against it, and counts extra successes on the attack roll twice for calculating its raw damage. She can only use this Charm if she dashed at least up to her full Dash speed before making the attack.

A second purchase of this Charm at Essence 4+ allows the Infernal to pay an additional seven motes to make the supplemented attack unblockable and undodgeable.

PELLEGRINA'S FURY

(p. 142)

The damaging aura of this Charm ignores Hardness.

MURDER IS MEAT

(pp. 142-143)

Keywords: Native, Overdrive

This Charm grants an Overdrive pool of ten motes; all motes granted by it are offensive. Killing extras does not provide offensive motes, although it still grants the other benefits of this Charm.

THE EBON DRAGON

LIFE-BLIGHTING EMPTINESS ATTACK

(p. 152)

The additional damage of this Charm has minimum damage equal to that of the supplemented attack. Any motes granted by this Charm must be added to the Infernal's Overdrive pool as offensive motes. If he does not have an Overdrive pool, they are lost.

BLOODLESS MURK EVASION

(p. 157)

Cost: 8m

INFERNAL MONSTER STYLE

WORLD-BREAKER GRIP

(p. 160)

When using a held enemy as an improvised weapon, this Charm says that the 'weapon' has "**Damage:** (Strength x2)B + attack successes." It should be "**Damage:** + (Strength x 2)B."

SCREAMING MEAT SHIELD

(pp. 160-161)

Cost: 9m

Attackers may pay one Willpower to abort their attack in order to avoid striking the Infernal Monster's hostage. Aborted attacks are simply lost, imposing multiple action and DV penalties as normal.

ONE HAND FURY

(p. 161)

One Hand Fury grants the Infernal's punch the following statistics: Speed 5, Accuracy +2, Damage +10L/2, Defense +1, Rate 3, Tags N, O, P

WONDERS OF THE DEMON REALM

CHALCANTH & AZOTH

(pp. 174-76)

When purchasing Chalcant or Azoth instead of making it yourself, it is up to the Storyteller to determine how much Essence it contains. Demons vary in Essence and Willpower

within the circles, but Resources is an abstraction that covers a range rather than any specific monetary value. Assume the value of a chalcant or azoth catch varies from day to day in the same way the quality of tuna at a fish market does. Sometimes, the selection is better. Sometimes it's worse. It depends greatly on what demon got careless or pissed the wrong being off.

STORYTELLING

FAVORED YOZI

(p. 218)

Each Green Sun Prince possesses Caste Charms based on the Yozi who acts as her patron, but she should also choose a second Yozi whose Charms are considered Favored.

THE BROKEN-WINGED CRANE

CECELYNE

INEVITABILITY OF LAW

(p. 14)

This Charm lowers the MDVs of demons to zero, instead of bypassing them completely.

SHE WHO LIVES IN HER NAME

HEURISTIC LOGOS SHINTAI

(p. 25)

Heuristic Logos Shintai does not reduce damage in Step 10; instead, the Infernal's crystalline form adds +20B/20L soak. She does not need to eat, drink, or breathe while in this form.

ADORJAN

BEAUTEOUS CARNAGE INCENTIVE

(p. 26)

The Infernal can convert the offensive motes granted by Murder is Meat into peripheral motes to refill the Essence pool granted by this Charm.

EBON DRAGON

SWEET AGONY SAVORED

(p. 31)

The Infernal can convert the offensive motes granted by Life-Blighting Emptiness Attack into peripheral motes to refill the Essence pool granted by this Charm.

KIMBERY

ICHOR FLUX TENDRILS

(pp. 37-38)

All of the attack options granted by this Charm have the Overwhelming tag, with minimum damage 2.

ALL THINGS BETRAY

(pp. 41-42)

Replace the text of the Charm with the following:

Ignore the innate power ability. Instead, at Essence 3+, the Infernal can use this Charm to defend against unexpected attacks made by beloved characters. Doing so causes her to gain a point of Limit and an Intimacy of hatred towards her attacker, which overwrites any prior Intimacies to them.

BITTER HEART UNBLEEDING

Cost: 3m; **Type:** Reflexive (Step 7)

(p. 42)

This Charm cannot increase Dodge DV or Dodge MDV. The repurchase does not grant Hardness, and costs an additional five motes for the perfect soak.

ALL-DEVOURING DEPTHS SHINTAI

(pp. 42-43)

This Charm does not limit the damage that attacks can deal to the Infernal. Instead, the Infernal's amorphous form halves the minimum damage of any attack (round down, but to no lower than one die) that does not use fire, lightning, or Essence blasts.

NEW KIMBERY CHARM: BITTER

HEART UNFEELING

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: Bitter Heart Unbleeding

Replace the text of the Charm with the following:

Kimbery has learned that hatred is greater than trust. This Charm adds a bonus of (total number of negative Intimacies) to the warlock's Dodge MDV. This bonus may explicitly break the cap on DV bonuses from Charms.

NEW KIMBERY CHARM: BITTERNESS

BEYOND WOUNDS

Cost: 8m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Bitter Heart Unbleeding

Blades cannot part the waves, nor may arrows part the tide. Such is the futility of making war against the sea. This Charm adds a bonus of (total number of negative Intimacies) to the warlock's Dodge DV. This bonus may explicitly break the cap on DV bonuses from Charms. This Charm's dependence on the Infernal's negative emotions counts as a unique Flaw of Invulnerability.

CHAPTER EIGHT

ALCHEMICAL EXALTED

CHARMS

COMBAT

PRECALCULATED EVASION SYSTEM

(p. 127)

Cost: 11m [1]

The surcharge of Advanced Calculation Arrays is 3m, not 2m.

OMNISITUATIONAL EVASIVE EQUATION

(pp. 127-128)

Cost: 5m [1m]; **Mins:** Dexterity 5, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Accelerated Response System (Dodge)

Replace the text of the Charm with the following:

Starmetal calculation nodes installed along the Alchemical's legs and spine house a distributed processing system, allowing him to calculate and execute split-second escape routes with flawless precision. Omnisituational Evasive Equation can be used to defend against any environmental hazard or attack with an area of effect. Undodgeable attacks and hazards lose that quality against this defense, and the Alchemical may apply his Dodge DV in automatic successes against the Trauma of a hazard rather rolling (Stamina + Resistance).

Successfully dodging an area attack or reducing the damage of an environmental hazard to 0 with this Charm allows the Alchemical to reflexively move to the nearest safe edge of the effect in Step 9 if one exists within (Essence x 50) yards. Using a perfect dodge also triggers this evasion.

IMPENETRABLE REPULSOR FIELD

(p. 128)

Cost: 12m [1]

The surcharge of Overcharger Module is 5m, not 3m.

INTEGRATED ARSENAL SYSTEM

(p. 129)

Ignore the Essence 4+ effect of Material Synthesis Wave Emitter.

SURVIVAL

TRANSITORY INVULNERABILITY ENGINE

(p. 135)

Cost: 11m [1]

Sustained Invulnerability Engine's cost is 14m, 1wp, not 7m, 1wp.

ESSENCE SHIELD PROJECTOR

(pp. 135-136)

Any notes granted by the Essence Absorption Screen submodule must be added to the Alchemical's Overdrive pool as offensive notes. If he does not have an Overdrive pool, they are lost. Essence Absorption Screen only provides notes if the Alchemical is attacked against his will; he cannot gain Essence by deliberately harming himself or allowing an ally to do so. Weapons of solid Essence such as a Glorious Solar Saber or a beamklave are not affected by the defense of this Charm.

BODILY INTEGRITY FIELD

(p. 137)

Cost: 3m or 5m [1m]; **Mins:** Strength 4, Essence 2;

Type: Reflexive (Step 10)

Keywords: Combo-OK, Internal, Obvious

Duration: Instant

This Charm can be used to resist any Crippling effect. Crippling effects that would amputate one of the Alchemical's installed Charms cost three notes to defend against; all others cost five notes.

Replace the Hardened Integrity Patterns submodule with the following:

Psychodynamic Stabilizers (Stamina 4, Essence 3): This submodule allows Bodily Integrity Field to be activated with a duration of one scene. Activated for three notes and a point of Willpower, it provides scene-long immunity against having installed Charms amputated; for eight notes and a point of Willpower, it protects against all Crippling for the duration.

SPEED AND MOBILITY

DYNAMIC REACTION ENHANCEMENT SYSTEM

(pp. 141-142)

Ignore the listed effects of the Thought As Action Node submodule. Instead, it lowers the DV penalty of the supplemented action by one point.

SOCIAL

MIND-RIPPING PROBE

(pp. 149-150)

The Essence Drain option cannot drain more notes than the number of threshold successes the Alchemical received on the roll to maintain control of the mental clinch (minimum one).

STEALTH AND DISGUISE

OPTICAL SHROUD

(pp. 156-157)

Replace the Kinetic Compensator submodule with the following:

Echo Chamber Vocalization (Manipulation 2, 4xp): This submodule distorts and displaces the sound of the Alchemical's voice, allowing him to speak while Optical Shroud is active without giving away his location.

ANALYTIC AND COGNITIVE

ANTICIPATORY SIMULATION PROCESSOR

(p. 158)

Replace the Intuitive Necessity Algorithm submodule with the following:

Recursive Pattern Modeling (Wits 4, Essence 4): Once the Alchemical activates this Charm, the cost of all subsequent activations on that tick is reduced by two notes (minimum zero).

LABOR AND UTILITY

OMNITOOL IMPLANT

(p. 164)

The second purchase of the Secondary Telefactor Assembly submodule is removed.

CHAPTER NINE

THE FAIR FOLK

CHAPTER TWO: LORDS OF CHAOS

THE WAY GRACE

(p. 66)

Used as a feeding grace, the Way allows Guides to consume Perception. Nobles with an ascendant Way are known as Harbingers (shadowed Diplomat), Vagabonds (shadowed Entertainer), Nomads (shadowed Warrior), and Ferrymen (shadowed Worker). Raksha with a shadowed Way are known as Heralds (ascendant Diplomat), Skalds (ascendant Entertainer), Dragoons (ascendant Warrior), and Attendants (ascendant Worker).

Default Way shaping rolls are made with ([Perception, Intelligence or Wits] + [any Way Ability]). Way attacks are based on (Perception + [Highest Guide Ability] + [Weapon Accuracy]). Way health tracks are equal to the character's ([Willpower ÷ 2, round down] + Way). The dice pool for a Way Entanglement is ([Perception or Wits] + [Way Ability] + Weapon Accuracy).

GUIDES

The rarely seen Guides exist to facilitate the goals and peregrinations of other raksha. Usually brought forth only in very large freeholds, they conduct other Fair Folk through the labyrinthine maze of journeys between various waypoints, locate likely mortal communities to raid, and lead journeys between freeholds or through the alien landscape of Creation. Their tool is the Way, the endless road raksha walk throughout their immortal existence. To raksha, the Way represents the endless promise of change and differentiation, the assurance that tomorrow will be different from today.

Associations: The horizon, the color orange, the shinma Nirupadhika, the future and the journey.

HARBINGER (SHADOWED DIPLOMAT)

Harbingers bend the arts of the Staff to the service of the Way. The Staff roots a Harbinger in the social milieu of a freehold and its ruling elite, while the Way compels him away from the court he calls home. Harbingers act as the storm crows of the raksha, announcing the coming of mighty potentates, delivering ultimatums to enemies and allies, and bringing forth

the joyous announcement of impending war. When a raksha court means to carve a path through the world or through its fellows, a Harbinger will be there to pave the way and announce their coming.

Inversion: At times a harbinger will grow inspired by a particular luminary of his court more than the court itself, or may be wooed away from his home entirely by the prospect of service to another. When the amplification of one individual's glory becomes more important than the execution of a group's will, the Harbinger becomes a *Herald*.

VAGABOND (SHADOWED ENTERTAINER)

The Vagabond tips forth his Cup to smooth his journey along the Way. He wraps himself in the romance of the open road and the intrigue of the wanderer and these things serve the Vagabond as cloak and shield. When he makes his way through Rakshastan, the hungry eyes and mouths that land upon him do not bite, for he is far too intriguing to devour immediately. When he moves through the settlements of the Creation-born, it is clear that he is the protagonist of some long and fascinating tale much larger than the mayfly lives of those who meet him. In this manner those who meet the Vagabond are temporarily set at ease or made wary by his presence, and it is from those so affected that the Vagabond feeds.

Inversion: The Vagabond sees many things in his journey along the Way. At times his Cup may overflow with these experiences, drowning the purity of the Way, and then he lives to exult all that he has seen and done. When this happens, the Vagabond becomes a *Skald*.

NOMAD (SHADOWED WARRIOR)

Nomads let their Sword ride visibly on their hip as they walk the long path of the Way. Their path has no destination; the journey's purpose lies in its interruptions. Nomads carry themselves with a belligerent air, inviting conflict. Their cloaks carry the scents of road-dust and exotic locales, and these things threaten rather than entice. The presence of a Nomad is a small but calculated affront to a community of Creation-born or raksha, culminating almost inevitably in an insult or challenge to the Nomad. It is these moments, when their endless and purposeless journey is impeded or interrupted, for which a Nomad lives. Then the Way runs red and the Nomad, having established the superiority of his skill or narrative, continues along his path, sated again for a time.

Inversion: Sometimes an encounter along the road pierces the superficiality of a Nomad's life and he becomes invested in a court or obsessed with an enemy. Then the Sword ascends above the Way, and the Nomad becomes a *Dragoon*.

FERRYMAN (SHADOWED WORKER)

Ferryman bend the arts of the Ring to the purpose of the Way, helming great contrivances of labor to guide others through the world. They most often helm great and fantastic faerie vessels with which they ply the seas and rivers of Rakshastan and Creation, but others command colonized air whales or great traveling caravans. In any event, a Ferryman's journey is adorned with passengers, crew, and subordinates who must labor under her direction to keep the journey going. In this manner the folk of chaos and Creation are kept circulating and working toward endless and indefinite goals, keeping the Ferryman's life interesting and the world constantly changing.

Inversion: At times an individual or group may eclipse the Ferryman's fascination with the great work of his travel. His vessel or his caravan is no longer the first pride of his eye or priority of his life, and instead he bends the works of his artifice to facilitate the journeys of another. In this manner he becomes an *Attendant*.

HERALD (ASCENDANT DIPLOMAT)

The power of the Way bent to the service of the Staff makes Heralds into long-range extensions of the will of another. A Herald acts as the distant hand and mouth of a mighty power—a raksha lord, a Celestial Exalt, or some other force he has deemed worthy of his service. What he does, he does in the name of the one to whom he has bound his Staff—and what he does in their name is done beyond their sight and reach. Some Heralds are enthusiastic servants of the mighty powers of the world and the madness beyond, while others claim the mantle of another's authority and use it as their own.

Inversion: When a Herald becomes dissatisfied with or disdainful of the one to whom he has bound himself in service, he may abandon them to become a free agent, roving far and wide at the behest of a group rather than an individual. He defines himself as part of a greater court or culture, and in so doing, becomes a *Harbinger*.

SKALD (ASCENDANT ENTERTAINER)

Skalds channel the endless experiences and variety of the Way into the Cup, filling it with a limitless cornucopia of wonders, tales, and bright exaggerations. They are creatures of the moment, the near-past, and the history that might have been. Skalds move ceaselessly through the Wyld and the house of the Primordials, and where they run into the Creation-born or the fastnesses of their kind, they become princes for a day, beguiling all who turn toward them with visions and vistas of the road they have traveled. Most Skalds collect a retinue of worthy companions during such recitations, and carry them along when they depart. Such companions invariably find tragic misfortune along the road and become chapters in the Skald's endless story-book, or perhaps slake the raksha's thirst during the long journey across the barren wastes of Creation.

Inversion: When a Skald tires of his tales and the endless fascinations and machinations of an audience, he sets the Cup aside and sinks into the austerity and grandeur of the journey itself. Colored by his many tales, yet no longer quite so eager to speak them, he becomes a *Vagabond*.

DRAGOON (ASCENDANT WARRIOR)

Dragoons are the roving disasters of Rakshastan. They do not simply drift from place to place, looking for trouble, but instead determine to destroy a person or group and then undertake long, epic journeys in order to do so. A Dragoon sharpens his Sword as he marches along the Way, honing the ascendant Grace against the other as though with a whetstone. Hardened by the travails of his journey, Dragoons smash into their foes at the end of their road, generally seeking to shake out details of a defeated opponent's allies or lords so that the next quest can begin immediately. If not, then they face a long journey home to determine the next of the court's enemies in need of destruction.

Inversion: A Dragoon without a quest to pursue or a home to return to will become content simply to wander, letting the

foolish world trifle with him and pay the price. In this manner he becomes a *Nomad*.

ATTENDANT (ASCENDANT WORKER)

Attendants drive the course of the Way along the endless inner arc of the Ring. Their path is to facilitate the path of another. As such, Attendants may serve as master carpenters upon great faerie war galleys, or the renowned designers of raksha wonders of conveyance and war, kept in high style by their most favored client or lord. Their labors are made to order, and those orders come from a particular person or group that has proven itself worthy of the Attendant's allegiance.

Inversion: When the subject of an Attendant's attentions proves itself unworthy of the quality of his wonders, an Attendant turns inward, driving the path of the Way through the hollow center of the Ring. Now it is his own journey that he facilitates, with attendants pulled along in tow, and so he becomes a *Ferryman*.

UNSHAPED

(p. 57)

UNSHAPED AND THE HEART

An unshaped's ruling Emanation has Heart 5. Its other Emanations have Heart 4.

GENERAL UNSHAPED CHARMS

THE GATEWAY OF SUNDRAPRISHA

(pp. 75-76)

Cost: 0m; **Mins:** Heart 2, Essence 1

Keywords: Obvious

Duration: Instant

Replace the text of the Charm with the following:

A raksha who uses this Charm fundamentally shifts the order of her being by passing through the shinma Nirakara at the Gateway of Sundraprisha. When an unshaped raksha's ruling Emanation activates this Charm, the lord of chaos's Heart compresses to 3. All of its other Graces shatter and each of its other Emanations ceases to exist. All of the waypoints under the unshaped's control collapse and are sucked into the ruling Emanation, and a new shaped raksha coalesces around it. The unshaped raksha's power condenses into new Graces and forms a coherent matrix of Wyld energy. Although the unshaped has wide latitude in choosing the ultimate structure of its shaped form, it is limited by a specific template that, as a practical matter, follows the guidelines for character creation outlined in Chapter Three of *Graceful Wicked Masques*.

In essence, activating the Gateway of Sundraprisha permits an unshaped to cease to exist as itself and to create a new noble raksha character under the normal character creation rules for generating such characters.

Once this Charm has been activated, the unshaped becomes a shaped noble raksha for all purposes. The newly shaped noble has imperfect recollection of its previous existence as one of the unshaped, and its memories are an untidy gestalt of bits and pieces of its former Emanations, with the dominant Emanation foremost among them. The raksha is aware of itself as a continuation of the previous unshaped, but its personality will be a fusion of the unshaped's various aspects and will not precisely

map to any previous Emanation. The same is true of its traits. For most functional purposes, the shaped noble is essentially a new character which considers itself to share continuity-of-identity with the unshaped it used to be.

Shaped raksha may also learn this Charm, and may pass through the Gateway of Sundraprisha in any waypoint in the Deep Wyld that they own and which is occupied by no other characters. If the raksha was formerly unshaped, this does not guarantee he will become the same unshaped he was previously; his shaped form dissolves, and his Heart Grace swells to a rating of 5, whose Emanation will be loosely based on the person the raksha was as a shaped being. Her other Graces shatter and are replaced by four new Graces, each of which is initially rated at 2, and the unshaped can distribute a number of dots equal to (her permanent Essence prior to passing through the Gateway of Sundraprisha + 5) among those Graces. As the unshaped does so, four new Emanations come into existence, each of whom has the traits of a raksha noble with a Heart Grace of 4, plus 10 experience points per dot of permanent Essence the raksha had while shaped. The unshaped's Heart Emanation retains all of the shaped raksha's former memories but has little emotional connection to them; all of the raksha's former Intimacies vanish. The other Emanations have no memories of shaped life.

Even should the raksha then pass *again* through the Gateway of Sundraprisha and become shaped once more, she will be a fundamentally different character than she was in her previous shaped existence, with a new appearance and personality that are once more a gestalt of her Emanations. From the perspective of the Creation-born, passing through the Gateway of Sundraprisha is an erasure of identity, equivalent to suicide in every way that matters. Many raksha do not share this outlook, and regard with dread those Charms that may fix shaped raksha into a permanent form incapable of transition back to the glory of true formlessness.

CHARMS OF THE WAY

NEW RAKSHA CHARM: FORGING THE BEACON

Cost: 20m, 2g; **Mins:** Way 2, Essence 2; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Forging the Way Grace, Forging the Arcane Redoubt

This Charm permits the raksha to embed a Way Grace in her possession into the spiritual structure of a freehold, giving it the benefits of having a Beacon.

HANNYA

The Wyld birthed a massive number of new unshaped in the immediate wake of the Balorian Crusade. These young vortices were born with an endless, bottomless hunger which drives them to ceaselessly stalk and consume other raksha. The Fair Folk know this generation of unshaped as hannya, and many shaped raksha assumed that state to escape the relentless hunger of their younger cousins.

Mechanically, hannya are unshaped raksha with unusually high Essence ratings for their age and a preponderance of shaping combat Charms, as well as a selection of Unshaped-only Charms never seen before by older unshaped. The signature abilities of the hannya will be detailed in forthcoming **Exalted** material.

NEW RAKSHA CHARM: PEERLESS

WAYS OF THE WAY (DREAMING)

Cost: —(1m); **Mins:** Way 3, Essence 3; **Type:** Permanent

Keywords: Echo

Duration: Permanent

Prerequisite Charms: None

As per Peerless Ways of the Cup, except that the raksha can parry a single shaping attack made by any Grace with his Way Parry DV.

NEW RAKSHA CHARM: PEERLESS

WAYS OF THE WAY (WAKING)

Cost: —; **Mins:** Way 3, Essence 3; **Type:** Permanent

Keywords: Echo, Mutation (1)

Duration: Permanent

Prerequisite Charms: None

The raksha trains her senses to be keenly aware of the works of the Way in Creation. Whenever she encounters a Creation-born who has been bewildered through the arts of the Way in the past, that fact becomes Obvious to her senses.

NEW RAKSHA CHARM: REJECTION

OF DIRECTION (DREAMING)

Cost: 3m, 1wp; **Mins:** Way 5, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

Prerequisite Charms: Peerless Ways of the Way

As per Rejection of Desire, except that the raksha can perfectly parry a Way-shaping attack.

NEW RAKSHA CHARM: REJECTION

OF DIRECTION (WAKING)

Cost: —(1g); **Mins:** Way 5, Essence 3; **Type:** Permanent

Keywords: Echo

Duration: Permanent

Prerequisite Charms: Peerless Ways of the Way

The Fair Folk do not allow themselves to be encumbered by the world as they pass through it. The character may spend one gossamer to erase all of her memories of a specific journey or route. If she holds an Intimacy toward that journey or route, it is instantly erased. A token of the forgotten journey or route appears at the raksha's feet in a form related to travel—perhaps a map leading to nowhere, a sextant, or an old road-worn boot. Any character who falls asleep while touching the token dreams of the journey or route the raksha has chosen to forget. Should the raksha ever touch the token, it immediately vanishes, the lost memory is restored, and the raksha may never use Rejection of Direction to forget it again.

PERFECT RECKONING TECHNIQUE (DREAMING)

(p. 77)

Cost: 4m; **Type:** Simple (Dramatic action)

Keywords: Combo-OK, Echo

If this Charm comes into conflict with another effect that obscures the destination the raksha seeks, resolve the conflict with a roll-off as normal for Charm conflict resolution.

PERFECT RECKONING TECHNIQUE (WAKING)

Cost: 4m; **Type:** Simple (Dramatic action)

Keywords: Combo-OK, Echo

This Charm replicates the function of the Solar Charm Perfect Reckoning Technique (see *Exalted*, p. 237), save that the raksha may also plot a course for himself across non-nautical environments without need of a ship.

HOUND OF LAND AND SEAS (DREAMING)

(p. 77)

Cost: 8m, 1wp

Keywords: Combo-OK, Echo

If this Charm comes into conflict with another effect, resolve the conflict with a roll-off as normal for Charm conflict resolution.

HOUND OF LAND AND SEAS (WAKING)

Cost: 8m, 1wp

Keywords: Combo-OK, Echo

This Charm replicates the function of the Solar Charm Unshakeable Bloodhound Technique (see *Exalted*, p. 211).

TRACKLESS DREAMSCAPE MOVEMENT (DREAMING)

(p. 77)

Cost: 5m, 1wp

Keywords: Combo-OK, Echo

Duration: One tale

TRACKLESS DREAMSCAPE MOVEMENT (WAKING)

Cost: 5m, 1wp; **Type:** Supplemental

Keywords: Combo-OK, Echo

Duration: Instant

This Charm replicates the function of the Solar Charm Traceless Passage (see *Exalted*, p. 211).

CHAPTER THREE: CHARACTER CREATION

DREAMS OF IMMORTALITY

(p. 82)

Raksha in the Wyld are immortal. This is not the limitless longevity enjoyed by the spirits of Creation, but true and inviolable immortality—or so the princes of chaos boast. Fair Folk in the Wyld are completely immune to 'real' actions undertaken by other denizens of the Wyld, including Wyld creatures, Wyld-mutated animals, most Wyld mutants...and other raksha.

Raksha in the Wyld are effectively immune to standard dice actions taken by others of their kind, suffering no lasting consequences. The primary existence of the raksha is a narrative one, with the physical bodies they may wear acting as only minor curiosities and occasionally the fodder for stunts. A raksha Entertainer slain by a Warrior's furious assault may simply restore herself to life with a shaping action. A Warrior utterly smitten by an Entertainer's honeyed words and alien beauty may use a shaping action to divest his mind of all Intimacies and emotional results her social attacks provoked—and no mental influence she leverages against him may influence his choice of shaping actions in any way. A clever raksha thief who steals the belongings of another of his kind may not make use of

the stolen baubles—they appear to hand as soon as their owner wishes for them. In essence, the physical, social, and magical actions the raksha take have no mechanical repercussions in their shaping contests, and no real impact on others of their kind unless their fellow monsters for some reason decide to play along and voluntarily keep inflicted Intimacies or proudly wear the injuries of battle for a while as proof of their valor.

This does mean that raksha in the Wyld are largely incapable of murdering one another. Their acts of violence instead take the form of shaping assaults intended to ravish, incumber, snare or vex other Fair Folk. Only two means exist for a raksha to murder others of his kind in the Wyld: to gain ownership of an individual's Heart and to destroy it, or to commit murder with a weapon of cold iron. Most raksha courts consider iron-inflicted murders an open threat delivered against the entire court, and react accordingly.

Creation, by contrast, is far more ruthless in its enforcement of causal consequences. When a Creation-born enters Rakshastan, she brings the laws of Creation with her, and all actions she takes are completely real to the Fair Folk. If she slays one of the raksha, the raksha is slain. If she steals a raksha's possessions, they now belong to her, and may not be called to the raksha's hand at will. If she causes a raksha to fall in love with her, that raksha is truly in love, and may not discard the emotion on a whim.

Likewise, raksha in Creation must deal with the terrors of relentless causality. If one of the Fair Folk living in Nexus turns and, as a form of jest, runs another raksha through with a sword, that raksha is dead and may not shape himself back to life.

Wyld mutants in the Wyld form an edge case. Any Wyld mutant with the Wyld assimilation mutation is incapable of harming Fair Folk in the Wyld. Heroic Wyld mutants lacking that mutation are considered Creation-born for the purpose of acting upon raksha, as are any Wyld mutants directly acting as a result of such a heroic Wyld mutant's leadership. Otherwise, Wyld mutant extras may not inflict lasting harm upon the Fair Folk.

CHARACTER CREATION

(PP. 80-88)

- Raksha nobles receive three specialties to distribute among their Abilities. Raksha commoners receive five.
- Raksha may raise their Virtues to 5 without spending bonus points.
- Willpower is calculated independently from Virtues, and begins at 5. It may be raised to 10 with bonus points regardless of the raksha's Virtue ratings.
- Virtues and Willpower cost 1 bonus point to raise.
- Raksha may begin with up to (Willpower + Compassion) Intimacies.
- Raksha nobles begin with 10 Charms, one free Assumption, and any Charms gained from the Birth Background.
- Noble raksha and commoners receive 18 bonus points at character creation. Heroic commoners receive 36.

CHAPTER FOUR: TRAITS

RAKSHA AND THE FIVE MAGICAL MATERIALS

Raksha may attune to the artifacts of the Creation-born, but are incapable of forcing harmonization with them and gaining magical material bonuses.

THE RAKSHA BODY

The bodies the raksha weave for themselves are rare and wondrous things—but still bodies. Raksha in the Wyld are immune to all petty environmental concerns such as poison, hunger, the need to breathe, and so forth, unless such deprivations are forced on them by the acts of the Creation-born. Raksha historians enjoy repeating the cautionary tale of Jaiji-Ran the Unmoving, who swore not to breathe for three hundred years and three hundred days. After two centuries and forty years in which his chest did not stir, he met the Lunar Exalt known as Storm-Breaker Yu, who strangled him to death.

Raksha in Creation face a wider range of restrictions. Their bodies do not age, and they need not eat or drink, though most raksha enjoy doing both. The Essence-charged miracle that is their body is immune to mundane disease. They may still be poisoned, however, and must breathe unless they possess magic which allows them to avoid doing so. They heal from injury as the Exalted do. While Fair Folk in the Wyld are inexhaustible, raksha in Creation tire as mortals do, and must sleep regularly, a restriction they find both novel and disquieting.

RAKSHA LORE AND OCCULT IN CREATION

For all their games of sovereignty and dominance, shaped raksha are ultimately refugees stranded on the shore of an alien world. They filter their understanding of the strange and terrible house of the Primordials through the lens of the dreams and fictions they steal to grant themselves substance, and so their perspective is somewhat skewed. Few truly understand Creation's laws, history or metaphysical principles. As such, raksha suffer a -3 external penalty to all Lore and Occult rolls that involve the things of Creation—the history of the mortal world, the ways of its spirit courts, understanding human artifacts, designing geomantic architecture and so forth. Though a raksha with high Lore or Occult knows many secrets of the world, it is difficult for them to separate out truth from the dross of folk tales and fiction.

RAKSHA AND HOLY CHARMS

The Unconquered Sun did not bother denouncing the gnats that swarmed at Creation's edge in the Time of Glory, reserving his rancor for the vast and terrible things that lurched through the primal depths of the Wyld and occasionally sought to snatch his chariot from the sky as it rose or set. As such, shaped raksha are not considered creatures of darkness for the purpose of Holy Charms, but unshaped raksha and their Emanations are.

CREATION-BORN AND GRACES

(pp. 92-93)

Creation-born with Graces may take shaping actions. Heroic Creation-born with Graces may make shaping attacks. Creation-born with Graces may also attune to Wyld artifacts.

If another character comes to own a Creation-born's Grace, he may inflict the relevant bedlam on the Creation-born at will. Creation-born who have a Grace destroyed descend into bedlam for one story; if they are Exalted and suffer from the Great Curse, they experience immediate Limit Break (or Torment) as well.

Creation-born characters who wish to begin play with Graces may pay one bonus point per one-dot Grace desired. The cost of raising Graces is calculated as though the character were a commoner.

BACKGROUNDS

ARTIFACT

(p. 95)

Most of the "artifacts" purchased through this background are the wonders of faerie—adjurations, behemoths, oneiro-mantic spells and treasures. This Background *may* be used to gain the sort of artifacts used by the Creation-born, but the raksha may buy no more dots of such artifacts than her rating in the Background. For example, a raksha with Artifact 3 could spend three of her seven artifact dots acquiring a grand daiklave, or two dots on a daiklave and one on a jade chain shirt.

MANSE

(p. 96)

Carrying a hearthstone prevents a raksha from losing Essence while in Creation, rather than allowing him to exist without an active Assumption. After all, a raksha with no active Assumption has no body, and thus no way to carry a hearthstone on his person.

BIRTH

(p. 97)

This Background may explicitly permit raksha to have and use Charms whose prerequisites they do not satisfy.

GOSSAMER

(pp. 97-98)

This Background has no effect on the raksha's starting Charms or ability to begin play wherever her player wishes.

STYLE

(pp. 98-99)

Creation-born targeted by the Wyld stunts made possible through the 5-dot rating of this Background may pay a number of Willpower equal to the raksha's Essence (maximum 5) to utterly ignore her summoned wonder of glamour. Additionally, performing a Terrestrial-caliber Wyld stunt in Creation requires Heart 2 and Essence 4. Performing a Celestial-caliber Wyld stunt in Creation requires Heart 3 and Essence 6. Performing a Solar-caliber Wyld stunt in Creation requires Heart 4 and Essence 10.

BEDLAM

(p. 99)

Bedlam curses inflict external penalties rather than raising the difficulty of various sorts of actions. The player must select a Virtue his character possesses at 3+ as the basis of the character's Lure, not necessarily their highest Virtue.

NEW BEDLAM CURSE: THE CURSE OF FORGETFULNESS

The Curse of Forgetfulness is not associated with any Virtues, and has no associated Lures. It may be inflicted on Fair Folk if their Way Grace becomes the possession of another.

Victims of this curse live devoid of context—they remember who they are, but not where they have been or where they are going. When the Curse begins, the raksha loses the ability to form new long-term memories. She remembers everything as normal up until the scene in which the Curse was inflicted, at which point her memories cease, resuming at the beginning of the current scene or tale. Once the current scene or tale ends, the raksha promptly forgets everything that happened during it, though she retains any new Intimacies and is bound by any oaths sworn. Because it may only be externally imposed by another character or by destruction of the character's Way, the Curse of Forgetfulness will not abate on its own; the raksha may only begin forming memories once again when her Grace's owner lifts the Curse, or when she restores a destroyed Way.

NEW RAKSHA TRAIT: STASIS

As a counterpart to bedlam, in which a raksha's Wyld nature rages out of control, the Fair Folk are also vulnerable to *Stasis*—a deadening of the Wyld spark which animates them. All shaped raksha have a Stasis track consisting of ten boxes, much like an Exalt's Limit track. Initially empty, it may be filled and emptied through a number of means.

Raksha gain Stasis in the following manner:

- Fair Folk who deny the mandate of their inner selves have little left to claim as substance. Whenever a raksha spends Willpower to suppress a Virtue, she gains one point of Stasis.
- Fair Folk who remain locked into the same patterns of obligation, alliance, enmity and action for extended periods of time feel the life within them begin to dim and calcify. At the end of any story during which a raksha did not gain, lose, or shift the context of any Intimacies and did not change her Motivation, she gains two points of Stasis.

- Raksha bind their Graces together with roles and rituals, reinforcing their existence thereby. At the end of any story during which a raksha did not spend at least one scene acting in accordance to his Caste, at the Storyteller's discretion, she gains three points of Stasis. In general, when acting in accordance with one's Caste, a Diplomat will broker oaths and contracts, birth new raksha, or attempt to modify the Policy of a social group; an Entertainer will attempt to make herself important to other characters or bring them under her sway; a Guide will attempt to conduct other characters to reach their goal—whether that is geographic, political, or martial; a Warrior will engage in conflict with other characters of some sort; a Worker will attempt to create something new, be it a glamour-forged item, a society, or a revolution. Nobles have more nuanced roles to pursue, as described in their Caste write-ups, but may generally avoid Stasis by acting in accordance with their

ascendant Caste (so a Cataphract could avoid Stasis simply by spending at least one scene in conflict with another character, but also by spending at least one scene acting as bodyguard for another character, or by selling his sword to a more powerful noble).

- Raksha who enslave their peers gain safety, but create a less dynamic milieu in which to exist. Upon gaining ownership of a raksha noble's Heart Grace, the raksha gains two points of Stasis. This gain does not occur if the bearer of the Grace has never owned it (such as would be the case if the raksha had just created the Grace herself).

- Raksha who murder their peers remove a spectrum of possibility from the world forever, diminishing the potential of their own legend thereby. Upon destroying a raksha noble's Heart Grace, the raksha gains three points of Stasis. Other methods of murder grant no Stasis.

When a raksha reaches 10 points of Stasis the Wyld spark within gutters and dies out. A raksha with 10 Stasis begins to calcify—they lose Essence on a daily basis as though in Creation no matter where they may be (although they may still survive in the Wyld without an Assumption), and cannot respire Essence. Pennants and cysts provide no benefit to a static raksha; only feeding on the Creation-born may keep the raksha's dissolution at bay. This calcification ceases and the raksha's vital essence reignites once she drops her Stasis rating to 5 or below.

Raksha may remove Stasis in the following manner:

- A raksha who swears an oath to another raksha loses one point of Stasis, so long as she does not own any of that raksha's Graces.

- A raksha who returns an owned Heart Grace to its bearer loses one point of Stasis if the bearer is a commoner, or two if the bearer is a noble.

- A raksha who is the subject of a powerful Creation-born's Intimacy—be it positive or negative—loses points of Stasis once at the end of each story in which they interact with that Creation-born in a manner that reinforces the Intimacy or successfully shifts its tenor (for example, acting in an antagonistic fashion toward a Creation-born with an Intimacy of hatred for the raksha, or terrorizing a Creation-born with an Intimacy of fear, or romancing a Creation-born with an Intimacy of love; or causing a Creation-born with an Intimacy of hate to shift it to one of love). "Powerful Creation-born" includes any Terrestrial Exalt (a two-point Stasis reduction), any Celestial Exalt (worth a three-point Stasis reduction), or any Solar, Abyssal or Infernal Exalt (worth four points of Stasis). Also, any Creation-born with Essence 6+ is worth one point of reduced Stasis; this benefit can stack with the reduction for interacting with the Exalted. Interacting with multiple powerful Creation-born in a single story conveys only the best benefit among any single Creation-born.

- A raksha who enters bedlam immediately loses all Stasis, and cannot gain Stasis while in bedlam.

CALCIFICATION

(p. 101)

Raksha in Creation with an active Assumption lose one mote per day when the sun first rises, as the weight of the Unconquered Sun's judgment presses down on them, seeking to protect Creation from their ilk. Raksha traveling in Creation cannot respire Essence naturally, and must feed upon the Cre-

ation-born or carry a cyst if they are to replenish themselves. Nor are stunts an adequate method to survive in the dreary engine the Primordials made; all Essence raksha generate from stunts in Creation vanish at the end of the scene.

Shaped raksha without an active Assumption wither at a rate of one mote per tick during the day, as the basilisk gaze of the Daystar burns away the structure of their being, or one mote per long tick at night, when it amuses Luna to play the huntress and harry them with her moonlight.

Unshaped raksha are less able to withstand the abhorrent taint of causality and form; they wither at a rate of one mote per day in the Deep Wyld, one mote per hour in the Middlemarches, one mote per ten minutes in the Bordermarches, and one mote per tick in Creation itself. Some unshaped know Charms which partially fortify them against Creation, and occasionally rampage inland for several hours or even days as savage Wyld storms.

RAKSHA AND DEATH

Death in Creation is immutable, a transition from which there can be no return. In Rakshastan, death is merely another element of the tales the Fair Folk live their lives through, with no particular weight to it. A raksha slain in the Wyld may continue to take shaping actions with no penalties or difficulty, including actions to shape herself back to life. Death only holds true suzerainty over the Fair Folk if inflicted by cold iron, by the destruction of their Heart, by the hands of the Creation-born, or within the terrible wastelands of Creation itself.

A raksha struck down by the hand of the Creation-born, with a weapon of iron, or slain within Creation is truly dead. If she wore a permanent Assumption, the raksha leaves behind a corpse as the beings of Creation do; if not, the motes committed to her Assumption dissipate upon her death, causing her to unravel in a brief flare of wonder. Raksha who perish through destruction of their Heart never leave behind a body, instead expiring in a great pulse of unleashed Wyld energy; the site of their demise may be gently marked by the touch of the Wyld for decades to come, perhaps sprouting a ring of mushrooms, or perhaps the waters of a nearby creek will run golden for a few years, but no other sign remains to mark their passing. In all of these cases, the raksha is truly gone forever. Raksha have no souls as the Creation-born would recognize them, existing instead as congeries of myth and wonder, and so when they die in the house of the Primordials, that is simply the end of them. They experience no reincarnation and no afterlife, and make no impression upon the Underworld. Their Essence is released back into the universe, and that is that.

Calcification may be another matter, however. The weakest raksha who calcify in Creation are simply undone—their Assumption is torn apart by the pressure of shaped existence, their Essence scattered, and they cease to be. More powerful raksha (possessing Heart 2+) may calcify differently. The Es-

CALCIFICATION, NOT HIBERNATION

No matter how powerful, a calcified raksha only retains enough of a spark of awareness to return from calcification at the discretion of the Storyteller. Most calcified Fair Folk are simply destroyed, never to return. Raksha attempting to use calcification as a form of hibernation or concealment within Creation are most likely committing suicide.

sence and identity of such monsters is too potent for Creation to scatter completely, and so they congeal into tombs for themselves. These commonly take the form of strange, slightly fae objects or structures—a statue, a tree, a small pond or well, a pillar of compacted salt, or even a tiny cottage. Such remnants are known to the few savants who are aware of the phenomenon as *reliquaries*.

Most raksha reliquaries are simply markers indicating the passing of one of the Fair Folk, crushed into absolute stasis by the power of Creation. But in the reliquaries of the most powerful raksha (possessing Essence 5+), some vestige of existence may linger. The raksha do not have souls, as such, and thus no animating spark to depart at an easily classifiable moment of death. A calcified raksha of sufficient power merely has his Graces crushed into a singular mass, his mind locked into a grey eternity, his self obviated. It is death in most ways that matter, save that, in rare cases, it may be reversed.

An Essence 5+ reliquary may make a single social attack against one individual within a number of yards equal to its former Heart, once per year. This enticement is delivered in the form of a subliminal urge or a vague whisper carried on the wind or heard in the ripple of water, and is easy to dismiss as having been the target's imagination. Such reliquaries are also highly resistant to destruction; they may only be harmed by the actions of heroic individuals or by tools of iron.

Reliquaries normally begin by attempting to convince mortals to linger near them. A reliquary may gain one mote of Essence each time a mortal spends eight hours sleeping in direct proximity to it—on the floor of a tiny hut, within the branches or among the roots of a tree, or on the bank of a pool.

Once a reliquary has accumulated Essence, it may spend motes to make social attacks against individuals in proper proximity—each attempt at communication costs one mote. This is normally when a reliquary begins to make offers and request favors. If the reliquary accumulates ten motes, they may also convert this into one point of gossamer.

Reliquaries may continue to absorb Essence from mortal dreams, but worship and sacrifice offer faster routes to power. However, most mortals are suspicious of trees demanding worship, so reliquaries must start small, and entice. A reliquary may activate Charms it knew in life to benefit the mortals who interact with it—a lake might offer up faerie gold to a mortal who learns to speak to it, while a tree might drop fruit which endows the one who eats of it with great skill. A cottage might begin to adorn its walls with the sweetest of candies, or a well could produce gossamer items from its depths. This of course depletes the reliquary's precious store of Essence and gossamer, but they are the reliquary's only enticements to convince mortals to grant it more power.

When a reliquary completely fills its Essence pool, it may consume all stored Essence to reconstitute one dot of its permanent Essence. This leaves it perilously weak, but also more splendid than before; the reliquary tree will show wondrous colors in its leaves, while the enchanted cottage may coat its walls in a glaze of sugar. Then the cycle begins again.

Eventually the reliquary will move up to attempting to trade miracles for sacrifices and prayer—a bit of wine poured out or meat burned in its honor at first, leading steadily up to oxen slaughtered above its roots or children drowned in its depths. The reliquary plays a dangerous game, at the mercy of its mortal

adherents; if they demand rewards in proportion greater than their worship, the reliquary will never reconstitute itself, as it spends Essence faster than it gains it. But rarely, occasionally, a reliquary is able to leverage miracles for worship and dreams long enough to restore all of its Essence dots. At this point the statue shatters, the tree splits open, the hut crumbles, and the pond's waters roll back to reveal the reborn raksha in all of his glory. His Essence pool is empty and he has only a single point of Willpower, but he is alive, his Graces restored, his traits as powerful as ever they were.

The Primordials and the Solar Exalted were well aware of the nature of reliquaries; indeed, some First Age Solars intentionally let raksha calcify upon the grounds of their estates to produce strange and wondrous decorations with which to amuse their guests. Many Lunar Exalted also know what a reliquary is, and take pains to destroy them when found (or perhaps blackmail them for favors). The Dragon-Blooded of the Shogunate were less widely aware of the phenomenon, and in the wake of the death and chaos of the Great Contagion, knowledge of reliquaries became almost completely lost. As a result, many potent raksha who survived the Empress's first counterstrike were left stranded deep inside of Creation and calcified into uncanny landscape features—strange trees, singing brooks, luminous ponds. These casualties of the Balorian Crusade still exist, scattered across the Threshold, and most of them will never walk the lands of Creation or Rakshastan ever again—but others, in brief moments when they are more like a thing that is alive than a thing that is dead, still dream of a freedom and resurrection that is unlikely, but not impossible.

OATHS

(pp. 101-102)

Raksha are as vulnerable to oaths compelled out of them through the aid of Charms as they are to oaths voluntarily undertaken. Violating the spirit of an oath while technically obeying its precise wording requires a suitable stunt, at the Storyteller's discretion. The raksha suffers a -3 external penalty to all actions taken while violating the spirit of an oath in this manner. The oaths of the raksha can be quite troublesome, and if no appropriate justification can be produced, then a raksha cannot violate his oath without suffering the consequences.

THE ISHVARA

The Essence of the Fair Folk is not like that of men, nor even the Exalted. A raksha is a living story, a sentient fable that spends its immortal existence elaborating itself into a complex and powerful personal mythology. As raksha grow in age and experience, their personal narrative accretes a shell of power around itself, hardening into an enduring authority that the ancient may wield over the Wyld and even the world of the Primordials. This mantle of crystallized mythology and reinforced dream ultimately looks very much like the Essence profile of a god.

Few raksha make it so far. Heroic commoners may dream of nobility...but there are hundreds of commoners for each noble, and the nobles are loathe to elevate those below them. The nobility of Rakshastan may dream of divine power...but in each Direction, it is doubtful that there are fifty raksha who have cultivated their Heart and Essence to such heights. Those who have exist among rarefied company, indeed.

And yet, even these potentates are not the true legends of their kind. The shadow of Prince Balor of the Terrible Gaze falls long across the history of Creation and the Wyld alike. Before him, Prince Laashe, the Morning Star, confounded the Unconquered Sun into breaking his sworn oath, and then recast himself in the fires of the sun. Before Prince Laashe there was the Fomorian Dream, a great darkness which blanketed the sky from horizon to horizon and thundered with the distant steps of a beast of nightmare; those who imagined the owner of those dread steps died where they stood, slain by fear. The Fomorian Dream declared his intent to crush the house of the Primordials between his teeth, and stood in battle against the Unconquered Sun for a full day before finally being burned away by the Godspear of All-Searing Noon; the history of the Dragon Kings record their battle as the day the sun did not rise.

These incomparable beings, known as the ishvara, represent the apex of raksha potential. They are Fair Folk whose personal mythology has evolved beyond any boundary to entangle all things within the scope of their legend. Ishvara are distinguished from other mighty raksha by the unique miracles they wield; each of the handful of ishvara who have ever existed wielded powers akin to the panoply Charms of the Celestial Incarnae; used as shaping weapons among the courts of madness, these powers imposed absolute limitations and demands upon any shaping narrative in which the ishvara included themselves. For example, no raksha who entered a shaping contest with Prince Balor was capable of asserting authority or dominance over he of the Terrible Gaze; such dreams simply would not come to be.

There are presently no known ishvara active among the courts of Rakshastan, but this does not necessarily disprove their existence...or the possibility that one of the Fair Folk might ascend to redefine the course of raksha history.

CHAPTER FIVE: REALITY SHAPING

NEW SHAPING ACTION: DEFEND OTHER (5/-1)

Shaping combat resolves the Defend Other action exactly as regular combat resolves it. (See page 8.)

RAVISHMENT AND THE CREATION-BORN

(p. 126)

Ravishment is a Crippling effect, from which Creation-born do not recover naturally. The same is true of Feeding Charms which permanently remove traits, such as Ravishing the Created Form (see page 109 and **Graceful Wicked Masques** pp. 176-177). These Crippling effects are incurable through mundane medical efforts, and nigh-incurable even for most supernatural physicians. Repairing the damage the raksha can inflict on a human soul requires either specialized restorative magic (such as have been developed by a small number of Dragon-Blooded savants, or are known to a few spirits), or truly potent medicinal arts such as the Solar Charm Wholeness-Restoring Meditation (See **Exalted**, p. 220).

GRACES AS ARTIFACTS

(p. 133)

Raksha never have to pay to attune to their own Graces in order to establish ownership of them. But what if a raksha forges her Grace into an artifact?

The raksha must attune to the artifact to enjoy its benefits as an artifact. For example, if she turns her Ring into a curdling dream bow, the curdling dream bow remains her Ring, and will function as her Ring without requiring any commitment. However, if she is to wield its power as a treasure, she must attune to it as normal.

Normally, when a raksha is slain, her borne Graces shatter. This includes any Graces forged into Wyld artifacts. However, Wyld artifacts forged from raksha with Heart 4+ endure beyond the death of their bearers. It is common for young or bored Fair Folk to venture off into the depths of Rakshastan or Creation in search of legendary lost treasures forged from the Graces of deceased luminaries among their kind. The greatest of these fabled prizes is the Triumph Casque of Sorrows—a treasure of near-limitless power, reputedly able to serve as a weapon against which no defense is possible. The Casque was allegedly forged from the Ring Grace of Prince Balor himself.

ADJURATIONS

(pp. 133-134)

Adjurations are constructed with points garnered from the Mutation keyword, rather than out of mutation points. Srithti Oaths grant 8 points of mutations, not 4.

BEHEMOTHS

(p. 135)

Behemoths do not gain their handler's Charms. Behemoths are constructed with points garnered from the Mutation keyword, and from Wyld mutations. Granting a behemoth a pox costs one mutation point, while an affliction costs two, a blight four and an abomination six.

ONEIROMANCY

(p. 136)

Oneiromantic spells are constructed with points garnered from the Glamour keyword, rather than out of mutation points. When designing a glamour spell, it must be decided whether the spell is an *inward-facing dream* or *outward-facing glamour*. Inward-facing dreams affect only the character who possesses and holds the spell (such as a magic mask that grants wondrous blessings to the raksha who wears it). Outward-facing glammers affect all characters who perceive the spell or who enter a proximity to the spell determined by its Assumptions, save for the character that possesses it (such as a mask that inflicts terrible misfortune upon all who behold it). Oneiromantic spells sometimes require specific actions be undertaken to trigger them, generally defined by the player who creates them with the help of the Storyteller. Oneiromantic spells are intended to model the deadly fables of legend, such as a wondrous tree which transforms those who partake of its succulent fruit, or a book which bewitches the minds of those who read it. Activation actions need to be thematically resonant and sensible given the form the spell takes; Storytellers should veto activation actions

which seem uninteresting, unthematic or unavoidable, such as “when characters breathe or blink.” The magic of rakshastan should never be boring.

All outward-facing glamours are considered Shaping effects and may be resisted as such, regardless of the Charms that comprise them. Additionally, outward-facing glamours of the waking, dreaming and desire circles have no effect upon characters wearing cold iron against their skin.

NEW GRACE MAGIC: CHANCELS

Raksha craft chancels from Way Graces wound about various aspects of Nirupadhika. Externally, a chancel takes the form of a portal of some sort—a standing arch, an open well, a carved door of ivory and chalcedony. Regardless of their size, all chancel portals are easily mobile, if one can find them—they may be picked up with one hand and pocketed, if desired, again regardless of size. Passing through the portal allows a character to enter the chancel proper—a collection of waypoints of Middlemarch intensity defined by the raksha who created it, though as easy to later renovate as any other collection of waypoints. Raksha may even build freeholds inside of a chancel, though doing so is risky—if the chancel is destroyed, all characters inside are ejected into some random point in Pure Chaos with no warning. In no case may a freehold within a chancel claim more waypoints than the chancel contains, even with a Stronghold. Only level-one freeholds may be established within a chancel.

Much as with oneiromantic spells and behemoths, the raksha who possesses a chancel need not attune to it herself. She may delegate the cost of attunement (three motes per level) to a *gatekeeper*. A chancel’s gatekeeper must spend at least three scenes per day patrolling its interior in order to maintain this commitment.

In addition to the portal that is its main entrance, chancels manifest their rating in secondary entrances at random-but-sensible locations within (rating) miles of the primary entrance; for example, entrances might manifest under the arching roots of an old tree, as a door appearing in the dusty corner of a disused attic, or as a dark stone arch at the end of a dead-end alley. A difficulty 2 Way shaping action taken within the chancel is sufficient to determine where all of its exits are manifesting at any given time. The raksha who possesses the chancel may reflexively open or close any or all of its entrances at any time, save when the chancel’s main entrance is being moved, at which point that portal always remains closed. A closed chancel entrance is impossible for raksha to pass through; Creation-born may attempt some stratagem by which to bypass a closed chancel entrance once per scene, generally with a Larceny action, though Storytellers may approve other actions as stunts. The difficulty of such attempts is equal to twice the chancel’s rating.

If a chancel is left unattuned, all of its entrances remain closed at all times. Chancel entrances naturally conceal themselves, but the character who possesses the chancel may allow any individuals she desires to see through this natural concealment.

Chancel waypoints may be solidified through Charms such as Wyld-Shaping Technique, but doing so freezes the chancel in its current location; the chancel’s entrance may not be moved so long as any of its inner waypoints have been purged of Wyld energy.

Way-based iterations of the Wyld artifact creation Charms Great Works of the (Grace) and Unshaped (Grace) Transformation exist. (See page 119.)

RATH (CHANCEL • OR ••)

The most meager chancels are known as raths, enjoying only minimal concealment when their portals are left free-standing, and boasting cramped accommodations, at best. When free-standing, a one-dot rath conceals itself with one automatic success, while a two-dot rath enjoys three successes. One-dot raths contain a meager three waypoints, while two-dot raths contain six—enough for a freehold, just barely.

LABYRINTH (CHANCEL ••• OR ••••)

Larger chancels are known as labyrinths, and sometimes serve as permanent dwellings for small or persecuted courts. When free-standing, a three-dot labyrinth conceals itself with five automatic successes, a four-dot labyrinth with seven. Three-dot labyrinths contain ten waypoints, while four-dot labyrinths contain fifteen.

CAER (CHANCEL •••••)

The most powerful chancels are known as caers, and may serve as reliable bases of operation for mighty raksha potentates, their courts, and the armies they will march into Creation with no warning. Free-standing caers conceal themselves from detection with ten automatic successes, and contain twenty waypoints.

NEW FREEHOLD TRAIT: THE BEACON

The Beacon is the center and focus of a freehold’s allure, created by embedding a Way Grace into the structure of one of a freehold’s waypoints with the Charm Forging the Beacon (see page 90). The Beacon is always highly visible—examples include a pale spire rising above the mists that shroud a mountain peak, a lighthouse at the edge of an enchanted island, a mysterious glow beneath the waters of a still lake, a bonfire atop a watchtower, or a great jewel-feathered bird the size of a manor house circling in the sky above a hidden glen. A freehold with a Beacon lures in the unwary, and produces easy paths by which they may walk into the hungry maws of the raksha dwelling within. The freehold gains a Way trait equal to the Way Grace used to create it.

Attuning to a Beacon requires an uninterrupted vigil consisting of six Attune Grace shaping actions and a one-mote commitment. Attuning thus erases any previous raksha’s attunement. A raksha attuned to a Beacon is the freehold’s seneschal. The attunement fails if someone drives the attuning character away or if the freehold receives any new visitors during the attunement—the character attuning to the Beacon must see that the freehold is desolate and forsaken, in need of fresh prey. One need not be the freehold’s master, nor acquire his consent, to become its seneschal.

A freehold with a Beacon radiates glamour into the region surrounding it. The Beacon is visible from waypoints up to (freehold’s rating x 2) journeys away in the Wyld, or (freehold’s rating x 5) miles in Creation. Creation-born characters who glimpse the Beacon are subjected to a social attack at the beginning of each day, with (the freehold’s Way trait + 5) automatic successes, directing them to journey to the freehold. Characters who succumb to this influence may automatically

see through any glamours that obscure the journeys leading to the freehold's Beacon, and will have no difficulties navigating to it.

The seneschal perceives the current strength of the freehold's reserves, and is reflexively aware at all times of the current Essence pool of all raksha residing in the freehold. He can also embody himself in the spatial structure of the freehold. This effect makes him aware of all Way-shaping within the freehold, allows him to use applicable Way defenses against shaping attacks made against the freehold's waypoints and lets him use applicable Way-shaping actions as if present in any of the freehold's waypoints.

Unlike creating an Arcane Redoubt, the process of creating a Beacon inflicts no particular negative effects on the bearer of the Way Grace used. The seneschal owns the Way Grace and can inflict the Curse of Forgetfulness on that raksha.

CHAPTER SIX: CHARMS

GOSSAMER

(pp. 148-149)

Gossamer is the physical substance of dream-stuff, whether drawn from mortal dreams or sheer Wyld potential. The raksha use it to fuel their magic, but also as a form of currency. Gossamer is a physical substance to the raksha, external to themselves; it is not an internalized trait such as Essence or Willpower. As such, there is no limit to the amount of gossamer a raksha may have at any time. Raksha may always access their stored stockpiles of gossamer regardless of where they are—so a raksha in Creation may freely weave the gossamer he has stored Elsewhere, even without using an Evocation to bring it into the world.

Raksha Charms do *not* require gossamer to affect the Creation-born.

GLAMOUR RESISTANCE

(p. 149)

Disregard all Glamour Resistance rules. Raksha Charms do not provoke Glamour Resistance.

MUTATIONS AND MUTATION POINTS

(pp. 150-152)

Raksha Charms no longer use the mutation point concept outlined at the front of the Charms chapter of **Graceful Wicked Masques**, and may not convert Charms with a gossamer cost into permanent mutations.

DICE CAPS

(p. 154)

Raksha may not use Charms to add more dice to a non-Shaping action than their Essence rating, or more dice to Shaping Actions than the relevant Grace.

COMBOS AND GLAMOUR COMBOS

(p. 154)

Raksha are able to construct Combos largely as the Exalted do...but have little need to. Raksha Combo experience point costs are based on a Charm's highest minimum Grace. If a

Charm has no Grace minimum, use its Essence minimum to determine cost instead. Fair Folk may Combo together Martial Arts and raksha Charms so long as the Combo makes sense.

However, raksha are also capable of creating *glamour Combos*. Glamour Combos are not purchased with experience; Fair Folk may enact them spontaneously by paying one Willpower, one gossamer to create any legal Combo they desire out of known raksha Charms. Martial Arts Charms may not be used to create Glamour Combos, though if the raksha desires, she may add one gossamer to the cost of a Martial Arts Combo she has paid experience for to enhance it with additional raksha Charms that are not normally part of the Combo.

UPDATED KEYWORDS

(p. 153)

Assumption: Charms no longer use the "Assumption" duration and are not tied to the activation of Assumption Charms. Assumption Charms may normally only be activated in the Wyld, but most other raksha Charms may be activated anywhere.

Glamour: Ignore the printed keyword. This keyword, accompanied by a value, indicates the number of points the Charm is worth for the purpose of constructing oneiromorphic spells. Certain Charms may only enhance inward-facing dreams or outward-facing glamours, and are noted as such.

Mutation: Ignore the printed keyword. This keyword, accompanied by a value, indicates the number of points the Charm is worth for the purpose of building adjurations and enhancing behemoths. Generally, this keyword indicates that a Charm lends its effect to those who have sworn themselves to an adjuration as a permanent benefit, or that a behemoth gains its effects as a permanent benefit. Charms with variable effects may contain clarifying notes.

Shaped-Only: Creation-born are considered to be shaped raksha for the purpose of learning and using these Charms, assuming they have some means of learning raksha Charms in the first place.

NEW KEYWORDS

Echo: The haunting songs of the Wyld carry different meanings for the ears of the Creation-born. Charms with this keyword are essentially two Charms in one, with two different faces: Dreaming and Waking. In general, a Charm's Dreaming aspect focuses on Shaping actions and dealing with the things of the Wyld, while its Waking aspect focuses on 'normal' actions and the denizens and things of Creation. Echo Charms in **Graceful Wicked Masques** generally detail their Dreaming aspect in their Charm rules block, and their Waking aspect as an Innate Power; the presented errata reflects this. A character who buys any Echo Charm gains both the Dreaming and Waking versions of the Charm at no additional cost.

Stance-type: This Charm is a shaping style Stance-type Charm. Characters cannot use more than one Stance-type Charm at a time. They must end one Stance-type Charm to use another.

GENERAL CHARMS

ALL THREE (GRACE) EXCELLENCIES

(p. 154)

Duration: Instant

UNASSAILABLE TOWER OF (SHAPING TRAIT)

(pp. 155-156)

Replace this Charm with the following:

NEW RAKSHA CHARM: UNASSAILABLE

TOWER OF GLAMOUR

Cost: —(1g); **Mins:** Heart 2, Essence 2; **Type:** Permanent

Keywords: Shaped-Only

Duration: Permanent

Prerequisite Charms: None

The Fair Folk are endless fonts of impossibility. They defy the limitations imposed by the Primordials' dull engine of causality, overcoming the world by expressing themselves without limitation. Characters who know this Charm may spend one gossamer at any time to convert all stunt dice on a single roll into automatic successes.

CHARMS OF THE MASK

ASSUMPTION CHARMS

(p. 156)

A raksha may simultaneously wear multiple Assumption Charms, but this does not render them Stackable, as they are technically separate Charms. Raksha who have multiple active Assumptions may not selectively choose which to manifest—she wears all her active forms at once. She is a sentient stain on a city, *and* a person strolling through it. A raksha made of fire and joy may not switch between being made of joy and being made of fire—she is a raksha made of fire and joy, at all times. Raksha who have taken an Assumption as a permanent Charm may still activate additional Assumptions, modifying their permanent body thereby. Thus, a raksha with a permanent Assumption of Fire Shape may also wear an Assumption of Water Shape or Assumption of Cerements and Bone, permitting her to one day appear as a raksha of steam, the next as a raksha of pyre-flame. She must always be a raksha wearing an Assumption of Fire to at least some degree, however—such is the price of becoming a permanent being of shape.

The Essence cost of Assumption Charms must be committed while they remain active, as normal. Raksha who do not wish to pay this onerous Essence burden may learn an Assumption as a permanent Charm with no associated Essence cost...but in doing so they irreversibly render themselves shaped beings, becoming that which the unshaped of the deep Wyld hate above all else. Raksha may learn no more than one Assumption as a permanent Charm.

ASSUMPTION OF (ELEMENT) SHAPE

(pp. 156-157)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (1), Mutation (1), Shaped-Only

Duration: Indefinite or Permanent

If the raksha already wears an active Assumption, the cost of this Charm becomes 3m, 1g. Assumption of (Element) Shape may be learned as a permanent Charm, but raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF BESTIAL VISAGE

(pp. 157-158)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (1), Mutation (1), Shaped-Only

Duration: Indefinite or Permanent

When the raksha raises her Essence, she may re-spend all mutation points granted by this Charm for the purpose of defining her animal features. If the raksha already wears an active Assumption, the cost of this Charm becomes 3m, 1g. Assumption of Bestial Visage may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF CEREMENTS AND BONE

(p. 158)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (1), Mutation (1), Shaped-Only

Duration: Indefinite or Permanent

If the raksha already wears an active Assumption, the cost of this Charm becomes 3m, 1g. Assumption of Cerements and Bone may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF DREAMS AND PASSION

(p. 158)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (1), Mutation (1), Shaped-Only, Stackable

Duration: Indefinite or Permanent

In addition to the listed benefits, the raksha gains a +1 MDV bonus to resist mental influence that does not align with his chosen emotional context. If the raksha already wears an active Assumption, the cost of this Charm becomes 3m, 1g. Assumption of Dreams and Passion may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF THE PERSON'S HEART

(pp. 158-159)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (1), Mutation (1), Shaped-Only, Shaping

Duration: Indefinite or Permanent

This Charm cannot target Creation-born with active Shaping defenses. If the raksha has taken this Charm as a permanent Charm and the person she has bound herself to dies or otherwise manages to render himself an invalid target for this Charm, the raksha may assign it to a new individual for a cost of one gossamer. She may only do this if she loses her current host; she may not otherwise change hosts at will. Unlike most Assumption Charms, this Charm may be activated in Creation; ignore the detailed Innate Power. Raksha may share the effects of currently active Charms that enhance themselves with their hosts, such as the benefits of an Assumption, or mutations gained through Fantastic Grotesquerie Shell.

If the raksha already wears an active Assumption, the cost of this Charm becomes 5m, 1g. Assumption of the Person's Heart may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF THE LAND'S HEART

(pp. 159-160)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (2), Mutation (2), Shaped-Only

Duration: Indefinite or Permanent

The raksha must pay (and commit) any costs associated with Charms he wishes to program into his Heart upon activating this Assumption. This does not require a Combo.

Unlike most Assumption Charms, this Charm may be activated in Creation; ignore the detailed Innate Power. If the raksha already wears an active Assumption, the cost of this Charm becomes 5m, 2g. Assumption of the Land's Heart may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF THE CITY'S HEART

(p. 160)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (4), Mutation (4), Shaped-Only

Duration: Indefinite or Permanent

Unlike most Assumption Charms, this Charm may be activated in Creation; ignore the detailed Innate Power. If the raksha already wears an active Assumption, the cost of this Charm becomes 7m, 4g. Assumption of the City's Heart may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF THE LIVING KINGDOM

(p. 160)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (6), Mutation (6), Shaped-Only

Duration: Indefinite or Permanent

Unlike most Assumption Charms, this Charm may be activated in Creation; ignore the detailed Innate Power. If the raksha already wears an active Assumption, the cost of this Charm becomes 10m, 6g. Assumption of the Living Kingdom may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

ASSUMPTION OF THE WYLD-TAINTED LAND

(p. 160)

Type: Reflexive or Permanent

Keywords: Assumption, Glamour (6), Mutation (6), Shaped-Only

Duration: Indefinite or Permanent

Unlike most Assumption Charms, this Charm may be activated in Creation; ignore the detailed Innate Power. If the raksha already wears an active Assumption, the cost of this Charm becomes 10m, 6g. Assumption of the Wyld-Tainted Land may be learned as a permanent Charm, but Raksha who learn it in this fashion are permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

NEW RAKSHA CHARM: TERRIBLE

WONDERLAND INFLICTION

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Assumption of the Wyld-Tainted Land

Drawing upon the rising power of her Essence, the raksha becomes a torrent of Wyld potential, bringing the enlightening madness of Rakshastan into stale and staid Creation. This Charm permanently enhances its prerequisite, allowing the raksha to transform the affected region of Creation into a Bordermarch rather than a tainted land. A second purchase of this Charm at Essence 5+ permits the infliction of Middlemarches, while a third purchase at Essence 6+ permits Creation to be plunged into the febrile instability of the Deep Wyld. A fourth and final purchase at Essence 10 allows Pure Chaos to be brought into the midst of Creation.

NEW RAKSHA CHARM: REIGN

OF THE WYLD EMPIRE

Cost: —; **Mins:** Essence 7; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Assumption of the Living Kingdom, Assumption of the Wyld-Tainted Land

This Charm permanently upgrades Assumption of the Wyld-Tainted Land, expanding the size of the area it afflicts to be equal to that of Assumption of the Living Kingdom.

MAD GOD MIEN

(pp. 160-161)

Keywords: Glamour (1), Shaped-only

Replace the text of the Charm with the following:

This Charm blurs the line between Creation and the Wyld, between reality and dream. Mad God Mien inflicts a -1 external penalty on all attempts by the Creation-born to use Shaping effects upon the raksha, not including shaping actions produced by the Graces. The raksha is also considered a being outside of fate, although this Charm fails in the face of Charms or other magic designed to force beings outside of fate back within its confines.

Oneiromancy Benefit: Spells with this Charm incorporated into them are immune to destruction by countermagic.

ELEMENTAL INFLUENCE CHARMS

(p. 161)

The character must have an element-appropriate Assumption of (Element) Shape Charm active to use Elemental Influence Charms, unless otherwise noted.

SOVEREIGN ELEMENT SHAPE

(pp. 161-162)

Cost: 1m per die;

Type: Reflexive (Step 1 for attack, Step 2 for defense)

Keywords: Combo-OK, Glamour (3), Merged, Shaped-Only

Duration: Instant

Replace the text of this Charm with the following:

The raksha can draw upon the elements of Creation in conjunction with the inherent properties of raksha narrative magic. She may spend one mote per die to enhance any non-Shaping action taken by herself or anyone she may directly perceive. The raksha must be able to define how she is using the appropriate element to assist her, and may not add more than (Essence) dice.

Oneiromantic benefit: An outward-facing glamour incorporating this Charm adds three dice to all instances of a predefined sort of action within its range of effect. This benefit counts as dice added by a Charm.

Merged: Elegant Muse Attitude, King of Beasts Method, Subtle Wraith Arts

ELEMENT-WEAVING STYLE

(p. 162)

Cost: —(2m); **Type:** Permanent

Keywords: Merged, Obvious, Shaped-Only

Duration: Permanent

Replace the text of this Charm with the following:

This Charm ingratiate the raksha's chosen form with the elemental architecture across which all of Creation is draped. The raksha's deceptive shape is so cunningly designed to emulate the elemental form that the element that has been copied responds to the raksha's will. She may "sculpt" the element with which she is aligned as if it were clay using a standard Craft roll, paying two motes per Crafting roll to do so. Sculpted air, fire or water gains a solid form that will hold its shape for one lunar cycle. Wood and Earth may be worked without tools with no penalty; the presence of such tools adds two dice to all crafting efforts (these count as dice added by a Charm). This Charm

also allows a raksha to modify the appearance of an elemental of the appropriate element, sculpting its features with her bare hands. Objects owned by Creation-born with higher Essence than the raksha cannot be sculpted without the owner's consent, nor may cold iron. With Essence 4+, sculpted air, fire and water may retain their new shape indefinitely.

Merged: Emotion-Weaving Style

ELEMENTAL EVOCATION

(pp. 162-163)

Keywords: Evocation, Merged, Shaped-Only

Merged: Bestial Evocation, Emotional Evocation, Ossuary Evocation

WORLD-ANGERING ELEMENTAL MASTERY

(p. 163)

Cost: 3m

Keywords: Combo-OK, Glamour (3), Merged, Obvious, Shaped-Only, Shaping

Duration: Instant

Replace the text of this Charm with the following:

The raksha reaches out with her stolen elemental form, turning the very foundations of Creation against their inhabitants. By activating this power, she may inflict an internal environmental penalty equal to her Essence against a single action she witnesses. The raksha's player must be able to define how the element she has assumed is able to impose the penalty under the circumstances at hand.

At Essence 4+ the raksha may activate this Charm for a cost of five motes, making the leveled penalty external rather than internal.

Oneiromantic Benefit: An outward-facing glamour enhanced with this Charm may inflict an internal penalty on a particular sort of predefined action within its range of effect.

Merged: Unwanted Obsession Provocation Technique, World-Angering Bestial Mastery, World-Darkening Grave Shadow

TEETH OF THE WORLD

(p. 163)

Cost: 5m or 5m, 1g; **Type:** Simple

Keywords: Merged, Obvious, Shaped-Only

Duration: Instant

Replace the text of this Charm with the following:

The raksha's elemental disguise nears perfection. She is now so fully attuned to the element she has assumed that she can call upon it to attack her enemies in Creation. This Charm may be used in a varying fashion, based on which elemental Assumptions the raksha is wearing. These attacks are considered environmental hazards and fail to harm characters protected from such threats. They normally cost five motes if there is a sufficient quantity of the appropriate element present to manipulate. If an insufficient quantity is present, the raksha may conjure up the element by adding one gossamer to the Charm's cost.

Air: The raksha directs howling winds, lightning bolts, or freezing hail to slay an opponent. She makes a (Dexterity + [Archery or Survival]) attack, targeted at a character she can perceive within 100 yards of either herself or an air-based environmental hazard; this attack is undodgeable, with a base dam-

age of 5L. If no appropriate hazard is present, the raksha may pay one gossamer to create and hurl lightning at an opponent within 100 yards.

Earth: The Charm may be used in one of two ways. First, the raksha may cause the earth to shake. All characters standing on the ground within 30 yards must roll (Dexterity + Athletics) against a difficulty of the raksha's Essence or be knocked prone. Alternately, the raksha may tear stones from the ground and hurl them at characters within 100 yards. These attacks are made with (Dexterity + [Martial Arts or Survival]) and are unblockable, with a base damage of 8B. If the raksha is not within five yards of the ground, she may conjure stone and hurl it for a one gossamer surcharge.

Fire: The raksha may strike at any character she may perceive within 100 yards of a significant degree of flame. This attack uses a pool of ([Dexterity or Wits] + [Archery or Craft]), with a base damage of 10L. If sufficient fire is not available, she may conjure it in order to attack a target within 100 yards for a one gossamer surcharge.

Water: The raksha may cause the ocean, a river, a lake, or any similarly large quantity of water to rise up against his enemy as a crushing wave. The target must be within 20 yards of the water. This attack is unblockable or undodgeable at the raksha's discretion, uses an attack pool of (Stamina + [Thrown or Sail]) with a base damage of 0B, and automatically inflicts 10 yards of knockback and knockdown if it strikes. If there is no sufficient quantity of water present, the raksha may spend one gossamer to conjure a wave with which to strike at a target within 100 yards.

Wood: The raksha can turn a whole forest against her adversary. The target must be within 30 yards of a tree or other large plant. This attack is made with the raksha's (Strength + [Martial Arts or Survival]), has a base damage of 5B, and acts as a successful Blockade Movement action if it strikes, preventing the target from moving in any direction until the raksha's DV refreshes. If no suitable foliage is in range, the raksha may summon plants to attack a target within 100 yards for a one gossamer surcharge.

Merged: Thousand Gnawing Fangs

ELEMENTAL TRANSFORMATION

(p. 164)

Cost: 6m, 1wp; **Type:** Simple

Keywords: Combo-OK, Glamour (2), Merged, Obvious, Shaped-Only

Duration: Indefinite

Replace the text of this Charm with the following:

Some raksha are accomplished shapeshifters, though their skills are inferior to the Lunar Exalted (at least while in Creation). Activating this Charm allows the raksha to disguise herself as an elemental corresponding to an element she has as an active Assumption. The raksha defines her precise elemental appearance anew each time she activates this Charm. The raksha gains (Essence + 3) points of mutations with which to garnish this form. Contact with cold iron dispels this Charm instantly.

This disguise is perfect in the eyes of all characters with an Occult rating less than 4; if given cause to suspect the raksha is not what she seems, characters with sufficiently high Occult

may make a (Perception + Occult) roll at a difficulty of the raksha's Heart in order to identify her for what she is.

Oneiromantic Benefit: This Charm may only be incorporated into inward-facing dreams.

Merged: Bestial Transformation, Spectral Transformation

MERCURIAL ELEMENT SHAPE

(p. 164)

Cost: 3m per die, 1wp, 1g; **Mins:** Essence 4;

Type: Reflexive (Step 1 for attack, Step 2 for defense)

Keywords: Merged, Obvious, Shaped-Only, Stackable

Duration: One scene

Replace the text of this Charm with the following:

The raksha's control over his elemental form is such that he can reflexively alter it as needed to achieve his goals. For each three motes committed to Mercurial Elemental Shape, the raksha may add one die to all rolls to facilitate a certain sort of action. The raksha's player must define what sort of change is made to acquire this bonus. He might surround himself with a swirling column of air to aid in jumping or movement, or develop stretchable watery limbs to facilitate a Larceny roll. He might become able to pass through underbrush without disturbing it to sneak up on his targets. The effect lasts as long as the raksha commits Essence to this Charm, but may only apply to one specific sort of action (Melee-based attack rolls, Survival rolls to track prey, Dodge attempts, and so on) with the breadth of a specialty. This Charm may be activated multiple times in order to facilitate different sorts of simultaneous enhanced activity. Being touched by cold iron causes this Charm to terminate itself.

Merged: Mercurial Beast Shape, Mercurial Ghost Shape, Mercurial Passion Shape

BESTIAL VISAGE CHARMS

(p. 164)

The character must have the Assumption of Bestial Visage Charm active to use Bestial Visage Charms, unless otherwise noted.

KING OF BEASTS METHOD

(p. 164)

Cost: 1m per die;

Type: Reflexive (Step 1 for attack, Step 2 for defense)

Keywords: Combo-OK, Glamour (3), Merged, Shaped-Only

Duration: Instant

This Charm functions as Sovereign Element Shape, save that the raksha must describe the bestowed advantages in the context of the beast his Assumption of Bestial Visage is based on.

Merged: Elegant Muse Attitude, Sovereign Element Shape, Subtle Wraith Arts

NEW RAKSHA CHARM: BESTIAL EVOCATION

Cost: 10m, 1g; **Mins:** Essence 2; **Type:** Simple (Speed 3)

Keywords: Evocation, Merged, Shaped-Only

Duration: Instant

Prerequisite Charms: King of Beasts Method

This Charm functions as per Elemental Evocation (see *Graceful Wicked Masques*, pp. 162-163), except that the summoned possession, rather than having an elemental as-

pect, instead carries a bestial one. For example, conjured armor might be decorated with wolf pelts or braced with antlers, or a summoned dagger might take the form of a tyrant lizard's fang affixed to a bone hilt.

Merged: Elemental Evocation, Emotional Evocation, Ossuary Evocation

BESTIAL TRANSFORMATION

(pp. 164-165)

Cost: 6m, 1wp; **Type:** Simple

Keywords: Combo-OK, Glamour (2 or 3), Merged, Obvious, Shaped-Only

Duration: Indefinite

This Charm functions as Elemental Transformation, save that the raksha disguises himself as the animal his Bestial Visage is based on, rather than as an elemental. He may speak in any language he knows while wearing this form. He also gains the permanent ability to communicate with animals of the type his Bestial Visage is based on. Survival replaces Occult as the Ability needed to pierce the raksha's disguise.

Oneiromancy Benefit: This Charm may be incorporated into inward-facing dreams for two points, or outward-facing glammers for three points. Outward-facing glammers transform characters who undertake a certain sort of action specified during the creation of the spell into animals for one day per dot of the lorekeeper's Essence.

Merged: Elemental Transformation, Spectral Transformation

MERCURIAL BEAST SHAPE

(p. 165)

Cost: 3m per die, 1wp, 1g; **Mins:** Essence 4;

Type: Reflexive (Step 1 for attack, Step 2 for defense)

Keywords: Merged, Obvious, Shaped-Only, Stackable

Duration: One scene

This Charm functions as Mercurial Element Shape, save that the raksha must describe the bestowed advantages in the context of the beast his Assumption of Bestial Visage is based on.

Merged: Mercurial Element Shape, Mercurial Ghost Shape, Mercurial Passion Shape

WORLD-ANGERING BESTIAL MASTERY

(pp. 165-166)

Cost: 3m

Keywords: Combo-OK, Glamour (3), Merged, Obvious, Shaped-Only, Shaping

Duration: Instant

This Charm functions as World-Angering Elemental Mastery, save that the raksha must describe how some animal in the vicinity disrupts the planned action.

Merged: Unwanted Obsession Provocation Technique, World-Angering Elemental Mastery, World-Darkening Grave Shadow

THOUSAND GNAWING FANGS

(p. 166)

Cost: 5m; **Type:** Simple

Keywords: Merged, Obvious, Shaped-Only

Duration: Instant

Replace the text of this Charm with the following:

The raksha is now nearly one with Creation's animal kingdom. She is so fully attuned to Creation's animal life that she can call upon it to attack her enemies. She may create an environmental hazard in the form of a wild animal attack, whether wild dogs or plague of rats or swarm of killer bees. Regardless of the form these conjurations take, the raksha targets an area (Essence x 3) yards in diameter within 100 yards with one-time environmental hazard (Damage [Essence + 2]L, Trauma 3). Creation-born may substitute their Parry or Dodge DV in automatic successes in place of a Resistance roll to overcome the attack's Trauma, if desired.

Merged: Teeth of the World

EMOTIONAL INFLUENCE CHARMS

(p. 166)

The character must have the Assumption of Dreams and Passion Charm active to use Emotional Influence Charms, unless otherwise noted.

ELEGANT MUSE ATTITUDE

(pp. 166-167)

Cost: 1m per die;

Type: Reflexive (Step 1 for attack, Step 2 for defense)

Keywords: Combo-OK, Glamour (3), Merged, Shaped-Only

Duration: Instant

This Charm functions as Sovereign Element Shape, save that the enhanced action must be consistent with the emotion or belief she has assumed.

Merged: King of Beasts Method, Sovereign Element Shape, Subtle Wraith Arts

EMOTION-WEAVING STYLE

(p. 167)

Cost: 5m, 1wp, 1g;

Type: Simple (Speed 6 in long ticks, DV -3)

Keywords: Combo-OK, Emotion, Glamour (3), Merged, Shaped-Only, Social

Duration: Instant

Replace the text of the Charm with the following:

Having become the personification of an emotion, the raksha can now forcefully instill that emotion into the very souls of those pitiful mortals who cross his path. The raksha's player rolls (Manipulation + Presence) against a mortal target's MDV. If successful, he may redefine the target's Motivation to his liking. This altered Motivation reverts to normal after one story. This unnatural mental influence may be resisted by spending two points of Willpower in the Wyld, or one in Creation. Characters with cold iron touching their skin are immune to Emotion-Weaving Style.

If the raksha has Assumption of Cerements and Bone active, he may also redefine the Motivation of ghosts. With Essence 5+ the raksha may alter the Motivation any unExalted human. Essence 7+ permits the Motivations of spirits to be rewritten.

Oneiromantic Benefit: This Charm may be incorporated into outward-facing glammers, causing mortals to adopt a certain motivation decided upon at the time of the spell's creation if they take a certain action specified at the time of the spell's creation.

Merged: Element-Weaving Style

EMOTIONAL EVOCATION

(p. 167)

Keywords: Evocation, Merged, Shaped-Only

Merged: Bestial Evocation, Elemental Evocation, Ossuary Evocation

UNWANTED OBSESSION

PROVOCATION TECHNIQUE

(p. 167)

Cost: 3m

Keywords: Glamour (3), Merged, Shaped-Only, Shaping

Duration: Instant or One scene

This Charm functions as World-Angering Elemental Mastery, save that the raksha must describe how the emotion the character has assumed can logically result in the penalty to be inflicted. If the raksha has used Assumption of Dreams and Passion to disguise himself as another, this Charm instead lasts for one scene and inflicts an internal penalty on all rolls to penetrate the raksha's disguise.

Merged: World-Angering Bestial Mastery, World-Angering Elemental Mastery, World-Darkening Grave Shadow

ESSENCE-DISROBING PASSION

(pp. 167-168)

Cost: 2m, 1g; **Type:** Simple (Speed 5 long ticks, DV -1)

Keywords: Combo-OK, Emotion, Shaped-Only, Shaping, Social

Duration: Instant

Replace the text of this Charm with the following:

As the raksha focuses the intensity of the emotion or belief she symbolizes onto a single target, she finds she can direct that intensity past her target's mind and soul into the very Essence pattern that defines him. She must roll (Manipulation + Presence) against her target's Dodge MDV. If successful, the target loses motes of Essence equal to the raksha's Essence plus her threshold successes on the attack as a Shaping effect. Additionally, the target suffers a -1 internal penalty on all actions for the rest of the scene as the emotion the raksha represents overwhelms him. This unnatural mental influence may be resisted by spending two points of Willpower.

NEW RAKSHA CHARM: MERCURIAL

PASSION SHAPE

Cost: 3m per die, 1wp, 1g; **Mins:** Essence 4; **Type:** Reflexive (Step 1 for attack, Step 2 for defense)

Keywords: Merged, Obvious, Shaped-Only, Stackable

Duration: One scene

Prerequisite Charms: Elegant Muse Attitude, Essence-Disrobing Passion

This Charm duplicates Mercurial Element Shape, save that the enhanced action must be consistent with the emotion or belief she has assumed.

Merged: Mercurial Beast Shape, Mercurial Element Shape, Mercurial Ghost Shape

NEW RAKSHA CHARMS:

OSSUARY CHARMS

The raksha must have Assumption of Cerements and Bone (see page 99 and *Graceful Wicked Masques* page 158) active to use Ossuary Charms, unless otherwise noted.

NEW RAKSHA CHARM: SUBTLE WRAITH ARTS

Cost: 1m per die; **Mins:** Essence 1;

Type: Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK, Glamour (3), Merged, Shaped-Only

Duration: Instant

Prerequisite Charms: Assumption of Cerements and Bone

This Charm functions as Sovereign Element Shape, save that the raksha must describe how some ghostly phenomena assists the enhanced action—flitting shadows might help hide the raksha during a Stealth roll, the chill of the grave could assist in resisting damage from a bonfire, or a shroud of fluttering cobwebs might spoil an opponent's aim, enhancing the raksha's DV.

Merged: Elegant Muse Attitude, King of Beasts Method, Sovereign Element Shape

NEW RAKSHA CHARM: OSSUARY EVOCATION

Cost: 10m, 1g; **Mins:** Essence 2; **Type:** Simple (Speed 3)

Keywords: Evocation, Merged, Shaped-Only

Duration: Instant

Prerequisite Charms: Subtle Wraith Arts

This Charm functions as per Elemental Evocation (see *Graceful Wicked Masques*, pp. 162-163), except that the summoned possession, rather than having an elemental aspect, instead carries a deathly one. For example, conjured armor might be decorated with skulls and fluttering cerecloth, or a summoned chair might be made of pale reeds and adorned with bones.

Merged: Bestial Evocation, Elemental Evocation, Emotional Evocation

NEW RAKSHA CHARM: WORLD-

DARKENING GRAVE SHADOW

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive

Keywords: Glamour (3), Merged, Shaped-Only, Shaping

Duration: Instant

Prerequisite Charms: Assumption of Cerements and Bone

This Charm functions as World-Angering Elemental Mastery, save that the raksha must describe how ghostly phenomena manifest to inflict the penalty (eerie screams startling a character to spoil her aim, or bloody footprints spoiling her Survival attempt to cover her tracks, for example).

Merged: Unwanted Obsession Provocation Technique, World-Angering Bestial Mastery, World-Angering Elemental Mastery

NEW RAKSHA CHARM: SPECTRAL

TRANSFORMATION

Cost: 6m, 1wp; **Mins:** Essence 2; **Type:** Simple

Keywords: Combo-OK, Glamour (2), Merged, Obvious, Shaped-Only

Duration: Indefinite

Prerequisite Charms: Assumption of Cerements and Bone

This Charm functions as Elemental Transformation, save that the raksha disguises herself as a ghost rather than an elemental.

Merged: Bestial Transformation, Elemental Transformation

NEW RAKSHA CHARM: MERCURIAL GHOST SHAPE

Cost: 3m per die, 1wp, 1g; **Mins:** Essence 4;
Type: Reflexive (Step 1 for attack, Step 2 for defense)
Keywords: Merged, Obvious, Shaped-Only, Stackable
Duration: One scene

Prerequisite Charms: Spectral Transformation, Subtle Wraith Arts

This Charm duplicates Mercurial Element Shape, save that the raksha's player must define the granted benefit in the context of ghostly phenomena.

Merged: Mercurial Beast Shape, Mercurial Element Shape, Mercurial Passion Shape

NEW RAKSHA CHARM: EPHEMERAL PASSAGE

Cost: 5m, 1g; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Obvious
Duration: Instant

Prerequisite Charms: Spectral Transformation

Suffusing her body with plasmic glamour, the raksha momentarily takes on the consistency of gauzy mist. This allows her to step through a non-airtight barrier no more than (Essence) yards thick, though she may pass through the barrier no faster than half her Move rate, rounded up. The raksha must navigate herself carefully through a stationary obstacle to avoid tearing her body in a harmful fashion, and so this Charm is not useful to evade attacks or Blockade Movement actions.

CHARMS OF THE HEART

NAME CHARMS

IMPOSITION OF LAW

(p. 168)

Cost: 10m, 1wp

Keywords: Combo-OK, Glamour (3), Mutation (3), Native, Shaped-Only

Duration: One day

Activating this Charm grants the raksha the benefits of the described Innate Power. If she learns multiple iterations of this Charm, she may activate all of them at once for a flat cost of 10m, 1wp. Used as a defense, this Charm's vulnerability to stunts and Charms is considered a unique Flaw of Invulnerability.

Oneiromantic Benefit: This Charm may only enhance an inward-facing dream with regard to one particular roll.

Mutation benefit: The adjuration or behemoth gains the effects of this Charm as a permanent benefit enhancing one particular roll.

BASTION OF THE SELF (GRACE)

(pp. 168-169)

Cost: —; **Mins:** Ability 2, Essence 2; **Type:** Permanent

Keywords: Mutation (4), Native, Shaped-Only

Duration: Permanent

This Charm has no activation cost, but instead functions to permanently fortify the raksha against the threats of the world and his own kind.

Bastion of the Self (Ring) grants immunity to nonmagical Compulsion effects. Excellency-enhanced social attacks are considered magical.

Bastion of the Self (Staff) grants immunity to nonmagical Emotion effects. Excellency-enhanced social attacks are considered magical.

Bastion of the Self (Sword and Heart) may have their immunity pierced by stunt-enhanced actions.

Mutation benefit: The adjuration or behemoth gains the effects of one version of this Charm as a permanent benefit.

BEDLAM-INFLUENCING CHARMS

SPECTACULAR INSANITY

(pp. 169-170)

Cost: —; **Type:** Permanent

Keywords: Mutation (1)

Duration: Permanent

This Charm's described benefit is always available when the raksha first enters bedlam.

AMBROSIAL ASCENSION

(p. 170)

Cost: —; **Type:** Permanent

Keywords: Compulsion, Mutation (1)

Duration: Permanent

Replace the text of the Charm with the following:

Those Fair Folk who have learned this Charm filter the chaotic energies invoked by bedlam through the lens of their Compassion. Characters are forbidden to impede or attack the raksha when she is in bedlam unless she first acts upon them during the scene in a hostile manner (by making a social attack, a physical attack, threatening one of their Intimacies, or something similar). This unnatural mental influence costs two Willpower to ignore for the rest of the scene.

BEDLAM MASTERWORKS

(p. 170)

Cost: —; **Type:** Permanent

Keywords: Mutation (1)

Duration: Permanent

The raksha may employ the Charm's described Innate Power whenever she emerges from bedlam at no cost.

DRIVEN MADNESS

(p. 170)

Cost: —; **Type:** Permanent

Keywords: Mutation (1)

Duration: Permanent

The raksha may enjoy the benefits of the Charm's described Innate Power whenever she is in bedlam at no cost.

RAGING VORTEX FORM

(p. 170)

Cost: —; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

The raksha may enjoy the benefits of the Charm's described Innate Power whenever she is in bedlam at no cost.

SERENITY CHARMS

ASSERTION OF A GREATER VISION (DREAMING)

(p. 171)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

ASSERTION OF A GREATER VISION (WAKING)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Social

The raksha roots herself in the momentary certainty of her own existence, refusing to let the assertions of others overwrite her sense of self. This Charm removes the unblockable and undodgeable qualities from a social attack—the raksha may assert her Parry and Dodge MDVs even in the face of effects that would otherwise deny her the opportunity to do so.

SAPPHIRE EMPTINESS KATA (DREAMING)

(p. 171)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

SAPPHIRE EMPTINESS KATA (WAKING)

Cost: 4m, 1wp; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Social

Briefly drawing her Virtues into the adamantine shell of her Heart, the raksha's mind becomes a still pond upon which no ripples may be found or created. This Charm perfectly protects the raksha from a single Emotion effect.

HOWLING DREAM CONSUMPTION

PRANA (DREAMING)

(pp. 171-172)

Keywords: Combo-Basic, Echo, Shaping

Duration: One tale

HOWLING DREAM CONSUMPTION

PRANA (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo

Duration: Permanent

The Fair Folk believe they understand the value the Creation-born place upon those ties that bind one heart to another—they are useful and delicious, after all. The raksha may reflexively consume any Intimacy she has retained for at least one full story or tale, converting it into one point of Willpower and one point of gossamer.

RECOGNITION OF HIDDEN

POSSIBILITIES (DREAMING)

(p. 172)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

RECOGNITION OF HIDDEN

POSSIBILITIES (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Social

Duration: Permanent

Creation is a strange place, unknown but not unknowable. Those Fair Folk who have dined on the world know it best. Whenever exposed to a statement made or written by an individual whose soul the raksha has fed on, the raksha automatically knows the motivation behind the statement as though she had successfully examined it using the Solar Charm Sagacious Reading of Intent (see **Exalted**, p. 233); unlike Sagacious Reading of Intent, Recognition of Hidden Possibilities provides no protection from scrutinized statements, only deeper understanding of their intent. Valid targets of this Charm are any character the raksha has successfully used a Feeding Charm on that causes permanent trait loss, such as Ravishing the Created Form or Soul-Consuming Hunger, but not Heart-Stealing Kiss or Banquet of Crumbs.

WRITHING EGO INVASION (DREAMING)

(p. 172)

Type: Reflexive (Step 7)

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

WRITHING EGO INVASION (WAKING)

Cost: 5m, 1g; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Echo, Obvious

Duration: Instant

Desperately shrouding her form in a sudden weave of glamour, the raksha may channel damage inflicted upon her body into the cold congeries of Essence and fiction that passes for her mind and soul. This Charm causes an attack to inflict no damage to the raksha's health track; instead, for each two levels of damage (or fraction thereof) that would have been inflicted, the raksha loses one point of Willpower or one Intimacy she has retained for at least one tale or one story, at the raksha's player's discretion. Writhing Ego Invasion has no effect on attacks made with cold iron, and cannot be activated if the raksha has no valid Intimacies to lose, even if she has Willpower to spare.

SWALLOWED GRACE DEFENSE (DREAMING)

(pp. 172-173)

Type: Reflexive (Step 7)

Keywords: Combo-OK, Echo, Shaping

SWALLOWED GRACE DEFENSE (WAKING)

Cost: 4m, 1wp; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Social

Drawing his Graces behind the shield of his Heart, the raksha closes himself to all possibilities that are not himself. Unable to interface with the world, he protects himself from becoming its pawn. This Charm perfectly protects the raksha from one Compulsion or Servitude effect.

PYRE OF DREAMS DEFENSE (DREAMING)

(p. 173)

Type: Reflexive (Step 7)

Keywords: Combo-OK, Echo, Shaping

PYRE OF DREAMS DEFENSE (WAKING)

Cost: 4m, 1wp; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Social

Casting the dreams of worlds that might be upon the flame that burns in the nonexistent heart of Nirguna, the raksha briefly affirms that he is that which he is, and not that which he might be. This Charm perfectly protects the raksha from one Illusion effect.

ADAPTATION TO ADVERSITY (DREAMING)

(p. 173)

Cost: 1m per two soak; **Type:** Reflexive

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

Replace the text of the Charm with the following:

Layering himself in broken dreams, the raksha shields himself from the nightmares of others. This Charm may only be activated while the raksha is wearing shaping armor, and enhances the soak provided by that armor by two points per mote invested, to a maximum investment of the character's Heart.

ADAPTATION TO ADVERSITY (WAKING)

Cost: 5m, 3g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Glamour (3), Mutation (2), Obvious

Duration: One scene

In their native environment the raksha routinely lounge about in lakes of bright fire, tame world-sized sandstorms to impress friends and lovers, and crush themselves beneath mountains to prove obscure philosophical points. It always faintly surprises them that Creation is so unforgiving of such minor indulgences, but no matter—they have learned to adapt. This Charm permits the raksha to reach out and snatch at an environmental hazard, deftly weaving it into a protective shawl of glamour that he may drape about his body. Doing so provides immunity to that one particular environmental hazard for the Charm's duration. This Charm terminates itself if the raksha comes into physical contact with cold iron while it is active.

Oneiromantic benefit: Incorporated into an oneiromantic spell, this Charm provides immunity to one pre-selected form of environmental hazard. Inward-facing dreams protect their possessor, while outward-facing glammers protect everyone within an area.

Mutation benefit: One adjuration or behemoth gains immunity to a specific form of environmental hazard.

IMPOSSIBLE ADAMANT DEFENSE (DREAMING)

(p. 173)

Keywords: Combo-OK, Echo, Shaping

IMPOSSIBLE ADAMANT DEFENSE (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Native, Social

Duration: Permanent

The Fair Folk are nothing without their dreams. This Charm helps a character hold fast to her dreams in the face of temptation, fortifying one of her Intimacies of the player's choice. This Intimacy must be to a dream or an ambition—something the raksha hopes to make of herself, or of the world, or of her fellows. All mental influence which would cause the raksha to abandon or betray this dream is treated as an unacceptable order. If the raksha voluntarily abandons the Intimacy or it becomes obsolete, she may select a new Intimacy to render inviolate at the beginning of the next story. Her player may also shift the focus of this Charm to a new Intimacy at any time by spending one experience point.

CHARMS OF THE CUP

CUP COMBAT CHARMS

HEART-CUTTING STYLE (DREAMING)

(p. 173)

Cost: 1m; **Type:** Supplemental

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

This Charm must be activated upon declaring a Cup or Staff-shaping attack, not upon successfully striking with it.

HEART-CUTTING STYLE (WAKING)

Cost: 5m; **Type:** Reflexive

Keywords: Combo-OK, Echo

Duration: One scene

The raksha's beauty may cut to the very core of a single heart. With regard to one individual chosen at the time of this Charm's activation, the raksha ignores the cap on the MDV penalty she imposes in social combat for having a higher Appearance than the person with whom she is interacting (see "Relative Appearance" on p. 172 of *Exalted*). At Essence 5+ the raksha gains the option to pay 7m, 1g to remove her Appearance cap with regard to all individuals who behold her.

UNTOUCHABLE PERFORMER

TECHNIQUE (DREAMING)

(pp. 173-174)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

UNTOUCHABLE PERFORMER

TECHNIQUE (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Glamour (1 or 3), Mutation (1), Shaping

Duration: Permanent

Any unnatural mental influence used within one mile of the raksha which would cause an individual to attack the faerie or regard her with hostility, anger or hatred automatically fails. Natural influence which attempts to provoke such emotions or actions toward the raksha suffers a -1 external penalty. Characters with appropriate Shaping defenses or with cold iron touching their skin may attempt to inflict mental influence within this Charm's range as normal.

Oneiromantic Benefit: Incorporated into an inward-facing dream, this Charm costs one point. Incorporated into an out-

ward-facing glamour, this Charm costs three points and prevents conspiracies and hostility from being generated toward the oneiromantic spell itself. For example, a spell that takes the form of a singing stone would prevent nearby mortals from enticing their fellows to take up the suspicious faerie wonder and cast it into a nearby river so that it might trouble them no more.

DISSONANCE OF PRINCIPLES (DREAMING)

(p. 174)

Cost: 1m per die

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

DISSONANCE OF PRINCIPLES (WAKING)

Cost: 2m, 1g

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

The raksha tangles the thoughts and actions of her enemies, twisting all paths between their words and their goals so that they are nigh-impossible to navigate. This Charm may be activated to supplement a physical, social, or Cup-shaping attack. If successful, it inflicts an internal penalty equal to the raksha's Essence on all of the target's social attacks for the next day. With Cup 4+, Essence 4+ this penalty endures for one week, while Cup 6+, Essence 6+ causes the malediction to persist for one story.

THOUSAND TINY HOOKS

TECHNIQUE (DREAMING)

(pp. 174-175)

Cost: 3m

Keywords: Combo-OK, Echo, Shaping

Duration: One shaping action

THOUSAND TINY HOOKS TECHNIQUE (WAKING)

Cost: 3m; **Type:** Simple (Speed 5 long ticks, DV -2)

Keywords: Combo-OK, Compulsion, Echo, Glamour (9), Social

Duration: Instant

The raksha can entangle a target in a web of confusion, distracting him from the danger the faerie's honeyed words represent. The raksha's player must roll (Manipulation + Presence) against the target's Dodge MDV. If the social attack is successful, all of the raksha's social attacks against that target become undodgeable for the rest of the scene. The target's inability to apply his Dodge MDV is a form of unnatural Compulsion costing five Willpower to resist. With Cup 5+, Essence 5+ the raksha may pay six motes to utilize this Charm as a Performance attack.

Oneiromantic Benefit: Incorporated into an outward-facing glamour, this Charm applies itself against all characters within range of the spell, potentially rendering them vulnerable to the social attacks of its possessor.

SWIFT WINGS OF SONG (DREAMING)

(p. 175)

Cost: 3m

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

SWIFT WINGS OF SONG (WAKING)

Cost: 3m

Keywords: Combo-OK, Echo, Glamour (3), Mutation (1), Obvious

Duration: Instant

The raksha hurls herself into a confrontation, accompanied by a phantasmal flourish of music. The character adds her Cup rating in automatic successes to her Join Battle roll. With Essence 3+ this Charm may also be used to Join Debate and Join War.

Oneiromantic Benefit: This Charm may only be incorporated into inward-facing dreams.

FURIOUS MAELSTROM CRAFT (DREAMING)

(p. 175)

Cost: 5m, 1wp; **Type:** Simple

Keywords: Combo-OK, Echo, Shaping

FURIOUS MAELSTROM CRAFT (WAKING)

Cost: 5m, 1wp

Keywords: Combo-OK, Echo, Obvious

As a practical matter, it is very difficult to engage multiple targets in social combat simultaneously unless all the parties involved are discussing the same subject. The Fair Folk laugh at this limitation. This Charm creates a flurry of up to the raksha's Cup rating in single-target social attacks, each of which must be directed at a different target and covering a different topic; thus, she might simultaneously ask one person to submit to ravishing, another if he is willing to sell his daughter into slavery and a third if he would be willing to trade all of his worldly goods for a bowl of cold, foul-tasting soup. Each social attack is made at the raksha's full dice pool, with a total DV penalty equal to the highest for any one attack in the flurry.

SUBVERSION AND TRANSFORMATION

ARTIFICE (DREAMING)

(p. 175)

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

SUBVERSION AND TRANSFORMATION

ARTIFICE (WAKING)

Cost: 1g; **Type:** Reflexive

Keywords: Echo, Glamour (3), Shaping, Touch

Duration: One story

The raksha brings the blessings of the Wyld to the pale and repetitive forms of life in Creation. By laying his hand upon a mundane animal, the raksha may infuse it with the stuff of

dreams, twisting its body into a form more to his liking. The animal gains (Cup x 3) points of mutations of the raksha's choosing, which persist for the remainder of the story. This Charm may not be used on any mundane animal owned by an Essence-user without the owner's consent. With Essence 4+ the mutations bestowed by this Charm may be rendered permanent, at the raksha's discretion.

Oneiromantic Benefit: This Charm may be incorporated into outward-facing glamours, targeting animals which undertake a certain sort of action (defined when the spell is created) within its range of effect.

OVERRIDING CONSTRUCT OF FATE (DREAMING)

(p. 175)

Keywords: Echo, Shaping

Ignore the last paragraph of this Charm.

OVERRIDING CONSTRUCT OF FATE (WAKING)

Cost: 3m, 1g; **Type:** Supplemental

Keywords: Combo-OK, Echo, Knockback, Obvious

The raksha quickly spins together a narrative of travel, then collapses it into a blazing yellow-white corona wreathing a physical attack. Such glamours are of limited power outside of the Wyld, but still sufficient to impress and injure most Creation-born. If an attack supplemented by this Charm successfully strikes its target, the raksha's victim suffers knockback sufficient to drive her (Cup x Heart) yards backwards. Because the raksha's narrative is one of journey rather than ruin, the character takes no additional damage from impacts with scenery as the result of this Charm, though the place the target ends up may be in some way innately hazardous, such as a lava flow or thin air over the edge of a cliff. With Essence 4+ the raksha gains the option to pay a second point of gossamer when activating this Charm, increasing its knockback to (Cup x Heart x Essence) yards. With Essence 6+ the raksha may pay a third point of gossamer to knock opponents back up to one mile.

PEERLESS WAYS OF THE CUP (DREAMING)

(p. 176)

Cost: —(1m); **Type:** Permanent

Keywords: Echo

Duration: Permanent

Replace the text of the Charm with the following:

The raksha can defy the customary limitations his Graces place on shaping combat. He can parry a single shaping attack made by any Grace with his Cup Parry DV by paying a one-mote surcharge.

PEERLESS WAYS OF THE CUP (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Mutation (1)

Duration: Permanent

The raksha trains her senses to be keenly aware of the works of the Cup in Creation. Whenever she encounters a Creation-born who has been ravished through the arts of the Cup in the past, that fact becomes Obvious to her senses.

REJECTION OF DESIRE (DREAMING)

(p. 176)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

REJECTION OF DESIRE (WAKING)

Cost: 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo

The Fair Folk do not allow themselves to be encumbered by the world as they pass through it. The character may spend one gossamer to erase all of her memories of a specific person. If she holds an Intimacy toward that person, it is instantly erased. A token of the forgotten person or route appears at the raksha's feet in a form related to her memories of that individual—perhaps the individual's favorite flower, a bronze plate bearing the person's name, or a duplicate of the ribbon they wear in their hair. Any character who falls asleep while touching the token dreams of the person the raksha has chosen to forget. Should the raksha ever touch the token, it immediately vanishes, the lost memory is restored, and the raksha may never use Rejection of Desire to forget it again.

FEEDING CHARMS

RAVISHING THE CREATED FORM

(pp. 176-177)

Keywords: Combo-Basic, Crippling, Native, Shaped-Only, Shaping, Touch

This Charm is not limited in how many motes it can transfer in an action, unlike other Charms that allow characters to voluntarily transfer Essence. If the raksha gorges herself on the target's Virtues and Willpower beyond the maximum capacity of her Essence pool, she may convert each five extraneous motes consumed into a point of Willpower, or ten extraneous motes into a point of gossamer. This Charm may not be used more than once per scene or tale.

NEW RAKSHA CHARM: BOTTOMLESS

DREAM GULLET

Cost: —; **Mins:** Cup 1, Essence 3; **Type:** Permanent

Keywords: Native, Stackable

Duration: Permanent

Prerequisite Charms: Ravishing the Created Form

Creation is an arid place of crushing reality and lonely dreamless expanses. A brave raksha wanderer must learn to gorge himself when there is sustenance available if he is to survive along the empty roads between the abodes of men. This Charm provides a five mote Essence pool which may only be filled with Essence gained through Feeding Charms. Bottomless Dream Gullet may be purchased a number of times equal to the character's Heart.

SOUL-CARVING ARTIFICE

(p. 177)

Cost: 3m, 1wp

Keywords: Combo-OK, Shaped-Only, Shaping, Touch

DEVOURING REVELATION OF THE WYLD

(pp. 177-178)

Cost: 3m; **Type:** Reflexive

Keywords: Glamour (6), Native, Obvious, Shaped-Only, Shaping

Duration: One scene

Paying this Charm's activation cost allows the raksha to enjoy the benefits of the described Innate Power for one scene. Characters using shaping defenses or who have cold iron touching their skin are immune to this Charm's external penalty and cannot have their Virtues devoured.

Oneiromantic Benefit: This Charm may be incorporated into an outward-facing glamour, afflicting all individuals within its range of effect.

HEART-STEALING KISS

(p. 178)

Type: Reflexive (Step 1)

Keywords: Combo-OK, Glamour (3), Native, Shaped-Only, Shaping, Touch

Oneiromantic benefit: This Charm may be incorporated into an outward-facing glamour, attacking any character who undertakes a certain pre-defined action within its range of effect, up to once per scene. The motes reaped in this fashion may be retrieved by the raksha who possesses the spell by touching it and using a diceless miscellaneous Speed 6, DV -5 action to draw them forth.

EXTRUDED STOMACH FEEDING

(p. 178)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

This Charm acts as a permanent upgrade to Ravishing the Created Form, allowing the raksha to feed using any of her Graces through that Charm.

SOUL-CONSUMING HUNGER

(p. 178)

Mins: Cup 1, Essence 3

Keywords: Combo-OK, Obvious, Shaping, Touch

Prerequisite Charms: Ravishing the Created Form

This Charm cannot be used on the Exalted or any other Creation-born targets with Essence 2+. It does not annihilate the target but instead leaves behind a thoroughly enchanted character (see **Graceful Wicked Masques**, p. 179). For each 10 motes in excess of what the raksha is capable of storing, she may enjoy one of the following benefits:

- She may restore one point of Willpower or one Virtue channel.
- She may gain one point of Gossamer.
- She may immunize herself against withering in Creation for (Essence) days.
- She may add one temporary dot to one of her Attributes; each such dot counts as dice added by a Charm, and vanishes after one day or one tale.

This Charm may be used no more than once per day or tale.

NEW RAKSHA CHARM: SOUL

DIGESTION CATALYSIS

Cost: —; **Mins:** Cup 1, Essence 3; **Type:** Permanent

Keywords: Shaped-Only

Duration: Permanent

Prerequisite Charms: Soul-Consuming Hunger

Though there is power to be gained by the consumption of human souls, the raksha primarily indulge in the practice for the blissful delight it brings them. Still, they respect the most refined epicureans among their kind, who have discovered new ways to distill strength from the Creation-born. Raksha who know this Charm may waive all other benefit when they consume a Creation-born's soul with Soul-Consuming Hunger in order to have that meal count as the passage of a tale for the purposes of training times.

BANQUET OF CRUMBS

(pp. 178-179)

Cost: —; **Type:** Permanent

Keywords: Native, Shaped-Only

Duration: Permanent

Prerequisite Charms: None

Learning this Charm permanently grants the benefits of the described Innate Power, which may be used no more than once per scene or tale.

ONEIROMANTIC CONJURATION

(p. 179)

Cost: —; **Type:** Permanent

Keywords: Shaped-Only

Duration: Permanent

Learning this Charm permanently grants the benefits of the described Innate Power at no cost, which may be used no more than once per day or tale.

DEMESNE-FARMING ART (DREAMING)

(p. 179)

Cost: 10m

Keywords: Echo, Shaped-Only

DEMESNE-FARMING ART (WAKING)

Cost: 1m; **Type:** Reflexive

Keywords: Combo-OK, Echo, Mutation (1), Shaped-Only

This Charm permits the raksha to automatically sense the presence and direction of any uncapped demesnes within (Essence x 10) miles.

ADDICTION CHARMS

SHIFTLESS UNTAMED BEAUTY

(p. 180)

Cost: 6m, 1wp; **Type:** Reflexive

Keywords: Combo-OK, Compulsion, Emotion, Glamour (3), Mutation (2), Shaped-Only

Duration: One day

Replace the text of the Charm with the following:

The raksha fans the spark of the Wyld that burns in her soul, and it roars forth in a blaze that cannot be ignored. Anyone

who sees the character risks his soul being consumed by the entrancing flames of the Wyld itself. The raksha's presence becomes addictive to Creation-born while this Charm is active. Roll (Charisma + Presence) upon activating this Charm and compare the results to the Dodge MDV of each Creation-born character the raksha interacts with for the rest of the day. If the roll overcomes a Creation-born's MDV, they become addicted to the raksha's presence. Addicted characters suffer a -1 external penalty to their MDV against the raksha's social attacks.

Moreover, after each full week apart from the raksha, the player of an addicted character must make a successful Willpower roll with a difficulty equal to the raksha's Cup rating, lest his character be compelled to return to her. Breaking this unnatural addiction requires the expenditure of three points of Willpower.

Oneiromantic benefit: This Charm may be incorporated into an outward-facing glamour, addicting mortals to the spell and whatever other effects it may inflict on them.

COMPELLING PRESENCE

(p. 180)

Cost: —; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Replace the text of the Charm with the following:

The raksha calls upon the Wyld to shape himself into the image of the icon that sits at the core of a mortal's dreams and nightmares. This Charm permanently enhances the effects of Shiftless Untamed Beauty. Addicted characters must spend one Willpower to take any action with the intention of harming the raksha; this cost must be paid once per scene in which harmful action is to be taken, and does not count toward the Willpower total needed to break the addiction imposed by Shiftless Untamed Beauty. Additionally, the Willpower cost necessary to break the Creation-born's addiction to the raksha rises to five points, which must all be spent at once.

MADDENING SUMMONS

(pp. 180-181)

Cost: 5m, 1wp; **Type:** Reflexive

Keywords: Combo-OK, Compulsion, Shaped-Only

Duration: Instant

Replace the text of the Charm with the following:

Those who become entranced by the beautiful horror of the Wyld cannot help but answer when it calls. This Charm allows a raksha to summon to her (in either the Wyld or in Creation) any character who is either currently addicted to her presence or who has been in the past.

The raksha's player rolls (Manipulation + Performance) against her desired target's Dodge MDV. If the roll is successful, when the target next sleeps their dreams will be filled with overwhelming images of the raksha and her current location, coupled with an overwhelming Compulsion to see her again. Spending five Willpower immunizes an addict to this summons for one month; spending one Willpower immunizes a former addict for one season. Summoned addicts may not break their addiction until they have overcome or completed their summons.

At Essence 4+, the raksha may also inflict a derangement of her choice on an addict who has fallen prey to her summons (generally an overwhelming obsession with her), which lasts until they break the Compulsion or are reunited with her. With Essence 5+ she may inflict derangements on former addicts, as well.

WHISPERS BEHIND THE EYES

(p. 181)

Cost: —(3m); **Type:** Permanent

Keywords: Shaped-Only

Duration: Permanent

Replace the text of the Charm with the following:

Once an addicted soul has fallen under the sway of the Fair Folk, their heart is always an open book. This Charm permits the raksha to communicate with any Creation-born addicted to him; the faerie may make social attacks against addicted targets regardless of range, even in other realms of existence. Each such social attack costs three motes. If both the raksha and her target are in the Wyld, the raksha may instead make Cup-shaping attacks against addicted individuals (which may be enhanced by appropriate Charms, as normal), again for a cost of three motes.

WORLD-SHAPING CHARMS

GLADDENING VISAGE

(p. 181)

Cost: 1g; **Type:** Reflexive

Keywords: Glamour (1), Illusion, Mutation (1)

Duration: One story

The disguise generated by this Charm functions much as a Lunar's Tell—only characters with a Dodge MDV of 8 or higher may see through the raksha's deception. This unnatural Illusion may be pierced by spending one Willpower if Creation-born are given reason to suspect the raksha is not what she seems, but only characters of equal or higher Essence may make this expenditure.

Oneiromantic Benefit: This Charm may be incorporated into an inward-facing dream.

ADORED BY ALL THE WORLD

(pp. 181-182)

Keywords: Glamour (2 or 6), Illusion, Shaping

Duration: One story

The social contexts and beliefs created by this Charm are an Illusion effect. They cannot normally be resisted by the mortals they target, but are noted as such for the purpose of third-party attempts to break the raksha's hold over specific Allies or Followers.

Oneiromantic benefit: This Charm may be incorporated into an inward-facing dream for two points, in which case it benefits the raksha, or an outward-facing glamour for six points, in which case it improves the social status of everyone who takes a certain pre-defined action within its effect range.

ABANDONED BY ALL CREATURES CURSE

(pp. 182-183)

Type: Simple

Keywords: Glamour (9), Shaping

Duration: Instant (One story)

Exalted targets of this Charm add their Essence to the resisted (Manipulation + Larceny) against (Charisma + Integrity) roll. The raksha must be able to directly perceive her target to use this Charm against them.

Oneiromantic benefit: This Charm may be incorporated into an outward-facing glamour, ruining the social status of all characters within its effect range who take a certain pre-defined action.

HEAVEN RAINS WISDOM

(p. 183)

Cost: —; **Type:** Permanent

Keywords: Glamour (1), Mutation (1), Shaped-Only

Duration: Permanent

The raksha gains this Charm's described benefit as a permanent effect. In addition, the raksha may benefit from the use of Hearthstones as the Creation-born do.

With Essence 3+, the raksha's keen eyes may sometimes glimpse the strands of Fate that vibrate beneath the skin of the world, helping him avoid their entangling snare. All attempts to use Fate-keyword effects against the raksha suffer a -1 external penalty.

Oneiromantic benefit: This Charm may only be incorporated into inward-facing dreams.

THE NAMING OF SECRETS

(pp. 183-184)

Keywords: Glamour (2 or 6), Illusion, Shaping

Duration: One story

The social contexts created by this Charm are an Illusion effect. They cannot normally be resisted by the mortals they target, but are noted as such for the purpose of third-party attempts to sabotage the raksha's relationship with specific Contacts.

Oneiromantic benefit: This Charm may be incorporated into an inward-facing dream for two points or an outward-facing glamour for six. Outward-facing glammers generate a specific variety of contacts for characters who take a certain pre-determined action within the spell's effect range.

FALL OF NIGHT SHADOWS THE TRUTH

(p. 184)

Cost: 2m, 1g

Keywords: Glamour (3 or 9), Shaping

Duration: Indefinite

Replace the text of the Charm with the following:

Fair Folk who wish to walk among the Creation-born like the predators they are had best learn to conceal their tracks. The raksha interacts with an event, individual, or object she wishes to protect from discovery, then spends two motes and rolls (Manipulation + Stealth). All attempts to investigate the

occulted subject suffer an external penalty equal to the raksha's successes. Valid individuals include any person the raksha has at least had a brief conversation or physical altercation with, including herself. Valid objects include any object the raksha owns or has handled extensively for at least one scene, so long as it does not belong to another raksha or a Creation-born with a higher Essence than her own. Valid events include any particular occurrence lasting no longer than one scene which the raksha participated in or was present to witness, such as a murder, a secret meeting, or a lovers' tryst.

Oneiromantic benefit: Incorporated into an inward-facing dream for three points, the spell automatically attempts to conceal a certain type of occurrence each time the spell's possessor is involved in it. Incorporated into an outward-facing glamour for nine points, the spell automatically suppresses memories of a certain pre-defined occurrence each time someone within the range of its effect encounters the noted circumstance.

UNLIMITED RESPLENDENCE

(p. 184)

Keywords: Glamour (2 or 6), Illusion, Shaping

Duration: One story

Individuals with a Dodge MDV of 8 or higher may effortlessly see through the raksha's illusory wealth and influence. Higher-Essence characters may also spend one Willpower to pierce this unnatural Illusion.

Oneiromantic benefit: Incorporated into an inward-facing dream for two points, the spell enhances its possessor's fortune. Incorporated into an outward-facing glamour for six points, the spell grants good fortune all those within its effect range who take a certain pre-defined action.

NEW RAKSHA CHARM: FAERIE GOLD BLESSING

Cost: 3g; **Mins:** Cup 4, Essence 4; **Type:** Reflexive

Keywords: Glamour (9), Illusion, Shaping, Touch

Duration: One story

Prerequisite Charms: Unlimited Resplendence

It sometimes suits the Fair Folk to elevate their pets and playthings to the heights of authority and luxury. This Charm functions as Unlimited Resplendence, save that the raksha bestows illusory authority and wealth on a consenting Creation-born rather than herself.

Oneiromantic benefit: Incorporated into an outward-facing glamour, the spell enhances the fortunes of everyone within its area of effect.

ABIDING GIFT

(pp. 184-185)

Cost: 10m, 1wp

Keywords: Shaped-Only, Shaping

Duration: One story

Prerequisite Charms: Imposition of Law

This Charm exactly replicates the function of Imposition of Law, save that the raksha may bless a Creation-Born with guaranteed success rather than granting it to herself.

CURSE OF DEFINITION

(p. 185)

Cost: 10m, 1wp

Keywords: Glamour (12), Shaped-Only, Shaping, Touch

Duration: One story

Touching a Creation-born and activating this Charm inflicts the effect described in the Charm's Innate Power upon that individual.

Oneiromantic benefit: Incorporated into an outward-facing glamour, the spell defines a certain action at which all characters within its effect range will fail.

VIRTUE-SHAPING CHARMS

UNSIGHTLY RIGOR APPROACH

(p. 185)

Cost: 5m

Keywords: Combo-OK, Shaping

Duration: One scene or one tale

Replace the text of the Charm with the following:

The raksha's understanding of herself permits her to bolster her own spiritual integrity, hardening her Virtues as need be to weather the storms of her existence. The raksha's player rolls (Manipulation + Medicine), adding one temporary dot to a Grace or Virtue of her choice per success gained. These temporary dots count as dice added by a Charm.

WYLD PRINCE RESILIENCE

(pp. 185-186)

Cost: —

Keywords: Mutation (1), Shaped-Only, Stackable

Prerequisite Charms: None

This Charm may be purchased a number of times equal to the raksha's Essence, not Cup.

MANACLES OF VIRTUE

(p. 186)

Cost: 3m

Keywords: Combo-OK, Glamour (3), Shaping, Touch

Duration: One scene or tale

This Charm permits the raksha to grant the effects of Unsightly Rigor Approach to another consenting raksha or to one of the Creation-born.

Oneiromantic benefit: Incorporated into an outward-facing glamour, this spell enhances all characters within its range of effect who take a certain pre-defined action.

CHAOTIC SOUL SLEDGEHAMMER

(p. 186)

Cost: 3m; **Type:** Supplemental

Keywords: Combo-OK, Glamour (9), Shaping

Duration: Instant

Prerequisite Charms: Unsightly Rigor Approach

Replace the text of the Charm with the following:

The raksha's insights into the nature of Virtue now permit her to strike a mighty blow at the very root of her enemy's nature. This Charm may supplement a physical attack, social attack, or Cup-shaping attack. If successful, in addition to any of its other effects, the attack strips away of the target's all chan-

nels of a single Virtue of the raksha's choice, and imposes a -1 external penalty to all rolls made using that Virtue for one scene, or one tale if delivered via a Cup-shaping attack.

Oneiromantic benefit: Incorporated into an outward-facing glamour, this Charm attempts to launch a Cup-shaping attack (even in Creation) once per scene against each character within its range of effect who takes a certain pre-defined action.

CHARMS OF THE RING

RING COMBAT CHARMS

SHUDDERING WYLD INFERENCE (DREAMING)

(p. 187)

Keywords: Combo-OK, Echo, Shaping

SHUDDERING WYLD INFERENCE (WAKING)

Cost: 2m

Keywords: Combo-OK, Echo, Obvious

Dismissing the minutiae of the Primordials' world, the raksha straightens the path between an attack and its target. An attack supplemented by this Charm may attack out to the weapon's maximum range without suffering range-based penalties. Alternately the raksha may turn a close-ranged attack into a ranged attack by contracting the distance between his weapon and his target, allowing a close-ranged attack to strike a target up to (Ring + 3) yards away.

WAYPOINT KNIFE (DREAMING)

(p. 187)

Keywords: Combo-OK, Echo, Obvious, Shaping

Duration: One tale

This Charm cannot swallow waypoints that are part of a freehold or unshaped.

WAYPOINT KNIFE (WAKING)

Cost: 5m, 1g; **Type:** Simple

Keywords: Combo-OK, Echo, Glamour (3), Obvious, Shaping

Duration: Indefinite

The raksha may twist the boundaries of an area within Creation into a reflection of the Ring—a perfect boundary with no points of entrance or egress. This Charm must be activated while the raksha stands inside of a space with well-defined boundaries no larger than (Ring x 5) yards across, at the Storyteller's discretion—a room within a building, a clearing within a forest, or a cabin within a ship, for example. So long as the raksha commits Essence to this Charm and remains within the warded area, no character outside the enchanted locale may successfully find an entrance, and no character within may successfully find an exit. This Charm fails to deter characters with appropriate shaping defenses or who wear cold iron against their skin.

Oneiromantic benefit: Incorporated into an outward-facing glamour, this Charm prevents entrance or egress from its range of effect by anyone other than the spell's possessor.

MIND'S GRIP RIGOR (DREAMING)

(p. 187)

Keywords: Combo-OK, Echo, Shaping

MIND'S GRIP RIGOR (WAKING)

Cost: —(1g); **Type:** Permanent

Keywords: Echo, Mutation (2), Stackable

Duration: Permanent

The raksha may englamour the sensory organs she has granted herself with which to examine the strange world the Primordials made. By paying one gossamer, the raksha may replicate the effects of one variant of the Solar Charm Keen (Sense) Technique (see **Exalted**, pp. 225-226) for one scene. Variants may be activated simultaneously, so three gossamer will grant all three variants at once.

CREATOR'S FUGUE (DREAMING)

(pp. 187-188)

Keywords: Combo-OK, Echo, Shaping

The overall DV penalty of the flurry generated by this Charm is equal to the single highest penalty of any one attack in the flurry.

CREATOR'S FUGUE (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Mutation (1), Native

Duration: Permanent

The Fair Folk and the hated Primordials have one thing in common—they are both natural creators. The raksha adds one automatic success to all rolls intended to create something new, be it a sword, painting, society, or anything else.

IMPINGING WEB OF DREAM (DREAMING)

(pp. 188-189)

Keywords: Echo, Shaping

Unlike most Extra Action Charms, this Charm grants the raksha no DV penalty discount on the flurry it creates.

IMPINGING WEB OF DREAM (WAKING)

Cost: 2m, 1g; **Type:** Reflexive (Step 4)

Keywords: Combo-OK, Echo, Obvious

A raksha activating this Charm is briefly surrounded by a flickering haze of potentiality, displaying the many futures that could occur in the span of the next heartbeat. Before witnesses can do more than begin to realize what they are seeing, the display collapses into a single deadly reality. This Charm allows the raksha to reroll a physical attack, using the better of the two results.

CRIPPLING DESTINY BURDEN (DREAMING)

(p. 189)

Keywords: Combo-OK, Echo, Shaping

CRIPPLING DESTINY BURDEN (WAKING)

Keywords: Combo-OK, Echo, Obvious, Shaping

The raksha's blow pins her opponent to the staid and dreary world the Primordials made, tangling her in the skein of destiny's web and the rigid Essence patterns that define Creation. Should the raksha successfully strike a target with a physical

attack supplemented by this Charm, the target subtracts the raksha's Ring from her base move and dash rates for the rest of the scene, to a minimum movement rate of one yard per tick.

WYLD-CURDLING ATTACK (DREAMING)

(p. 189)

Keywords: Combo-OK, Echo, Shaping

WYLD-CURDLING ATTACK (WAKING)

Cost: 1g, 1ahl; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo

This frightening technique allows the raksha to protect themselves from the blasphemous shaping arts of the Creation-born. By momentarily denying her dreamborn heritage and calicifying herself, the character is able to perfectly defend herself from an unwanted Shaping effect. This Charm is ineffective against shaping attacks originating with the Graces or Charms enhancing such attacks; it only works against "traditional" Shaping Charms of the Creation-born, such as Soul Mastery, and similar raksha Charms such as Crippling Destiny Burden (Waking).

ENDLESS YAWNING VOID (DREAMING)

(p. 189)

Keywords: Echo, Shaping

ENDLESS YAWNING VOID (WAKING)

Cost: 2m, 2g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Glamour (2), Mutation (2), Obvious

Duration: One scene

The raksha pulses the raw force of chaos into the world, smashing and fragmenting the fabric of reality. He appears to be surrounded by a vast rainbow anima banner, rippling and coruscating with strange energies and flickering with trceries of multihued lightning. Reality melts in his wake. While this Charm is active, the raksha is surrounded by an environmental hazard with a radius of (Ring) yards, Damage 2B/action and Trauma equal to his Ring. Characters wearing cold iron against their skin are immune to this hazard.

Oneiromantic benefit: This Charm may only be incorporated into an inward-facing dream.

LUMINOUS EXHALATION (DREAMING)

(p. 189)

Cost: —(2m per attack); **Type:** Permanent

Keywords: Echoes, Obvious, Shaping

Duration: Permanent

LUMINOUS EXHALATION (WAKING)

Cost: —(1m); **Type:** Permanent

Keywords: Echoes, Mutation (2), Obvious

Duration: Permanent

Breathing out the raw stuff of the Wyld, the raksha may forge his exhalations into wicked arrows with which to pierce the hearts of his foes. This Charm replicates the function of the Solar Charm Phantom Arrow Technique (see **Exalted**, p. 189). The raksha must spend one gossamer the first time she uses this Charm in a scene.

THESE DREAMS ARE CLAY (DREAMING)

(p. 189)

Keywords: Echo, Shaping

Gossamer created through this Charm disappears at the end of the story, not at the end of the tale.

THESE DREAMS ARE CLAY (WAKING)

Cost: 10m, 1wp

Keywords: Echo, Shaping

This Charm is identical to its Dreaming counterpart, save that it may be used anywhere. Within the less fertile world away from the heart of the Wyld, this Charm costs ten motes, one Willpower to create one point of temporary gossamer.

TWISTING SERPENT SHAPE (DREAMING)

(p. 189)

Keywords: Combo-OK, Echo, Shaping

TWISTING SERPENT SHAPE (WAKING)

Cost: 3m, 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo

Duration: Instant

The raksha find the intoxicants and deadly venoms of Creation quaint next to the heart-poisons and limitless fantasies of the Wyld. Still, at times these substances may inconvenience the princes of chaos with paltry annoyances such as distraction, disorientation, and death. To avoid such nuisances, the raksha may activate this Charm, nullifying a Poison effect currently afflicting him. Doing so creates a small fruit of some sort in the raksha's hand—the specific form varies from raksha to raksha, with some faeries creating pomegranates while others favor apples or pears. Any individual who eats this fruit will become afflicted by the Poison effect the raksha purged from his system. If the raksha cannot convince anyone to eat the fruit within one day, it vanishes, and the Poison re-enters his system. He cannot use this Charm to remove a Poison effect again once it has re-entered his system in this fashion.

GAPING WOUND LENS (DREAMING)

(pp. 189-190)

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

GAPING WOUND LENS (WAKING)

Cost: 2m; **Type:** Supplemental

Keywords: Combo-OK, Echo

Aiming an attack through the emptiness at the center of her Ring grace, the raksha may amplify her efforts in direct proportion to the suffering of her targets. This Charm enhances a physical attack, converting a number of dice on the attack equal to the target's wound penalties or internal penalties due to poison (whichever is higher) into automatic successes. The indolent raksha of the East favor this Charm, preferring to poison their prey with agonizing hallucinogens before relying on Gaping Wound Lens to conclude the battle.

POUNING DREAM HARMONY (DREAMING)

(p. 190)

Keywords: Combo-OK, Echo, Shaping

POUNING DREAM HARMONY (WAKING)

Cost: 8m, 1wp; **Type:** Simple

Keywords: Echo, Mutation (4),

Duration: One scene

Born of lies and fictions, the raksha knows when others cloak themselves in the works of her genesis. The raksha constantly hears the silent pounding at the core of heartless Nirvishe-sha. Characters who are hiding their true identity resound in her ears with a vast silence of their own, beating in simpatico rhythm. She may perfectly see through any mundane disguises, or any supernatural disguises worn by characters of lower Essence if she wins a Charm conflict roll-off against whatever effect they use to hide themselves.

SORROWFUL FIRMAMENT

RESONANCE (DREAMING)

(p. 190)

Keywords: Combo-Basic, Echo, Shaping

SORROWFUL FIRMAMENT RESONANCE (WAKING)

Cost: 5m, 1g

Keywords: Combo-Basic, Echo, Obvious

Though the name of Sayuji cannot be heard in Creation, its ominous import is clear when the raksha's speech smothers out all sound of the world, and her blow fells a hero. The raksha may render a physical attack supplemented by this Charm unblockable or undodgeable, at her player's choice. Targets wearing cold iron against their skin may ignore the unblockable or undodgeable quality of this attack.

PEERLESS WAYS OF THE RING (DREAMING)

(p. 190)

Cost: —(1m); **Type:** Permanent

Keywords: Echo

Duration: Permanent

PEERLESS WAYS OF THE RING (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Mutation (1)

Duration: Permanent

The raksha trains her senses to be keenly aware of the works of the Ring in Creation. Whenever she encounters a Creation-born who has been incumbered through the arts of the Ring in the past, that fact becomes Obvious to her senses.

REJECTION OF PURPOSE (DREAMING)

(p. 190)

Mins: Ring 5, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

REJECTION OF PURPOSE (WAKING)

Cost: —(1g); **Mins:** Ring 5, Essence 3; **Type:** Permanent

Keywords: Echo

Duration: Permanent

The Fair Folk do not allow themselves to be encumbered by the world as they pass through it. The character may spend one gossamer to erase all of her memories of a specific duty or obligation. If she holds an Intimacy toward that duty or obligation, it is instantly erased. A token of the forgotten duty or

obligation appears at the raksha's feet in a form related to the bonds of servitude—perhaps a slave's collar, a mule's saddle, or a bill of debt. Any character who falls asleep while touching the token dreams of the duty or obligation has chosen to forget. Should the raksha ever touch the token, it immediately vanishes, the lost memory is restored, and the raksha may never use Rejection of Purpose to forget it again.

BODY-STRENGTHENING CHARMS

KNIFE-HAND DREAM

(p. 190)

Cost: —(1g); **Type:** Permanent

Keywords: Mutation (2)

Duration: Permanent

Replace the text of the Charm with the following:

The raksha focuses the power of the Wyld through his hands, charging them with the pure destructive power of chaos. The character's barehanded attacks inflict lethal damage, and he can parry lethal and ranged attacks barehanded as if wielding a weapon. Additionally, the raksha may spend one gossamer to reflexively ready any shaping weapon in his possession.

At Essence 3+, the raksha gains the ability to reflexively charge her hands with the stuff of nightmares. She may pay one gossamer in step one to enhance a barehanded attack, adding +5 to its base damage. With Essence 5+ she may reflexively pay one gossamer in step one to make the damage inflicted by a barehanded attack aggravated.

OPALESCENT GOSSAMER RAIMENT

(p. 190)

Cost: —; **Type:** Permanent

Keywords: Mutation (2), Native

Duration: Permanent

Replace the text of the Charm with the following:

The dreams that flow through the raksha's body pool on her skin in a smooth sheen that glistens by moonlight. The character permanently raises her natural bashing and lethal soak values by her (Essence + Heart). In the Wyld, this Charm permanently raises all of the raksha's shaping soak values by two.

BLADE-TURNING SKIN

(p. 191)

Cost: —; **Type:** Permanent

Keywords: Mutation (1), Native

Duration: Permanent

Replace the text of the Charm with the following:

The raksha plucks adamantine jewels from the dreams of the cosmos and uses them to adorn her skin. This Charm grants the character (Essence) points of natural aggravated soak.

INVIOLENT PRESENCE

(p. 191)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Replace the text of the Charm with the following:

Nacreous shadows swim beneath the raksha's flesh, declaring her to be part of the Inviolable Ever-Shifting Is. She doubles the soak gained from Opalescent Gossamer Raiment and Blade-Turning Skin.

OX-BODY TECHNIQUE

(p. 191)

Cost: —; **Type:** Permanent

Keywords: Native

Duration: Permanent

The extra health levels granted by this Charm are a permanent modification to the raksha with no cost.

CREATION-BASED CRAFTING CHARMS

ORDINARY OBJECT CONJURATION

(pp. 191-192)

Keywords: Combo-Basic, Glamour (1 or 3), Mutation (3), Shaping

Duration: Instant

The length of this Charm's dramatic action activation time depends on the size of the object being created. Anything intended to be used in one or two hands can be created in a mere five ticks, as can simple furniture such as a chair or small table. Elaborate furniture, statuary, and other objects up to the approximate size of a person take about a scene to create (roughly 20 minutes). Objects up to the size of a yeddim, including small vehicles such as wagons and coaches, take an hour to forge and require the expenditure of two gossamer. Items and structures up to the size of a small house, catapult or riverboat take a day to create and cost three gossamer, while larger structures and vehicles such as palaces, imperial triremes and other blue-water sailing vessels cost four gossamer and require a week of effort. Landscape-sized creations such as the Denzik City-Ship are beyond the scope of this Charm.

Oneiromantic benefit: This Charm may be incorporated into an inward-facing dream for one point, permitting the raksha to reflexively call a specific pre-determined object to hand at will. It may be incorporated into an outward-facing glamour for three points, in which case the spell generates a specific pre-determined object at each interval it would take to craft it using Ordinary Object Conjunction (minimum of one object per scene).

Mutation benefit: The abjuration or behemoth may reflexively make an (Intelligence + Craft [Glamour]) roll at the appropriate difficulty to summon one particular item to hand when they wish. It may also be banished at will.

LIMITLESS WEALTH CONJURATION TECHNIQUE

(p. 192)

Keywords: Glamour (1 or 3), Illusion, Shaping

Duration: One story

Individuals with a Dodge MDV of 8 or higher may effortlessly see through the raksha's illusory wealth. Higher-Essence characters may also spend one Willpower to pierce this unnatural Illusion.

Oneiromantic benefit: This Charm may be incorporated into an inward-facing dream for one point, or an outward-facing glamour for three points. Outward-facing glammers enhance the fortune of all characters within their range of effect.

HATEFUL COIN CURSE

(pp. 192-193)

Type: Simple

Keywords: Glamour (9), Shaping

Duration: One story

The raksha must directly perceive her target in order to use this Charm. Higher-Essence beings may not be targeted with Hateful Coin Curse, and magical possessions are never stripped away. The target's normal fortune reasserts itself at the beginning of the next story, restoring her Resources to its previous rating, unless the raksha has Essence 6+. The misfortune inflicted by such powerful Fair Folk still ends after one story, but it is up to the target to rebuild his ruined wealth.

Oneiromantic benefit: This Charm may be incorporated into outward-facing glammers. It impoverishes everyone within its range of effect.

WYLD-BASED CRAFTING CHARMS

WORKER'S GIFT

(p. 193)

Cost: —

Keywords: Mutation (2), Shaped-Only, Stackable

Raksha who learn this Charm become permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

STYLE-IMPROVING SPIRIT

(p. 193)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Replace the text of the Charm with the following:

The infinite possibility of the Wyld informs every part of the raksha's soul, and his soul informs every part of the Wyld around him. This Charm grants the raksha five dots in the Style Background.

ESSENCE-FORGING ART

(pp. 193-194)

Keywords: Combo-OK, Obvious, Shaping

Glamour-forged objects have no reality for individuals with a Dodge MDV of 8+, unless imbued with the Permanence quality.

GOSSAMER-FORGING ART

(p. 194)

Keywords: Combo-OK, Obvious, Shaping

Duration: One season

This Charm enchants an item that has already been created by Essence-Forging Art; it has no activation roll of its own. Gossamer objects outside of the Wyld or an uncapped demesne lose their enchantment at a rate of one bonus die per season if they do not interact with the Creation-born during that period.

CRAFTER'S ARSENAL

(p. 195)

Keywords: Combo-OK, Obvious, Shaping

Duration: One season

This Charm's initial shaping action functions as Essence-Forging Art, not Gossamer-Forging Art, save that it makes a shaping weapon rather than a mundane item.

ARMOR WHICH IS NOT

(p. 195)

Keywords: Combo-OK, Obvious, Shaping

Duration: One season

This Charm's initial shaping action functions as Essence-Forging Art, not Gossamer-Forging Art, save that it makes shaping armor rather than a mundane item.

UNREAL SHIPWRIGHT'S METHOD

(pp. 195-196)

Keywords: Combo-OK, Obvious, Shaping

Duration: One season

Raksha must choose at the time of creation whether a vessel travels over water, along the ground, or through the air. If it travels through the air, add one to the difficulty cost of making it a permanent work of glamour. If it is capable of multiple means of locomotion, add one to the difficulty cost of making it a permanent work of glamour for each means of locomotion beyond the first. Vessels created with this Charm travel at a speed of up to (difficulty rating x 10) miles per hour, not (difficulty rating x 50). The difficulty modification caused by making a vessel a permanent work of glamour is not factored into this calculation.

PRINCIPLE OF WORLDS

(pp. 196-197)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

TRANSLUCENT DREAM-SHEATHING TECHNOLOGY

(pp. 198-199)

Cost: —(+3m, +1g per difficulty point); **Type:** Permanent

Duration: Permanent

CHARMS OF THE STAFF

STAFF COMBAT CHARMS

PEERLESS WAYS OF THE STAFF (DREAMING)

(p. 199)

Cost: —(1m); **Type:** Permanent

Keywords: Echo

Duration: Permanent

PEERLESS WAYS OF THE STAFF (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Mutation (1)

Duration: Permanent

The raksha trains her senses to be keenly aware of the works of the Staff in Creation. Whenever she encounters a Creation-born who has been snared through the arts of the Staff in the past, that fact becomes Obvious to her senses.

REJECTION OF SOCIETY (DREAMING)

(p. 199)

Mins: Staff 5, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

REJECTION OF SOCIETY (WAKING)

Cost: —(1g); **Mins:** Staff 5, Essence 3; **Type:** Permanent

Keywords: Echo

Duration: Permanent

The Fair Folk do not allow themselves to be encumbered by the world as they pass through it. The character may spend one gossamer to erase all of her memories of a specific society, organization or culture. If she holds an Intimacy toward that society, organization or culture, it is instantly erased. A token of the forgotten society, organization or culture appears at the raksha's feet in a form related to the group in question—perhaps a national flag, an insignia of identification, or a bit of uniform. Any character who falls asleep while touching the token dreams of the society, organization or culture the raksha has chosen to forget. Should the raksha ever touch the token, it immediately vanishes, the lost memory is restored, and the raksha may never use Rejection of Society to forget it again.

WYLDLIFE BIRTHING CHARMS

AWAKENED DREAM MANUFACTURE

(pp. 199-200)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

SHAPE-FORGED SERVANT

(p. 200)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Replace the text of the Charm with the following:

This Charm permanently upgrades its prerequisite, allowing the raksha to spend gossamer when forging a servant in order to grant it mutations (see **Exalted**, p. 288) at a rate of three mutation points per gossamer spent.

POPPET-INTEGRATING SPIRIT

(p. 200)

Duration: Instant

Raksha cannot use this Charm to bind beings with Heart Graces unless the raksha owns that Grace.

GRACE-FORGING CHARMS

GAPING VIRTUE MOUTH

(p. 202)

Cost: 20m, 1g

A heroic commoner who has spent 200+ experience points may have this Charm used upon him to open a second Feeding Grace if he is willing to spend 20 experience points to raise his Heart to 3 in the process, thus ascending to the ranks of the nobility. Only nobles may elevate commoners in this manner, and are generally loathe to do so.

IRON NIGHTMARE MUZZLE (DREAMING)

(pp. 202-203)

Type: Supplemental

Keywords: Combo-OK, Crippling, Echo, Shaping

Rather than doubling costs, this Iron Nightmare Muzzle adds a two mote surcharge to affected Charms. Its effects last for one tale.

IRON NIGHTMARE MUZZLE (WAKING)

Cost: 5m, 1wp, 1g; **Type:** Supplemental

Keywords: Combo-OK, Crippling, Echo

The raksha shapes a bit of gossamer into an entangling and restrictive set of obscure metaphysical laws, then hurls it into an opponent's Essence flows. If the raksha succeeds on a physical or social attack enhanced by this Charm, her target adds one mote to the Essence cost of all Charms for one scene. With Staff 6+, Essence 6+ this penalty lasts for one week. With Staff 7+, Essence 7+ it lasts for one season. Staff 10, Essence 10 renders this Charm's penalty permanent unless repaired with anti-Crippling magic.

ECSTATIC REPRODUCTION STYLE

(p. 203)

Cost: 20m, 5g; **Type:** Simple (One dramatic action)

The dramatic action of this Charm's activation lasts for one day, at the end of which the Wyld spark within the character gutters low, exhausted by his creative fugue; he is unable to re-enact his creative feat for a time. Ecstatic Reproduction Style may create commoners no more than once per week, heroic commoners no more than once per season, and noble raksha no more than once per year. Commoners created through this Charm may not have Birth ratings higher than 2. Heroic commoners cannot have Birth ratings higher than 4. The Storyteller defines the precise traits of raksha created through this Charm, though the character using Ecstatic Reproduction Style may define very general parameters for what he is trying to create (for example, "a heroic Entertainer musician," or "a noble Cataphract swordswoman").

This Charm may not be used to create a noble by a raksha who does not own his Heart.

AKSHATA SEXUAL METHODOLOGY

(p. 203)

Cost: 40m, 5g

This Charm's participants need not necessarily be raksha. If neither parent is raksha, then both parents are bound by the oaths sworn as though they were Fair Folk. The child is whatever would normally be produced by such a union (human in the case of two mortals, demon-blooded if the oath is sworn between a human and a demon, and so on), and is born oathbound. Children born of impossible parentage, such as between a human and a Dragon King, may be created, and will come into existence as a child of the same type as one parent or the other, at the discretion of the raksha using this Charm; the child is likely to possess an interesting mutation or two to reflect their bizarre heritage. Non-raksha children created through this Charm are born with Cup, Ring, Staff and Sword Graces. A character may not act as a "parent" for this Charm's purposes more than once per year.

A raksha who does not own his own Heart cannot be compelled into creating an oath-child.

GREAT WORKS OF THE (GRACE)

(p. 204)

A fifth permutation of this Charm exists, called Great Works of the Way. It permits the raksha to forge a Way Grace into a chancel.

UNSHAPED (GRACE) TRANSFORMATION

(pp. 204-205)

A fifth permutation of this Charm exists, called Unshaped Way Transformation. It permits the raksha to reshape an existing chancel.

BEHEMOTH-FORGING MEDITATION

(p. 205)

Type: Supplemental

Keywords: Glamour (3), Shaping, Training

Replace the text of the Charm with the following:

This Charm permits a raksha to incorporate a mortal into her narrative, casting him into the role of a Wyld-shaped horror or minor behemoth. The raksha can impose one or more mutations on a mortal target with a successful (Intelligence + Occult) Staff-shaping attack. The raksha may inflict two points of mutations (see **Exalted**, p. 288) per dot of Essence she possesses. Positive mutations are gained as a Training effect. Mutants with 10 or more points of mutations qualify as one-dot fey beasts, and may be attuned to and used as such if the raksha can successfully break their will. Mutants attuned to in this fashion become loyal to the raksha as though they were summoned demons.

Oneiromantic benefit: This Charm may be incorporated into an outward-facing glamour, launching a staff-shaping attack (even in Creation) at any mortal who takes a certain pre-defined action within the spell's range of effect once per scene.

EXTINCTION OF DESIRE

(pp. 205-206)

Cost: —; **Type:** Permanent

Duration: Permanent

Raksha who learn this Charm become permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

DOMINATION CHARMS

BEGUILEMENT (DREAMING)

(pp. 206-207)

Cost: 5m

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

This Charm may enhance any Staff-shaping attack, adding the raksha's Charisma to its raw damage.

BEGUILEMENT (WAKING)

Cost: 6m, 1wp, 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Glamour (5), Mutation (4), Social

Duration: One scene

The Fair Folk use this Charm to instill obedience in Creation-born through nothing more than their natural élan. While this Charm is active all of the raksha's social attacks are considered

to be a form of unnatural mental influence costing one more point of Willpower than normal to resist, to a maximum of 5.

Oneiromantic benefit: This Charm may only be incorporated into inward-facing dreams.

SPITE-SUMMONING MALEDICTION

(p. 207)

Cost: 3g; **Type:** Simple

Keywords: Combo-OK, Illusion, Glamour (9), Shaping, Touch

Duration: One story

Replace the text of the Charm with the following:

The raksha wields rumors, lies and the natural human tendency to scapegoat others as a subtle but powerful attack against his enemies. He must interact with his target socially and then use this Charm while touching the target. The raksha rolls (Charisma + Socialize) against a difficulty equal to the target's Essence; this roll may be enhanced by Charms that improve Staff-shaping attacks. If successful, the target loses the raksha's Essence in dots of Allies, Backing, Contacts, Followers, Influence and Mentor. This Charm cannot influence the behavior of Essence-users, so if the character's Mentor is an ancient Sidereal, the raksha cannot reduce that Background. Mortals cannot resist this Charm by spending Willpower, but its effect upon their behavior is an Illusion and may be treated as such if the character attempts to intervene to preserve his reputation. The character's Backgrounds automatically restore themselves to their previous levels at the beginning of the next story, unless the raksha has Essence 6+.

Oneiromantic benefit: This Charm may be incorporated into outward-facing glours. It alienates those who take a particular pre-defined action within the range of its effect.

TAINED CREATURE COMMAND

(pp. 207-208)

Cost: —; **Type:** Permanent

Keywords: Mutation (3), Social

Duration: Permanent

Replace the text of the Charm with the following:

Calling upon the power of the Staff and the birthright of the raksha it represents, this Charm permits a raksha to assert her dominance over lesser creatures of chaos. Whenever the character interacts with any Creation-born being that possesses at least one Wyld mutation, with any beast of the Wyld, or with any commoner raksha with Heart 1, she treats their MDVs as being two points lower, and adds one to the number of Willpower that must be paid to resist her social attacks, to a maximum of five points of Willpower.

PRINCE AND PAUPER APPROACH

(p. 208)

Cost: 5m; **Type:** Simple

Keywords: Combo-OK, Emotion, Glamour (3), Shaping

Replace the text of the Charm with the following:

The gifts of Nirvikalpa disrupt communication as well as facilitate it, poisoning relationships and spreading mistrust with ease. The raksha must interact with her target socially for a brief time before activating this Charm in his presence. She rolls (Charisma + Socialize) as a Staff-shaping attack against a difficulty equal to the target's Essence; this roll may be en-

hanced by Charms that improve Staff-shaping attacks. If successful, for the next story, those who interact with the target will be less inclined to trust him and more suspicious of his motives. This is an Emotion effect that those who meet the target may ignore for one scene by spending a point of Willpower. All of the target's social attacks directed at those who find him untrustworthy suffer a -2 external penalty, and he is likely to fall under suspicion for any misdeeds that occur while he is in the area.

Oneiromancy benefit: This Charm may be incorporated into outward-facing glammers. Such spells attempt to target those who take a certain pre-defined action within their range of effect once per scene.

UNDETECTABLE LIE (DREAMING)

(pp. 208-209)

Cost: 5m, 1wp

Keywords: Combo-OK, Echo, Shaping

Prerequisite Charms: Beguilement

This Charm may enhance any Staff-shaping attack, converting its post-soak damage dice into automatic successes.

UNDETECTABLE LIE (WAKING)

Cost: 7m, 1g

Keywords: Combo-OK, Echo, Social

Prerequisite Charms: Beguilement

The raksha weaves the stuff of dreams into her words, coating them in the affirmation of every desire in the hearts of those who hear her speak. Listeners ache to believe her, no matter how absurd or deadly the lies that pass between her lips. This Charm supplements a (Manipulation + Presence)-based social attack, making it both unblockable and undodgeable. With Staff 6+, Essence 6+, this Charm may also supplement (Manipulation + Performance)-based social attacks.

VEIL OF GLAMOUR

(p. 209)

Keywords: Combo-OK, Shaped-Only, Shaping

MONSTROUS CONCEIT

(pp. 209-210)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

This Charm permanently enhances Veil of Glamour, allowing it to be used in the fashion and for the cost described in the Charm's Innate Power.

CHARMS OF THE SWORD

SWORD COMBAT CHARMS

SCOURGING WIND RAID (DREAMING)

(p. 210)

Cost: 3m, 1wp

Keywords: Combo-OK, Echo, Shaping

SCOURGING WIND RAID (WAKING)

Cost: 3m, 1wp

Keywords: Combo-OK, Echo, Illusion

The raksha becomes a preternaturally skilled pickpocket or thief in Creation. When attempting to acquire an inanimate object currently in the possession of a Creation-born (whether a bag of silver, a sword or the Creation-born's pants), the attempt automatically succeeds unless the target of the theft has Essence 2 or higher. If the target does have Essence 2+, the raksha instead adds a number of automatic successes to the Larceny attempt equal to his Sword Grace. This Charm cannot be used to steal weapons or armor being actively used by their owners, though objects currently in use are otherwise fair game. The occlusion of the theft is an unnatural Illusion costing two Willpower to see through, or one Willpower if characters have sudden and pressing reason to recognize the theft (such as attempting to pay for dinner with money that has just been stolen).

DREAM-SACRIFICING METHOD (DREAMING)

(p. 210)

Type: Reflexive (Step 10)

Keywords: Combo-OK, Echo, Obvious, Shaping

DREAM-SACRIFICING METHOD (WAKING)

Cost: 5m, 1wp, 1g; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Echo, Obvious

The raksha do not have souls as the Creation-born do. If truly slain, they simply cease to be. Canny Fair Folk know that it is better to give away part of one's being than to cease to be entirely. This Charm may be activated when the raksha would mark off her Incapacitated health box with lethal or aggravated damage. The box is not marked off; instead, the individual who struck the killing blow against the raksha instantly gains possession of one of the raksha's Graces (of the raksha's choice), in the hopes that this bribe will mollify the attacker's wrath. This Charm may be used no more than once per scene, and may not be activated if the character's Incapacitated health box is marked off by cold iron, or if the raksha is slain by some natural happenstance of the world, such as by falling off of a cliff or being immolated in a forest fire; the callous world the Primordials built disdains faerie bribes.

UNPARALLELED TERROR TECHNIQUE (DREAMING)

(p. 210)

Keywords: Combo-OK, Echo, Shaping

UNPARALLELED TERROR TECHNIQUE (WAKING)

Cost: 3m

Keywords: Combo-OK, Echo, Glamour (3), Obvious, Poison, Stackable

Layering one of her attacks with a deadly dream toxin, the raksha brings her target's nightmares to life, empowering them to ravage the victim's mind and body. This Charm supplements a physical or Sword-shaping attack. If successful, the victim contracts a dream-poison which takes effect when she next sleeps. Rather than regaining a point of Willpower for each

success on her Conviction roll, she instead suffers one level of lethal damage per success. Multiple doses of this poison stack to produce lethal nightmares across consecutive nights.

Oneirmantric benefit: Incorporated into an outward-facing glamour, the spell makes one Sword-shaping attack per scene (even in Creation) against characters within its range of effect who take a specific pre-decided action.

PINCER OF TRANSCENDENT TIME AND SPACE (DREAMING)

(p. 210)

Keywords: Combo-OK, Echo, Shaping

With Sword 5+, Essence 5+ this Charm produces a three-attack flurry.

PINCER OF TRANSCENDENT TIME AND SPACE (WAKING)

Keywords: Combo-OK, Echo, Obvious

The raksha briefly erupts into two simultaneous forms, both streaked with the blood of the world. This Charm constitutes a flurry of two physical attacks made with whichever combat Abilities please the raksha. Both attacks are made at the raksha's full dice pool and incur a total DV penalty equal to the higher of the two. With Sword 5+, Essence 5+ the number of attacks in this flurry rises to three.

ENDLESS ARMIES OF THE STORM (DREAMING)

(p. 210)

Cost: 5m, 1wp

Keywords: Combo-Basic, Echo, Shaping

Replace the text of the Charm with the following:

The raksha calls upon the Sword of Nishkriya to endlessly subdivide her own soul. Thus bolstered by an infinite army, the raksha marches forth against her enemies. This Charm lets the raksha make (Essence + 1) Sword- or Staff-shaping attacks at her full dice pool, with a cumulative DV penalty equal to the highest penalty of any one attack in the flurry.

ENDLESS ARMIES OF THE STORM (WAKING)

Cost: —(1g); **Type:** Permanent

Keywords: Echo

Duration: Permanent

This Charm permanently enhances its Waking prerequisite, permitting the raksha to enjoy a coordinated attack bonus equal to the number of attacks in the flurry the Charm makes if she directs all attacks in the flurry against a single opponent. This benefit costs one gossamer to invoke.

HOST-SUMMONING GLORY OF COMMAND (DREAMING)

(p. 211)

Cost: —(1m); **Type:** Permanent

Keywords: Echo, Shaping

Duration: Permanent

The raksha may pay one mote to reflexively draw and ready any Sword or Staff-shaping weapon in her possession at any time.

HOST-SUMMONING GLORY OF

COMMAND (WAKING)

Cost: —(1m); **Type:** Permanent

Keywords: Echo, Obvious

Duration: Permanent

The raksha forges pale ephemera to attend to the mortal tedium required for battle in Creation. At any time the raksha may spend one mote to reflexively draw and ready any weapon or other object in her possession; when she does so, tiny, glowing Wyld figments appear, quickly retrieving the desired object and conveying it to the raksha's waiting hand. With Essence 3+ the raksha may also activate this Charm at a cost of one gossamer to retrieve any object she owns from within (Essence x 2) yards, conjuring tiny servants or luminous ephemera to bring the object back to her.

SUNDERING THE GATES OF DEATH (DREAMING)

(p. 211)

Cost: 4m, 1wp; **Type:** Supplemental

Keywords: Combo-OK, Echo, Shaping

Replace the text of the Charm with the following:

In the Wyld, death has no victory over the Fair Folk, nor the grave a sting. When there is no hope to be found, when the raksha's armies are encircled, her mind befuddled, her corpse riddled with arrows—this is the hour of her greatest triumph, when she shatters the chains of the grave and rises to fight anew. This Charm may be activated when the raksha is contesting control of an entanglement, allowing her to automatically escape without harm to herself or her opponent. She may also reflexively pay one mote at any time to shape herself back from narrative death without needing to use up a shaping action to override the inconvenience of her demise.

SUNDERING THE GATES OF DEATH (WAKING)

Cost: —(5g); **Type:** Permanent

Keywords: Echo, Illusion

Duration: Permanent

Creation is a dangerous place for the raksha—the grave is loathe to relinquish anything it claims as its own in the death-trap the Primordials fashioned to be their home. Thus, canny raksha may avert an untimely demise through a clever work of glamour. The raksha may reflexively spend five gossamer at any time to convert all of the lethal damage she has suffered into bashing damage—even if she is unconscious at the time. If she is Incapacitated, this also causes her to appear to be dead, an unnatural Illusion that costs three points of Willpower to see through. This trick may only be called upon a maximum of once per fortnight.

TRANSIENT WORK OF FLESH AND BONE (DREAMING)

(p. 212)

Cost: 3m, 1g

Keywords: Combo-Basic, Echo, Obvious, Shaping

Duration: One tale

Replace the text of the Charm with the following:

This Charm permits the raksha within the Wyld to summon into existence a monster or small army of extras to fight on her

behalf. This monster constitutes a Sword-shaping weapon with Speed 5, Accuracy +1, Damage +8, Defense +0, Rate 3. The army is a Sword-shaping weapon with Speed 3, Accuracy +3, Damage +1, Defense +2, Rate 5. These are works of glamour and have no reality as such against the Creation-born save as shaping weapons.

TRANSIENT WORK OF FLESH

AND BONE (WAKING)

Cost: 5m, 2g

Keywords: Echo, Obvious, Shaping

Duration: One scene

This Charm permits the raksha to summon a monster or army into existence in Creation or in the Wyld. The monster has the traits of a mundane animal of the raksha's choice (superpredators such as tyrant lizards and river dragons tend to be preferred, but sometimes a raksha simply needs a reliable mount such as a horse or austrech with which to show off in style), plus a number of mutation points equal to the raksha's (Sword x 2). The army is Magnitude 3, with the traits of elite soldiers and Drill equal to the raksha's Sword. Both monsters and armies are perfectly loyal to the raksha, are fully real to the Creation-born, and are not suitable for use as shaping weapons. They vanish at the end of the scene. This Charm may not be reactivated to replenish members of a defeated army during the scene.

RADIANCE OF THE INVINCIBLE

WARRIOR (DREAMING)

(p. 212)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

RADIANCE OF THE INVINCIBLE

WARRIOR (WAKING)

Cost: 3m, 1g; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Echo, Obvious

The raksha shrouds himself in the impressive glamour of the Wyld, swiftly removing himself from danger so that he might better look down upon those with the temerity to challenge him. Used in response to an attack, this Charm causes the raksha to vanish in a flash of light appropriate to his currently active Assumption, if any. A fire raksha might vanish in a puff of white flame, while a wood raksha could disappear in an emerald burst, leaving behind a scattering of falling leaves. The character instantly reappears up to (Sword x 3) yards away in a direction of his choice.

WAYPOINT-SEALING TECHNIQUE (DREAMING)

(p. 213)

Cost: 3m, 1wp

Keywords: Combo-OK, Echo, Obvious, Shaping

WAYPOINT-SEALING TECHNIQUE (WAKING)

Cost: 3m, 1wp

Keywords: Combo-OK, Compulsion, Echo, Emotion, Obvious

Duration: One scene

The raksha assumes a defensive posture that Creation-born fear to challenge. The raksha's player rolls (Dexterity + [Marital Arts or Melee]) upon activating this Charm. For its duration, individuals whose Dodge MDV is lower than the raksha's successes are unable to approach closely enough to make close-range attacks, though they remain free to launch ranged attacks against the raksha. The raksha may advance toward afflicted characters and force them to back away, but the unnatural mental influence ends if she backs a character into a corner or some immediate hazard, engages in any hostile action against them, or if the afflicted character spends two Willpower.

UNCONQUERABLE TRUTH (DREAMING)

(p. 213)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

UNCONQUERABLE TRUTH (WAKING)

Cost: 3m, 1g; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo

The raksha, being born of lies, are preternaturally attuned to attempts to deceive them. The character may activate this Charm in response to an attack in order to remove that attack's unexpected quality. This Charm may not be used to remove the unexpected quality of attacks made with cold iron weapons.

RAREFIED AIR OF INEVITABLE

VICTORY (DREAMING)

(p. 213)

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

RAREFIED AIR OF INEVITABLE

VICTORY (WAKING)

Cost: 4m, 1g

Keywords: Combo-OK, Echo, Glamour (2), Mutation (2), Obvious

Duration: One scene

The raksha congeals dreams of triumph and glory around herself, creating a defensive halo of golden radiance. This halo acts as a shield which raises the raksha's DVs by one. This is considered an equipment bonus, not a bonus added from a Charm. Cold iron weapons ignore the protection granted by this Charm.

Oneiromantic benefit: This Charm may only be incorporated into inward-facing dreams.

DEFINING THE PARAMETERS OF

BATTLE (DREAMING)

(p. 213)

Cost: 5m, 1wp

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

DEFINING THE PARAMETERS

OF BATTLE (WAKING)

Cost: 4m, 1g; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Obvious

Duration: Instant

Seizing a bit of gossamer, the raksha hurls it out into the world as a mighty thunderclap and bolt of rainbow-hued force, which buffets the attacks of his enemies and serves to protect him. The raksha removes either the unblockable or undodgeable quality from an incoming attack (player's choice which). With Essence 5+ he also imposes a -1 external penalty on the buffeted attack. With Essence 6+ the raksha may pay 8m, 1g to strip both the unblockable and undodgeable qualities from an attack.

ALL-INCLUSIVE NIGHTMARE DEFENSE (DREAMING)

(p. 213)

Cost: 3m; **Type:** Reflexive (Step 9)

Keywords: Counterattack, Echo, Shaping

Replace the text of the Charm with the following:

The raksha unleashes terror and doubt on his enemy, dispersing her forces and laying low her creatures. In order to use this Charm, the raksha must first successfully defend against an attack with his Sword Shaping DV. The shaping weapon used to make the attack is then removed from readiness.

ALL-INCLUSIVE NIGHTMARE DEFENSE (WAKING)

Cost: 4m, 1g; **Type:** Reflexive (Step 9)

Keywords: Counterattack, Echo, Obvious

Having successfully defended herself, the raksha unleashes a tide of nightmares which cling to her foe's weapon, encumbering it. This Charm may be activated in response to an attack the raksha successfully defends herself against by applying her DV. It removes the weapon used to make the attack from readiness, covering it in a phantasmal layer of tiny dreamcrafted monsters, forcing opponents to use a draw/ready weapon miscellaneous action to shake the tiny nightmares loose from the weapon before it can be used again. Cold iron weapons may not be counterattacked in this fashion.

TENSION-BUILDING WARRIOR'S

ADVANCE (DREAMING)

(pp. 213-214)

Keywords: Combo-OK, Echo, Shaping

TENSION-BUILDING WARRIOR'S

ADVANCE (WAKING)

Cost: 5m, 1g

Keywords: Combo-Basic, Echo, Obvious

One of the more pleasant aspects of Creation is the ease with which its inhabitants may be divested of their possessions. This Charm supplements a disarm attempt, adding the raksha's Sword in automatic successes. A tide of black, chitinous nightmares leap from the raksha's weapon onto the object the raksha attempts to remove when this Charm is activated, helping wrest it from the hands of its owner.

FEARSOME MIEN (DREAMING)

(p. 214)

Cost: 5m, 1wp; **Type:** Simple

Keywords: Combo-Basic, Echo, Shaping

Duration: One tale

The effects of a successful use of this Charm penalize the target for one tale, not one scene.

FEARSOME MIEN (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Emotion

Duration: Permanent

Those who have lost part of their souls to the raksha's hunger remember her in their nightmares for the rest of their lives. Any character who has ever had one of his traits permanently reduced by the raksha through the use of a feeding Charm such as Ravishing the Created Form or Soul-Consuming Hunger suffers a permanent internal penalty equal to the raksha's Sword on all rolls directed against the raksha in any sort of hostile capacity—attacks, social attacks aimed at anything but begging for mercy, attempts to pick the raksha's pockets, and so on. This unnatural fear effect costs one Willpower to ignore for a scene, but can never be permanently overcome so long as the raksha lives.

PEERLESS WAYS OF THE SWORD (DREAMING)

(p. 214)

Cost: —(1m); **Type:** Permanent

Keywords: Echo

Duration: Permanent

PEERLESS WAYS OF THE SWORD (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Mutation (1)

Duration: Permanent

The raksha trains her senses to be keenly aware of the works of the Sword in Creation. Whenever she encounters a Creation-born who has been vexed through the arts of the Sword in the past, that fact becomes Obvious to her senses.

REJECTION OF CONFLICT (DREAMING)

(p. 214)

Mins: Sword 5, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

REJECTION OF CONFLICT (WAKING)

Cost: —(1g); **Mins:** Sword 5, Essence 3; **Type:** Permanent

Keywords: Echo

Duration: Permanent

The Fair Folk do not allow themselves to be encumbered by the world as they pass through it. The character may spend one gossamer to erase all of her memories of a specific battle, conflict or enemy. If she holds an Intimacy toward that battle, conflict or enemy, it is instantly erased. A token of the forgotten battle, conflict or enmity appears at the raksha's feet in a form related to warfare—perhaps a notched sword, a fallen standard, or a dusty medal. Any character who falls asleep while touching the token dreams of the battle, conflict or enmity the raksha has chosen to forget. Should the raksha ever touch the token, it immediately vanishes, the lost memory is restored, and the raksha may never use Rejection of Conflict to forget it again.

TRANSITORY MUTATION CHARMS

POX, AFFLICTION, BLIGHT, ABOMINATION

(pp. 214-215)

Replace the above four Charms in their entirety with the following:

NEW RAKSHA CHARM: FANTASTIC

GROTESQUERIE SHELL

Cost: —; **Mins:** Sword 1, Essence 1; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: None

The Fair Folk are puzzled by the fearful tenacity with which humans cling to the shape in which they are born. Creation offers such a wide variety of morphological oddities—wings and claws and stingers, fur and scales and leaves in hundreds of interesting colors, and more besides. Why not indulge? The raksha gains six points worth of mutations each time he purchases this Charm. A pox is worth one point, an affliction worth two, a blight four and an abomination six. At any time the raksha may summon one of the mutations he has learned with this Charm and adorn his body with it. This costs one gossamer for a pox, two for an affliction, three for a blight and four for an abomination. The raksha may dismiss these mutations at any time for no cost. These mutations automatically dismiss themselves if the raksha at any point finds himself without an active Assumption.

HUNDRED-HAND STYLE

(p. 215)

Cost: —; **Type:** Permanent

Keywords: Mutation (2)

Duration: Permanent

Replace the text of the Charm with the following:

The Wyld is not constrained to only doing or being one thing at a time, and neither are its children. The raksha permanently raises the Rate of her natural attacks by 2, with the exception of clinches.

MILLIPEDE MIND

(p. 215)

Cost: —; **Mins:** Sword 3, Essence 2; **Type:** Permanent

Keywords: Mutation (2)

Duration: Permanent

Prerequisite Charms: None

Replace the text of the Charm with the following:

The Fair Folk have never seen any reason for form to follow function. A raksha who has learned this Charm may treat the function of her limbs interchangeably. She may run on her arms while throwing knives with her feet, fly with her tail while parrying fists with her wings, and otherwise enjoy the best benefits of all of her extremities with each of her extremities.

GRACE OF THE INFINITE REVOLVING SPHERES

(pp. 215-216)

Cost: —(1g); **Mins:** Sword 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Replace the text of the Charm with the following:

Drawing upon the lost scraps of the time before time, the Fair Folk may defy Creation's stale temporal progression, if only a little bit. The raksha gains the ability to spend one gossamer to reduce the Speed of all of her actions by one for one tick.

HARMONIOUS PRIMORDIAL SPIRIT

(p. 216)

Cost: 4m, 1g

Duration: Instant

Prerequisite Charms: None

LONG-ARM TECHNIQUE

(p. 216)

Cost: —(1g); **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Replace the text of the Charm with the following:

The raksha may spend one gossamer to extend any of her limbs out to (Essence x 2) yards for one tick. For every yard the raksha's legs are extended, she adds one yard to her Move and dash rates. All of her attacks permanently gain the Reach tag.

GOSSAMER WING FLIGHT

(p. 216)

Cost: —; **Type:** Permanent

Keywords: Glamour (2), Mutation (2), Obvious

Duration: Permanent

Replace the text of the Charm with the following:

This Charm permanently grants the raksha some means of flight equivalent to the Wings mutation (**Exalted**, p. 290). Commoners generally grow literal wings, while nobles generally fly through some means appropriate to their Assumption. A raksha using the Assumption of Fire Shape might soar through the air on wings of flame, while one using Assumption of Cerements and Bone might be carried aloft on a susurrus of prayer. If the raksha already has the Wings mutation, her flight speed doubles.

Oneiromantic benefit: This Charm may only be incorporated into inward-facing dreams.

HIDING THE WYLD'S TOUCH

(p. 216)

Cost: —; **Type:** Permanent

Keywords: Native, Social

Duration: Permanent

PERMANENT MUTATION CHARMS

ARMAMENT OF FLESH

(p. 216)

Cost: —

Keywords: Mutation (2), Native, Obvious

The raksha may not improve any of his natural attack's traits by more than his (Heart + 1). Additional purchases allow the creation of additional natural weapons, but will not permit a raksha to stack more bonuses onto an existing attack.

SURPASSING EXCELLENCE

(p. 217)

Cost: —

Keywords: Mutation (1), Native

Raksha who learn this Charm become permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

GLORIOUS HERO FORM

(p. 217)

Cost: —

Keywords: Mutation (2), Native, Stackable

The raksha may gain one dot of Manipulation and one dot of Wits with a single purchase of this Charm rather than with two separate purchases. Characters may not purchase the same option multiple times. Fair Folk who learn this Charm become permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

RACING DRAGON SPEED

(p. 217)

Cost: —

Keywords: Mutation (1), Stackable

ROOT OF THE PERFECTED LOTUS

(pp. 217-218)

Cost: —

Keywords: None

Fair Folk who learn this Charm become permanently incapable of passing back through the Gateway of Sundraprisha and becoming unshaped once again.

NEW RAKSHA CHARM: BULB OF

THE PERFECTED LOTUS

Cost: —; **Mins:** Heart 4, Sword 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Root of the Perfected Lotus

Sifting through the shattered fragments of wisdom, the raksha glimpses herself, and is enlightened. This Charm allows the character to learn Celestial-level martial arts, acquiring new Martial Arts Charms at the same experience point cost paid by Dragon-Blooded.

SHAPING STANCES

(p. 218)

Ignore all references to restrictions on channeled Virtues and increased activation prices on Charms for certain types of behavior.

Sidereal Exalted who meet the appropriate Grace prerequisites may learn the following Charms for eight experience points each, or 10 if Martial Arts is not a Caste or Favored Ability. Stance-type Charms which also have the Form-type Keyword are considered Martial Arts Form-type Charms for the purpose of effects which makes such distinctions.

ALL-CONSUMING GOD-MONSTER STYLE

WYLD COMMUNION

(p. 219)

Cost: 5m; **Type:** Reflexive

Keywords: Combo-OK

Duration: One tale or One scene

Replace the text of the Charm with the following:

All things are possible to the God-Monster, for he devours impossibility along with his enemies. While this Charm is active, whenever the raksha gains stunt dice, he adds one to the number of dice rolled. This does not increase his Essence or Willpower rewards. This Charm may be used in either Creation or the Wyld; the raksha must decide at the time of the Charm's activation whether it will enhance stunted shaping actions or stunted non-shaping actions.

BEING-NONBEING APPROACH (DREAMING)

(p. 219)

Cost: 1m

Keywords: Echo, Shaping

Duration: One tale

This Charm imposes a -1 external penalty on shaping attacks directed at the character, rather than raising the character's DV.

BEING-NONBEING APPROACH (WAKING)

Cost: 1m; **Type:** Simple (Speed 3, DV -1)

Keywords: Echo

Duration: One scene

The raksha enjoys the described benefit of the Charm's Innate Power for one scene.

ALL-CONSUMING GOD-MONSTER STANCE

(pp. 219-220)

Cost: 10m, 1wp; **Type:** Simple

Keywords: Stance-type, Shaping

Duration: One tale

This Charm may be used in Creation if the raksha takes the Calling Upon the Dragon's Ire feature, in which case it also gains the Form-type keyword and may be activated with a duration of One story. Ignore all mentions of incompatibility with Assumptions.

GOD-MONSTER BODY BENEFITS

(p. 220)

Calling Upon the Dragon's Ire: The raksha gains the ability to activate All-Consuming God-Monster Stance in Creation, and to leave the Wyld without the Charm automatically terminating itself.

Fearsome Radiance: This benefit is an unnatural Emotion effect that may be overcome for one scene by spending a point of Willpower.

Heart-Stopping Numinous Power: The enhanced Essence rating only applies to calculations and effects derived from her raksha Charms.

Terrible Shaping Suasion: This benefit does not reduce the gossamer cost of Charms.

World-Devourer's Shadow: This benefit is an unnatural Emotion and Compulsion effect that may be overcome for one scene by spending a point of Willpower, or by succeeding on the Valor roll. Spending Willpower to overcome this benefit does not overcome Fearsome Radiance.

NATURE-ELIMINATING KNIFE

(p. 220)

Graces destroyed by this Charm may be replaced with new Graces through any of the standard Grace-forging Charms. Doing so does not remove the benefit bestowed on All-Consuming God-Monster Stance by the destruction of a Grace.

LAUGHING MONSTER STYLE

FURIOUSLY STALLING DESTINY (DREAMING)

(p. 222)

Keywords: Combo-OK, Counterattack, Echo, Shaping

FURIOUSLY STALLING DESTINY (WAKING)

Cost: 6m, 1wp, 1g; **Type:** Simple

Keywords: Echo, Shaping

Duration: One story

The raksha releases figments of diplomatic techniques into the air in order to protest an ongoing contest. This Charm targets a pair of social or military units the raksha has meaningfully interacted with during the current story (at the Storyteller's discretion). The raksha's player rolls (Manipulation + Socialize) against the (Dodge MDV + group's Magnitude) of the leader of each of the organizations. If successful, calamity visits both camps whenever they attempt to interact with one another, imposing an external penalty equal to the raksha's Ring on all actions either unit takes when dealing with members of the other group, whether acting as a group or as individuals. If either leader's Dodge MDV defeats the Charm's activation roll, it has no effect. Members of a targeted organization who wear cold iron against their skin or use appropriate shaping defenses may ignore the penalties leveled by this Charm.

DEEPER INTO TROUBLE TECHNIQUE (DREAMING)

(p. 222)

Keywords: Combo-OK, Compulsion, Echo, Shaping

Duration: Instant

This Charm's Compulsion is a form of unnatural mental influence.

DEEPER INTO TROUBLE TECHNIQUE (WAKING)

Keywords: Combo-OK, Compulsion, Echo

Duration: Instant

This Charm is identical to its Dreaming counterpart, save that it may supplement a physical or social attack rather than a shaping attack.

LAUGHING MONSTER STANCE (DREAMING)

(p. 222)

Keywords: Echo, Shaping, Stance-type

Duration: One tale

Redirected attacks cost one gossamer, not one Willpower.

LAUGHING MONSTER STANCE (WAKING)

Keywords: Echo, Form-type, Stance-type

Duration: One scene

The raksha infuses her body with the Essence of the dweller in the between, the laughing monster that twists oaths and intentions against their holders. This Charm functions as its Dreaming counterpart, save that the raksha may spend one gossamer and one willpower to redirect physical attacks she has successfully defended against with her DVs.

UNITARY BEING FORGE (DREAMING)

(p. 222)

Keywords: Combo-OK, Echo, Shaping

This Charm adds pre-soak damage.

UNITARY BEING FORGE (WAKING)

Cost: 4m, 1g; **Type:** Simple

Keywords: Echo, Glamour (3), Illusion, Shaping

The raksha surreptitiously releases a shroud of glamour into the air around her, exploiting simmering conflicts for future diplomatic advantage. This Charm inflicts an unnatural Illusion on any pairs of characters within (Essence x 20) yards of the raksha who have mutual negative Intimacies toward one another, causing them to believe the object of their Intimacy has just uttered a deadly insult toward them. Some raksha use this Charm to map unfamiliar social environments in which they find themselves; others find it an amusing way to pass a slow afternoon.

Oνειromantic benefit: Incorporated into an outward-facing glamour, this Charm twists the perceptions of all characters within its range of effect.

SHUFFLING THE PIECES (DREAMING)

(P. 222)

Keywords: Combo-OK, Echo, Shaping

SHUFFLING THE PIECES (WAKING)

Cost: 5m; **Type:** Reflexive

Keywords: Combo-OK, Echo, Mutation (4), Shaping

Duration: One scene

The raksha's works revise the world, rendering the pounding march of armies into simply another opportunity to expand the ranks of her diplomatic staff. Whenever the raksha slays a Creation-born while this Charm is active, one of the wee folk immediately springs up from her victim's spilled blood, capable of survival in Creation as though summoned through an Evocation and ready and willing to serve its creator (see **Graceful Wicked Masques**, pp. 143-145). Slain extras produce manikins, slain heroes produce poppets, and slain Essence-users produce homunculi.

INAUSPICIOUS MOMENT FOR ATTACK (DREAMING)

(PP. 222-223)

Keywords: Combo-OK, Echo, Shaping

INAUSPICIOUS MOMENT FOR ATTACK (WAKING)

Cost: 2m per target, 1g

Keywords: Combo-OK, Echo, Shaping

With the arts of distraction and omen, the laughing monster slows the enemy's advance. This Charm may only be used at the beginning of a battle; the raksha spends two motes per target to be affected, and then rolls Charisma + Occult. Each opponent whose Join Battle roll produces fewer successes than the result of this roll is rendered unable target her with an attack until their DV has refreshed three times. This restriction is a Shaping effect. Individuals who are wearing cold iron against their skin are not valid targets for this Charm.

SUBTLE HAMMER (DREAMING)

(P. 223)

Keywords: Combo-OK, Echo, Shaping

SUBTLE HAMMER (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Glamour (1), Mutation (2)

Duration: Permanent

The Diplomat's work is subtle, and her opponents do not see her intention until it is too late. Learning this Charm protects the raksha by occluding her motive, causing all attempts to read her motivation (see **Exalted**, p. 131) to automatically fail unless enhanced by Charms. With Essence 4+, the raksha becomes automatically aware whenever someone fails to read her motivation, and may cause the attempt to reveal whatever motive she desires as an Illusion effect. It costs one point of Willpower for the observer to see through this unnatural mental influence and realize that he has no true idea what the raksha is after.

Oneiromantic benefit: This Charm may only be incorporated into inward-facing dreams.

THIEVES FALL OUT (DREAMING)

(P. 223)

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

THIEVES FALL OUT (WAKING)

Cost: 5m, 1g

Keywords: Combo-OK, Echo, Obvious, Shaping

Duration: Five actions

The raksha twists alliance into suffering through the arts of the Staff. Selecting two characters as this Charm's targets, the raksha charges the space between them with the killing power of Nirvikalpa. So long as the two characters remain within (raksha's Essence x 5) yards of one another, each takes one level of automatic, unsoakable lethal damage on each action tick as a Shaping effect. This Charm cannot target a character wearing cold iron against his skin.

POISONED WHISPERS (DREAMING)

(P. 223)

Cost: 5m; **Type:** Reflexive

Keywords: Combo-OK, Echo, Shaping

Duration: One shaping action

POISONED WHISPERS (WAKING)

Cost: 8m, 1wp; **Type:** Supplemental

Keywords: Combo-OK, Echo, Illusion

Duration: Instant

The relationships of the raksha are as oaths scribed on fragile staves. Breaking them is child's play for an experienced Diplomat of the Fair Folk. This Charm supplements a Presence-based social attack intended to undermine one of the target's Intimacies. If successful, the raksha may instantly invert a positive Intimacy into a negative Intimacy with a connotation of her choice, or vice-versa. This unnatural mental influence costs three Willpower to resist.

DANCING WIND MONSTER

TRANSFORMATION (DREAMING)

(PP. 223-224)

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

This Charm enhances the raksha's Staff DV, not all of his Shaping DVs.

DANCING WIND MONSTER

TRANSFORMATION (WAKING)

Cost: 10m, 2g; **Type:** Simple

Keywords: Echo, Obvious

Duration: Instant

Having finished his tale, the raksha flashes a devilish smile and leaps into the air, before the astonished eyes of his foes. This Charm may only be activated inside of a building; it deposits the raksha outside of the structure, just beyond the closest exit. Note that this Charm will never kill or injure the raksha for using it—if the nearest exit is an open window on the seventh floor of a tower, she will appear outside of the front door on the bottom floor. If she is inside of a castle surrounded

by a moat full of sharpened stakes and all of the drawbridges are up, she will appear just on the other side of the moat. The Charm does not account for any guards or other angry men with swords she might suddenly appear in front of; having liberated her, the narrative of the Laughing Monster leaves the rest of the raksha's escape up to her own cleverness. This Charm may not be activated if the raksha is bound in chains of cold iron or held captive behind bars of that substance.

SPIRIT-TWISTING OBSESSION STYLE

ELUSIVE OBJECT OF DESIRE (DREAMING)

(p. 224)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

ELUSIVE OBJECT OF DESIRE (WAKING)

Cost: 3m

Keywords: Combo-OK, Echo, Mutation (2)

Duration: Indefinite

Desire is the strongest forbidden fruit, and Entertainers therefore the most elusive of the Fair Folk. This Charm adds the raksha's Cup in automatic successes to all rolls to escape confinement of any sort, from clinches to imprisonment.

ART OF CORROSION

(p. 224)

Cost: 5m, 1wp, 1g

Keywords: Shaping

This Charm may affect an Essence-user no more than once per scene.

SPIRIT-TWISTING OBSESSION

STANCE (DREAMING)

(p. 224)

Keywords: Echo, Stance-type

Duration: One tale

SPIRIT-TWISTING OBSESSION STANCE (WAKING)

Keywords: Echo, Form-type, Stance-type, Shaping

Duration: One scene

The raksha becomes a living symbol of the corruption of self. She names a single opponent, who must be within (Cup x 20) yards, and inflicts an internal penalty equal to her Essence on all attacks that opponent directs at her for the duration of the Charm, and also increases to two the Willpower cost to channel Virtues for any purpose. Wearing cold iron against the skin nullifies the effects of this Charm.

SUBTLE BREATH OF RUIN (DREAMING)

(p. 224)

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

This Charm inflicts an external penalty rather than raising the difficulty of shaping actions.

SUBTLE BREATH OF RUIN (WAKING)

Cost: 2m

Keywords: Combo-OK, Echo, Shaping

Duration: Instant

Fainting threats to the crude matter of her target's body, the raksha cleverly attacks those things which make the target's life worth living. This Charm may supplement a physical attack. If the attack successfully strikes the target, it does no damage, instead inflicting all rolled damage to another character within (Cup x 10) yards for whom the target has a positive Intimacy. This Charm may not be used to conduct damage from mortals onto Essence-users, or onto characters of higher-Essence than the Charm's target, nor will it conduct through or into characters with cold iron touching their skin, or who are using appropriate Shaping defenses.

INSIDIOUS DISTRACTION TECHNIQUE (DREAMING)

(p. 224)

Type: Simple

Keywords: Combo-OK, Echo, Shaping

INSIDIOUS DISTRACTION TECHNIQUE (WAKING)

Cost: 4m; **Type:** Supplemental

Keywords: Combo-OK, Echo, Poison

Duration: Instant

The raksha distills her practices and presence into a potent spiritual poison, and delivers it with a sharp rebuke or stinging blow. This Charm may supplement any Presence-based social attack or any physical attack. If successful, the target is rendered incapable of making flurries larger than his Temperance for the rest of the scene. This Poison effect is nullified if the target touches cold iron.

ENCOURAGING FUTILE STRUGGLE (DREAMING)

(p. 225)

Keywords: Combo-Basic, Echo, Shaping

ENCOURAGING FUTILE STRUGGLE (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo

Duration: Permanent

Once a character has fallen into the raksha's tangled web, they may never truly be free again. The raksha's social attacks ignore two points of the MDVs of any target she has ever fed from using a Feeding Charm that permanently removes traits, such as Ravishing the Created Form or Soul-Consuming Hunger.

BRILLIANT GLINTING LURE (DREAMING)

(p. 225)

Keywords: Combo-OK, Echo, Shaping

Duration: One shaping action

BRILLIANT GLINTING LURE (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo, Mutation (3)

Duration: Permanent

The raksha shapes herself into the perfect object of obsession, desired by all who see or hear of her. It takes only one scene of effort to build a positive Intimacy toward the raksha for any character, regardless of their Virtue ratings.

DECAYING PRINCIPLES (DREAMING)

(pp. 225-226)

Keywords: Combo-OK, Echo, Shaping

DECAYING PRINCIPLES (WAKING)

Cost: 1m

Keywords: Combo-OK, Echo

The raksha threads her words with the Essence of Dharma, corroding the virtues of those to whom she speaks. The target of a social attack supplemented by this Charm treats all his Virtues as 1 for the purpose of calculating his MDV, and needs not roll dice or spend Willpower to resist following a suggestion that would normally violate a Virtue he has rated at 3+.

TWISTING SPIRAL OF COLLAPSE (DREAMING)

(p. 226)

Cost: 2+m, 1wp; **Type:** Reflexive

Keywords: Combo-OK, Echo, Shaping

Duration: One tale

This raksha raises his shaping weapon's rate by one per two motes spent, not five.

TWISTING SPIRAL OF COLLAPSE (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo

Duration: Permanent

To invite the prince of chaos into one's heart is to invite ruin. The raksha adds one automatic success to all physical and social attacks directed at any character that harbors a positive Intimacy toward her.

EULOGY FOR GREATNESS LOST (DREAMING)

(p. 226)

Keywords: Combo-OK, Echo, Shaping

EULOGY FOR GREATNESS LOST (WAKING)

Cost: —; **Type:** Permanent

Keywords: Echo

Duration: Permanent

The raksha stands triumphant over a ruined world, secure in the knowledge that she has desecrated everything she has touched. She treats any character harboring a positive Intimacy toward her as a character she has previously fed on using a Feeding Charm that permanently removes traits, such as Ravishing the Created Form or Soul-Consuming Hunger.

WORLD-DEVOURING WARLORD STYLE

AEGIS OF A MARTIAL DESTINY (DREAMING)

(p. 226)

Type: Reflexive (Step 2)

Keywords: Combo-OK, Echo, Shaping

AEGIS OF A MARTIAL DESTINY (WAKING)

Type: Reflexive

Keywords: Combo-OK, Echo

Duration: One story

The World-Devouring Warlord must establish a proper crusade for himself. The raksha selects an existing Intimacy toward some great goal, dream, or accomplishment upon activating this Charm. She adds one success to all attempts to realize her dream or achieve her goal, but loses one extra mote per day when in Creation so long as the Charm remains in effect.

ANTAGONIST-NAMING TECHNIQUE (DREAMING)

(p. 226)

Keywords: Echo, Shaping

ANTAGONIST-NAMING TECHNIQUE (WAKING)

Cost: 1m; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Echo, Emotion

Duration: Instant

The World-Devouring Warlord cannot go to war without a proper nemesis, and so it is imperative that he begin his march by producing a suitable foe. This Charm may supplement any social or physical attack. If successful, the attack causes the target to immediately gain in Intimacy of enmity toward the raksha. This unnatural Emotion effect may be resisted for two points of Willpower.

THEMATIC STUNTING METHODOLOGY

(p. 226)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

WORLD-DEVOURING WARLORD

STANCE (DREAMING)

(pp. 226-227)

Cost: 6m

Keywords: Echo, Stance-type, Shaping

Duration: One tale

WORLD-DEVOURING WARLORD

STANCE (WAKING)

Type: Simple

Keywords: Echo, Form-type, Obvious, Stance-type

Duration: One scene

The raksha's jaws gape wide across the sky in the form of a crimson banner that is visible for miles, ready to devour the world. While fighting beneath his own banner, the raksha adds one to the Accuracy, Damage, Defense and Rate of all non-shaping weapons he wields, including natural weapons (with the exception of his clinches remaining Rate 1).

GATHERING THE CROWS (DREAMING)

(p. 227)

Cost: 3m; **Type:** Reflexive

Keywords: Echo, Shaping, Stackable

Duration: One tale

Prerequisite Charms: World-Devouring Warlord Stance

GATHERING THE CROWS (WAKING)

Cost: 3m, 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Obvious, Shaping, War

Duration: One scene

Prerequisite Charms: World-Devouring Warlord Stance

The raksha can weave phantasmal ranks of additional troops from glamour to make his forces look bigger, more impressive, and, as a result, more confident. This Charm adds one to the Morale of a complementary mass combat unit in which the raksha is a special character or leader. It also inflicts a -1 external penalty on Morale rolls for opposing forces to resist rout or hesitation as a Shaping effect. A mass combat unit may only benefit from one use of this Charm; the World-Devouring Warlord does not share his glory.

ARMY-SUPPORTING BEHEMOTH

INVOCATION (DREAMING)

(p. 228)

Cost: 3m; **Type:** Reflexive

Keywords: Echo, Shaping, Stackable

Duration: One tale

ARMY-SUPPORTING BEHEMOTH

INVOCATION (WAKING)

Cost: 3m, 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Obvious, War

Duration: One scene

The raksha conjures forth glammers of terrifying magical creatures to harry opposing forces. This Charm adds one to the Might of a complementary mass combat unit in which the raksha is a special character or leader; multiple activations by separate characters will not stack.

AVATAR OF WAR (DREAMING)

(p. 228)

Cost: 3m

Keywords: Combo-OK, Counterattack, Echo, Shaping

AVATAR OF WAR (WAKING)

Cost: 3m, 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Obvious, War

Duration: One scene

The beating of the raksha's Heart resounds through the ranks of his forces like terrible thunder, reminding those under his command that fates worse than death await those who disappoint the World-Devouring Warlord. This Charm adds one to the Drill of a complementary mass combat unit in which the raksha is a special character or leader; multiple activations by separate characters will not stack.

HARMONY OF FORTUNE AND HATE (DREAMING)

(p. 228)

Cost: 3m; **Type:** Reflexive

Keywords: Combo-OK, Echo, Shaping, Stackable

Duration: One tale

Rather than lowering the opponent's DV by one, this Charm raises the Accuracy of the raksha's Sword-shaping weapon by one.

HARMONY OF FORTUNE AND HATE (WAKING)

Cost: 3m, 1g; **Type:** Reflexive

Keywords: Combo-OK, Echo, Obvious, Shaping, War

Duration: One scene

The raksha englamours the terrain of the battlefield, turning it against Creation-born armies. Used when the raksha leads or is a special character in a complementary mass combat unit, this Charm causes all hostile units within (Sword) miles to treat open terrain as difficult terrain and difficult terrain as extreme terrain, with all the movement penalties such terrain inflicts (see **Exalted**, p. 163). With Essence 4+ the Charm transforms open terrain into extreme terrain. The raksha's unit and those of his allies never suffer any penalties from this Charm.

PREEMPTIVE DECLARATION OF

VICTORY (DREAMING)

(p. 228)

Cost: —; **Type:** Permanent

Keywords: Echo

Duration: Permanent

Replace the text of this Charm with the following:

The raksha lives the Dance of the World-Devouring Warlord, crushing the bones of his foes forever beneath his feet. The raksha adds two automatic successes to all physical and social attacks directed against characters who harbor an Intimacy of enmity against him.

PREEMPTIVE DECLARATION OF

VICTORY (WAKING)

Cost: 5m, 1g

Keywords: Echo, Obvious, Shaping, War

Duration: Instant

The raksha performs the Dance of the World-Devouring Warlord as he leads the charge, a sinuous physical narrative that instills the certainty of defeat in the hearts of the his enemies. This Charm maybe used to supplement an attack directed at a complementary mass combat unit when the raksha leads a complementary mass combat unit of his own. If successful, the attack forces the targeted unit to check for rout.

CHAPTER SEVEN: STORYTELLING

EXPERIENCE AND TRAINING

The experience costs and training times for Fair Folk are listed here. All other costs are as per the Solar experience table on page 274 of *Exalted*, but the training time becomes “tale” where the Fair Folk are concerned.

Trait Increase	Cost	Training Time
Caste or Favored Ability	current rating x 2	tale
Other Ability	current rating x 3	tale
Major Grace	current rating x 3	tale
Minor Grace	current rating x 6	tale
Heart Grace to 4†	20	tale
† Available only at 200+ experience.		
New Trait	Cost	Training Time
Charm	6	tale
Specialty (commoner)	2	tale
Specialty (noble)	5	tale

CHAPTER TEN

DREAMS OF THE FIRST AGE

LANDS OF CREATION: THE SOUTH

PURE-BRED LINTHA

(p. 105)

Pure-bred Lintha utilize their own unique Charms, different from those of the Exalted. These may be approximated by using spirit Charms thematically resonant with the Yozi Kimbery. (The full Charm set of the Lintha will be detailed in forthcoming material.) Lintha cannot use Holy Charms, but are not actually creatures of darkness. They may also learn Terrestrial Circle Sorcery and Terrestrial martial arts.

WHICH BOOK WAS THAT IN?

Because of the rather unique situation of **Dreams of the First Age**, it could be confusing trying to figure out what exactly a page reference is referencing. To be as clear as possible, the first given page reference point to sources in the originally published book, if any, while the second are available only when that element of the revised PDF has received errata.

LORDS OF CREATION

FIRST AGE CHARACTER CREATION

SOLAR CHARACTER GENERATION

(pp. 13-17)

Standard Solars begin with 28 Ability dots after Celestial and Caste Training Abilities, 20 Background dots, 15 Charms, and 18 bonus points. The Established Solar begins with 9/7/6 Attributes, 45 dots of Abilities after Training Abilities, 30 dots of Backgrounds, 35 Charms, five dots of Virtues, and 35 bonus points. The Influential Solar begins with 12/10/8 Attributes, 60 dots of Abilities after Training Abilities, 40 dots of Backgrounds, 85 Charms, five dots of Virtues, and 50 bonus points. The Legendary Solar begins with 15/12/10 Attributes, 90 dots of Abilities after Training Abilities, 50 dots of Backgrounds, 155 Charms, five dots of Virtues, and 75 bonus points.

LUNAR CHARACTER GENERATION

(pp. 17-20)

Standard Lunars begin with 25 Ability dots after Celestial and Caste Training Abilities, 15 Background dots, 12 Charms and/or shapeshifting Knacks, and 18 bonus points. The Established Lunar begins with 11/9/8 Attributes plus two dots to spend in Caste or Favored Attributes, 38 dots of Abilities after Training Abilities, 20 dots of Backgrounds, 30 Charms and/or shapeshifting Knacks, five dots of Virtues, and 35 bonus points. The Influential Lunar begins with 13/11/9 Attributes plus two dots to spend in Caste or Favored Attributes, 50 dots of Abilities after Training Abilities, 30 dots of Backgrounds, 74 Charms and/or shapeshifting Knacks, five dots of Virtues, and 50 bonus points. The Legendary Lunar begins with 16/13/10 Attributes plus two dots to spend in Caste or Favored Attributes, 75 dots of Abilities after Training Abilities, 40 dots of Backgrounds, 140 Charms and/or shapeshifting Knacks, five dots of Virtues, and 75 bonus points.

First Age Lunars cannot use Sidereal Martial Arts.

SIDEREAL CHARACTER GENERATION

(pp. 20-24)

Standard Sidereals begin with 25 Ability dots after Celestial and Caste Training Abilities, 15 Background dots, a free dot of Cult, 12 Charms, and 18 bonus points. The Established Sidereal is worth Mentor 3, begins with 9/7/6 Attributes, 38 dots of Abilities after Training Abilities, 20 dots of Backgrounds, 30 Charms, five dots of Virtues, and 35 bonus points. The Influential Sidereal is worth Mentor 4, begins with 12/10/8 Attributes, 50 dots of Abilities after Training Abilities, 30 dots of Backgrounds, 74 Charms, 22 dots of Colleges, five dots of Virtues, and 50 bonus points. The Legendary Sidereal is worth Mentor 5, begins with 15/12/9 Attributes, 75 dots of Abilities after Training Abilities, 40 dots of Backgrounds, 140 Charms, 35 dots of Colleges, five dots of Virtues, and 75 bonus points. Sidereals also get dots in Astrological Colleges, which facilitate Sidereal Astrology.

TERRESTRIAL CHARACTER GENERATION

(pp. 24-28)

Standard Dragon-Blooded begin with 15 Background dots, 10 Charms, and 18 bonus points. The Young Dragon-Blood begins 25 dots of Abilities after Training Abilities. The Influential Dragon-Blood begins with five free specialties, five dots of Virtues, and 35 bonus points. The Legendary Dragon-Blood begins with 55 dots of Abilities after Training Abilities, nine free specialties, five dots of Virtues, and 50 bonus points.

NEW AND ALTERED TRAITS

FIRST AGE LINGUISTICS

(pp. 28-29)

Add the following to the list of notable First Age languages:

- **Rocktongue:** The language of Autochthon's strange children, the Jadeborn. It was once intensively studied by early Twilight savants, as the language's exacting vocabulary contained a number of peerlessly nuanced terms relating to manufacturing, craftsmanship and creativity, and some keystone concepts of early motonic theory were found within. It is now considered

a subject well past interest, all of its secrets having been long ago uncovered.

BREEDING BACKGROUND

(pp. 34-35)

Replace the description of the Background with:

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

LEGENDARY BREEDING

(p. 35)

Replace the text of this section with the following:

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

LEGENDARY MANSE

(p. 39)

Replace the first paragraph with the following:

There has only been one officially sanctioned manse in history built with a rating in excess of 5, the Sword of Creation. All attempts to create another such "super-Manse" have bogged down in territory disputes (the geomantic web required for such a project would span a significant portion of a Direction, passing through the territories of numerous Lawgivers) or been met with stiff political opposition within the Solar Deliberative. While members of the Twilight Caste are eager to press the outer boundaries of geomancy, their neighbors have no wish to see a second Sword of Creation, or anything remotely like it, in the hands of a single Solar. As such, any Legendary Manses in existence channel their power to more subtle uses than the Sword, or are quite well-hidden, or are dubious in their qualification for the title, being "merely" 5-dot manses of unusual power. Characters may not begin play with possession of a "Legendary Manse." An Exalt who has the six-dot level of this Background simply has access to an extraordinary number of manses, many of which have been specially designed to pro-

duce certain effects. The character holds two level-5 hearthstones and additional lesser stones totaling 20 levels (including the two large stones).

MENTOR

Replace the second through fifth dots with the following:

- Your mentor is an Established Lunar or a major terrestrial god (Essence 3+).
- Your mentor is an Established Solar or Sidereal, an Influential Lunar, a Legendary Dragon-Blood, a minor spirit of Yu-Shan or possibly a Second Circle demon.
- Your mentor is an Influential Solar or Sidereal, a Legendary Lunar, a Celestial censor, or a prominent god in the Yu-Shan bureaucracy.
- Your mentor is a Legendary Solar or Sidereal, a divisional head or possibly even a bureau head in Yu-Shan, a god of Essence 6+ who serves as an emissary to one of the Incarnae or (if you have the nerve) a Third Circle demon.

SIFU

(p. 44)

A Lunar's beginning Sifu rating cannot exceed 3, and a Dragon-Blood's cannot exceed 2—the Five-Score Fellowship does not allocate its greatest masters to students who cannot wield their ultimate techniques.

Replace the first three dots of this Background with the following:

- Your sifu knows one supernatural martial art style and has partially mastered one Sidereal style.
- Your sifu knows two supernatural martial arts styles and one Sidereal style. This is the maximum Sifu rating for a beginning Dragon-Blood.
- Your sifu knows three supernatural martial arts styles and two Sidereal styles. This is the maximum Sifu rating for a beginning Lunar Exalt.

SOLAR CHARMS

GENERAL CHARMS

ULTIMATE MASTERY OF (SPECIALTY)

(p. 55)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: DIVINE

TRANSCENDENCE OF (ABILITY)

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

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

Duration: Permanent

Prerequisite Charms: None

All limitations in existence shrink in the face of Solar determination. That which is impossible becomes merely difficult; that which is indestructible crumbles; that which cannot be slain lies dead upon the earth. When a Solar crashes against the boundaries of her own power, that limit also falters. All Charms within the Ability corresponding to this Charm reduce their minimum Ability and Essence ratings by one when the

character attempts to learn them. All subsidiary powers contained within such Charms (such as the Archery 6+ damage upgrade of Lambent Bolt of Annihilation) also lower their requisite Ability and Essence ratings by one. For example, if a character learned Divine Transcendence of Linguistics, the Charm Beautiful Essence-Born Rune would drop from minimums of Linguistics 6, Essence 6 to Linguistics 5, Essence 5. Under Divine Transcendence of Melee, all of the repurchase opportunities of Golden Destruction Cut would become available one dot earlier. Divine Transcendence of (Ability) cannot reduce the requirements of any Charm with minimums of (Ability) 10 or Essence 10. Charms retain their original ratings for all other purposes, such as building Combos. Upon achieving (Ability) 10, Essence 10, this Charm vanishes and the Solar is refunded its cost.

New Abyssal Charm: Apocalyptic Evolution of (Ability) (**Prerequisites:** None). This Charm is identical to its Solar counterpart in all regards.

TEACH ME, SIFU!

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

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

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

SUPREME PERFECTION OF (ABILITY)

(pp. 55-56; p. 58)

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

Keywords: Mirror (Supreme Perfection of [Ability])

Duration: Permanent

Prerequisite Charms: Any (Ability) Excellency

Replace the text of this Charm with the following:

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

New Abyssal Charm: Supreme Perfection of (Ability) (**Prerequisites:** [Ability] Essence Flow). This Charm is identical to its Solar counterpart in all regards.

ARCHERY

LAMBENT BOLT OF ANNIHILATION

(p. 56)

Cost: 5m

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

Prerequisite Charms: Essence Arrow Attack

Replace the text of this Charm with the following:

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

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

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

GOLDEN ARTILLERIST METHOD

(p. 56)

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

Keywords: Mirror (Uncanny Extermination Instinct), Obvious

Duration: Permanent

Prerequisite Charms: Phantom Arrow Technique

Replace the text of this Charm with the following:

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

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

BOUNDLESS ARROW OF THE UNCONQUERED SUN

(p. 56)

Cost: —(+9m, 1wp); **Type:** Permanent

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

Duration: Permanent

Replace the text of this Charm with the following:

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

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

MARTIAL ARTS

SOLAR HERO SUPREMACY

(p. 56)

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

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

Duration: Permanent

Prerequisite Charms: Fists of Iron Technique

Replace the text of this Charm with the following:

The Chosen of the Most High need no esoteric lessons to rock the world back on its heels—their strength and prowess

are weapons enough. The Solar's unarmed attacks automatically stun opponents they strike and roll damage against (see **Exalted**, p. 153). This stunning effect is cumulative—if a Solar made a three-attack flurry and struck his opponent with all three attacks, his target would suffer a -6 internal penalty until the Solar's next action.

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

SWALLOWING THE LOTUS ROOT

(p. 56)

Mins: Martial Arts 5, Essence 2

Prerequisite Charms: None

Replace the text of this Charm with the following:

The greatest among the Exalted find it no great feat to master the arts of their subordinates. The experience cost of Terrestrial Martial Arts Charms is reduced to 4xp, or 5xp if Martial Arts is not a Caste or Favored Ability (or if the character has no Favored Abilities, as in the case of Alchemicals), and their training time is halved. During character creation, Terrestrial Martial Arts Charms cost half as much as native Charms, meaning that each starting Charm (or Charm purchased with bonus points) allocated to such a style provides two Charms instead. As a final benefit, the character no longer needs to pay a surcharge when using elementally aspected Terrestrial Martial Arts styles. Should a character who already knows Terrestrial Martial Arts learn this Charm, the experience cost of those Charms is retroactively lowered and the character is refunded the difference.

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

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

ORICHALCUM FISTS OF BATTLE

(p. 56)

Type: Reflexive

Prerequisite Charms: Solar Hero Supremacy

Replace the text of this Charm with the following:

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

NEW SOLAR CHARM: WICKED DISSOLVE DUST

Cost: 1m, 1wp; **Mins:** Martial Arts 7, Essence 7;

Type: Reflexive (Step 10)

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Solar Hero Supremacy

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

MELEE

GOLDEN DESTRUCTION CUT

(pp. 56-57)

Cost: —; **Type:** Permanent

Keywords: None

Duration: Permanent

Replace the text of this Charm with the following:

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

UNASSAILABLE AEGIS OF DUAL ARMAMENT

(p. 57)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: GUARDING STAR TACTICS

Cost: —(+4m); **Mins:** Melee 6, Essence 6; **Type:** Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisite Charms: Protection of Celestial Bliss

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

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

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

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

- **Sustained:** Sustained attacks include attacks made of the five magical materials, attacks which are part of the body of a living being, permanent environmental hazards, and environmental hazards or attacks which the Storyteller deems unsuitable to arbitrary destruction. Attacks made with imperishable materials (such as a rain of jade arrows) are simply scattered and deflected without harm. Attacks made by permanent envi-

ELDER ESSENCE MINIMUMS

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

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

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

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

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

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

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

ronmental hazards (such as the Pole of Fire) are stilled within (Essence) miles for (Essence) actions. Attacks made by living environmental hazards (such as the winds of Adorjan or a Lunar using a swarm Knack) are prevented from moving to intersect or bypass the position of Solar or any complementary unit he is a member of until their DV has refreshed. Attacks unsuitable for arbitrary destruction are generally one-of-a-kind story-line events, and are deflected or otherwise handled according to the Storyteller's discretion. Potential examples of resolution of such attacks:

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

SHARP LIGHT OF JUDGMENT STANCE

(p. 57)

Cost: 12m, 1wp

Keywords: Combo-Basic, Holy, Mirror (Symphony of the Flayed Legion), Obvious, War

Prerequisite Charms: Blazing Solar Bolt

Replace the text of this Charm with the following:

The Solar whirls into a devastating attack, felling all who would stand against her with a storm of slashes. The character makes a standard Melee attack and applies it against all enemies within (Melee x 100) yards. Allies are immune to this onslaught; the waves of lethal radiance dance deftly past them. This attack is also applied against any enemy who moves into the effect radius during the Charm's duration, and applied again once per tick against any enemy attempting to move toward the Lawgiver. The attack produced by this Charm deals aggravated damage to creatures of darkness.

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

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

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

THROWN

TORRENT OF INNER LIGHT

(pp. 57-58)

Cost: —; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

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

Replace the text of this Charm with the following:

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

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

- Spirit Weapons: This Charm's Cost becomes zero motes.

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

ACUITY OF THE FAR-FLUNG HAND

(p. 58)

Cost: —(3m); **Type:** Permanent

Keywords: Obvious

Prerequisite Charms: Call the Blade

Replace the text of this Charm with the following:

This Charm costs three motes every time its benefits are invoked. It allows the character to hurl implements in order to take normal actions out to a range of (Essence x 10) yards; for example, the character could throw her lockpicks at a lock to make a normal Larceny roll, or hurl her daiklave at an opponent to make a standard Melee attack. Acuity of the Far-Flung Hand does not help the character retrieve tossed items. Penalties that would apply to a Thrown roll (such as those due to wind or poor visibility) apply to the roll for the action taken.

MAELSTROM OF CELESTIAL DOMINANCE

(p. 58)

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

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

Duration: Instant

Prerequisite Charms: Cascade of Cutting Terror

Replace the text of this Charm with the following:

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

A second purchase of this Charm at Thrown 7+, Essence 7+ upgrades its destructive power to the point that the attack lacerates the very fabric of the cosmos. A million white-hot cuts sizzle in the air, leaving behind a ragged white scar of sunfire. This acts as an environmental attack within the area

covered by the Charm's initial attack with Damage 3L/action (Damage 3A/action as a Holy effect against creatures of darkness), Trauma 3. This scar lingers for (Solar's Essence) hours. The Lawgiver is advised to be wary of this barrier, as he is not immune to its power.

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

WAR

FORGING THE SUN'S LEGIONS PRACTICE

(p. 58)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: BEHEMOTH-

SLAYING ATTITUDE

Cost: 7m; **Mins:** War 5, Essence 5; **Type:** Reflexive

Keywords: Combo-OK, Mirror (Filling the Elephants' Graveyard), War

Duration: One scene

Prerequisite Charms: Mob-Dispersing Rebuke

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

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

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

IMMUNITY TO ARMIES APPROACH

(p. 58)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: IN DOUBT

OF LEGIONS SPIRIT

Cost: 8m, 1wp; **Mins:** War 6, Essence 6; **Type:** Reflexive

Keywords: Combo-OK, War

Duration: One scene

Prerequisite Charms: Behemoth-Slaying Attitude

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

For example, if the Solar faced a force of 10,000 erymanthoi, split into 10 Magnitude 6 units, this would count as Magnitude 9 opposition, not magnitude 60. Since a unit of erymanthoi enjoys Might 3, each unit's attacks upon the Solar would suffer a -6 external penalty. Were the units composed of mortal soldiers with mundane weapons, the penalty would instead be -9 (reflecting their Might 0).

The Solar also ignores any formation benefits such a unit may enjoy.

NEW SOLAR CHARM: ONE

WITH STRIFE METHOD

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

Keywords: Combo-OK, Counterattack

Duration: One scene

Prerequisite Charms: Fury Inciting Presence

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

NEW SOLAR CHARM: YOZI-FIGHTING PRINCIPLE

Cost: 10m, 1wp; **Mins:** War 8, Essence 8; **Type:** Reflexive

Keywords: Combo-OK, Native

Duration: One scene

Prerequisite Charms: One With Strife Method

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

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

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

terattack and Heavenly Guardian Defense twice in response to the titan's onslaught for no cost, but would have to pay a third set of activations.

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

INTEGRITY

LION'S ROAR RECOVERY

(P. 58)

Cost: —; **Type:** Permanent

Keywords: Mirror (Underworld Executioner Stance), Native

Duration: Permanent

Replace the text of this Charm with the following:

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

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

SACROSANCT SOUL RETRIBUTION

(p. 58)

Cost: 8m; **Mins:** Integrity 5, Essence 5; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Holy, Obvious, Shaping

Prerequisite Charms: Spirit-Maintaining Maneuver

Replace the text of this Charm with the following:

Those who would tempt the noble Lawgivers from their righteous path pay a price in fire. This Charm is a counterattack that may be used in response to any unnatural mental influence directed at the Solar. The Solar's caste mark blazes white and red for a moment; then, wherever the attacker may be, she is engulfed in a bonfire of pure white flames. This is treated as an automatically successful Shaping counterattack which inflicts (Essence) dice of lethal damage (aggravated against creatures of darkness). Should any astrology be used to attempt to divine the target's fate during the scene in which Sacrosanct Soul Retribution is directed at him, such inquiries automatically succeed, but return only the following puzzling message: THE ANATHEMA IS HERE.

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

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

ZEAL

(pp. 58-59)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: SHOULD

THE SUN NOT RISE

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

Keywords: Holy, Native

Duration: Permanent

Prerequisite Charms: None

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

lowers the cost to activate all Charms with the Holy Keyword by one mote, to a minimum of zero motes.

PERFORMANCE

INFATUATION-GATHERING IDOL METHODOLOGY

(p. 59)

Keywords: Emotion, Illusion

Replace the text of this Charm with the following:

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

ROCKS AND STORMS CHORUS

(p. 59)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: CAST

OUT BEYOND REGARD

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

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

Keywords: Combo-OK, Native, Obvious, Shaping

Duration: One performance

Prerequisite Charms: Catching the Sun's Glance (see next)

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

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

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

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

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

CATCHING THE SUN'S GLANCE

(p. 59)

Cost: 20m, 2wp; **Type:** Simple (Speed 7 long ticks, DV -3)

Keywords: Combo-OK, Native, Obvious, Shaping

Prerequisite Charms: Respect-Commanding Attitude

Replace the text of this Charm with the following:

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

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

PRESENCE

MIND-BLANKING REBUKE

(p. 59)

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

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

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

Replace the text of this Charm with the following:

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

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

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

SEARING AFTER-IMAGE PASSION

(p. 59)

Keywords: Mirror (Stalking the Shadowed Mind)

Prerequisite Charms: Enemy-Castigating Solar Judgment

This Charm may not force a target to spend more than 5 Willpower to resist a single instance of mental influence.

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

ETERNAL EMPRESS OF LOVE ATTITUDE

(p. 59)

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

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

Duration: Indefinite

Prerequisite Charms: Authority-Radiating Stance

Replace the text of this Charm with the following:

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

effect of the Charm is to remove her positive Intimacy for the Charm's user. A second purchase of this Charm at Presence 7+, Essence 7+ renders mortals incapable of spending Willpower to resist the Charm.

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

NEW SOLAR CHARM: HASTENING NIGHT'S END

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

Type: Simple (One dramatic action)

Keywords: Combo-OK, Emotion, Obvious

Duration: Instant

Prerequisite Charms: Hypnotic Tongue Technique

A touch, a kind word, a moment of intimacy—through such gestures the Solar Exalted may straighten that which is bent and mend that which is broken. This Charm's activation requires at least one hour of personal interaction, which may take a wide variety of forms. Patiently listening to a subject while they explain what ails them, sitting together to watch the sun rise or set, or an evening of lovemaking would all qualify.

This Charm has two effects. First, the Solar may target and remove one derangement from the target's mind, regardless of whether it was inflicted by Charms, sorcery, the Wyld, or the simple stresses of life (if any effect contests this, the Solar adds his Presence in automatic successes to the roll-off). Second, the Solar forges in the target an Intimacy to a specific memory in the target's life of which she is aware. So long as this Intimacy endures, the target may not reacquire the derangement the Solar cured, nor may that memory be in any way tampered with, altered, poisoned, removed, or corrupted.

Hastening Night's End may be resisted for a cost of 0 Willpower—the Charm will only help those who wish to be helped. There exists a similar Charm utilizing Medicine as a prerequisite called Mind-Soothing Anodyne (**Prerequisites:** Flawless Diagnosis Technique, Touch of Blissful Release). Its activation requires an hour of careful psychoanalysis or hypnotherapy, but is otherwise identical to Hastening Night's End.

RESISTANCE

WOUND-MENDING PURITY STANCE

(p. 60)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: RISING SUN RENEWAL

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

Type: Simple (Speed 5, DV -0)

Keywords: Combo-OK, Obvious

Duration: Five actions

Prerequisite Charms: Body-Mending Meditation

Perfection is the nature of the Solar Exalted, and the best efforts of the world cannot draw them away from that state for long. The Solar's Essence surges and begins to catalyze, producing a crackling, charged feeling in the air around her, as though a storm were about to commence. Once her DV has refreshed five times, she erupts into a torrent of blue-white Essence, shining like a newborn star. When this surge of power passes, the Solar stands unmarred—all her health restored. Activating a

Charm with a Flaw of Invulnerability at any point during the Charm's 'charging' period resets its countdown. For example, if a Solar used Rising Sun Renewal, had her DV refresh three times, and then activated Heavenly Guardian Defense, she would need to wait until her DV refreshed five more times before her health levels would be restored. Losing more health levels than the Lawgiver's Stamina during the course of a single action delays the countdown by one DV refresh.

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

ENDURANCE OF 10,000 CUTS

(p. 60)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: RUIN-ABASING SHRUG

Cost: 5m; **Mins:** Resistance 6, Essence 6;

Type: Reflexive (Step 10)

Keywords: Combo-OK, Mirror (Far Beyond Ruin)

Duration: Instant

Prerequisite Charms: Adamant Skin Technique

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

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

INCOMPARABLE SOULBORN WARSTRIDER

(p. 60)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: UNBROKEN

CHAIN RESOLVE

Cost: 6m; **Mins:** Resistance 5, Essence 5;

Type: Reflexive (Step 10)

Keywords: Combo-OK

Duration: Three actions

Prerequisite Charms: Iron Kettle Body

The Solar's defense must hold at all costs. If the Solar falls, so does all that she holds dear. From this grim resolution a Solar draws the power to survive all onslaught. The character may use this Charm in response to an attack that incurs pre-soak damage. Upon activation, his hardness to rises to a level equal to the pre soak damage of the attack. This does not prevent

damage dice from being rolled, but rather guarantees that all lesser attacks are turned harmlessly aside. The Solar's hardness remains at this level for three actions, or until he is struck by an attack that overcomes his hardness. Should the Solar suffer such an attack, he may reflexively pay six motes to drive his hardness up to match the attack's raw damage. This does not count as a Charm activation. This renewed defense will last for three actions or until it is dispelled by a greater attack, whichever comes first. This Charm is ineffective against attacks the Solar permitted to be inflicted upon himself.

NEW SOLAR CHARM: INNER FIRE UNLEASHED

Cost: —; **Mins:** Resistance 6, Essence 6; **Type:** Permanent

Keywords: Native, Reactor

Duration: Permanent

Prerequisite Charms: Ox-Body Technique

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

SURVIVAL

SOLAR FLARE METHODOLOGY

(p. 60)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: GUIDING LIGHT SHINES ON

Cost: 5m; **Mins:** Survival 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisite Charms: Trackless Region Navigation

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

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

GREATER BLESSING OF THE DAY

(p. 60)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: LIFE-SUSTAINING

SHELTER PREPARATION

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

Type: Simple (One dramatic action)

Keywords: Combo-OK, Shaping

Duration: Indefinite

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

The Solar Exalted may survive anywhere. By his mastery of Survival, he may guarantee this protection to his followers. Even in the depths of Hell or the tunnels of the Labyrinth, Solars using this Charm may erect a shelter which is stable and safe from forces which would seek to harm those within. Once she has found shelter large enough to protect all of her followers from the elements (an Intelligence + Survival roll with a difficulty of the Magnitude of the character's entourage), the Solar personally builds this shelter. She places representations of the five elements at the center and directional boundaries of the shelter (these representations can be actual examples of each element, such as twigs, stone, cinders, etc, or the Solar may use a few drops of blood, paper effigies, Dragon-Blooded willing to sit still or other tokens) during its construction, blessing the configuration with his power and claiming all within its borders as his dominion. For a larger group, the Solar supervises the process of building this shelter (an action normally requiring one hour), but otherwise using the same process as described above.

This Charm protects an area large enough to house the Solar and up to her Essence in Magnitude of her followers. The inclement conditions of harsh weather hold no sway over the camp—all individuals within are protected as though with Hardship-Surviving Mendicant Spirit. Moreover, the camp is immune to the inclement conditions of alien worlds. The Wyld will not mutate the camp's land, the Solar's followers, or their belongings, nor will Malfeas's toxic miasma poison them. The Solar and her followers may respire Essence normally even in the Underworld or the Blight Zones of Autochthonia.

Moreover, the Solar's followers will take no harm from any nourishment scavenged within the confines of the camp. Wyld berries will not poison them, nor singing fish give them mutations. The iridescent locusts which swarm across the sands of Cecelyne will not infect them with demonic taint.

Finally, the Solar's Food-Gathering Exercise may secure enough food to feed the entire camp with only a single use—even if there is no food to be had in the region. As if produced by faith alone, the Solar finds clean water flowing from the rocks of Malfeas, fresh fish in the acrid seas of Kimberly, and living fruit upon dead branches.

A second purchase of this Charm at Survival 6+, Essence 6+ sanctifies the camp as Holy ground. Creatures of darkness must spend five points of Willpower to set foot within the camp unless formally invited by the Solar.

GOD-KING BENEVOLENCE

(p. 60)

Cost: —; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: City-Moving Secrets, Element-Resisting Prana

Replace the text of this Charm with the following:

The unbound anima of the Solar Exalted subverts the wrath of nature, cowing the elements in order ensure the safety of the followers of the sun. When faced with the unmitigated purity of the sun's light, all lesser forces must bow. By voluntarily flaring her anima into an enormous pillar of light, the Solar banishes the wrathful elements. Lava flows part or harden to admit the passage of the Solar's followers. Flesh-scouring sandstorms whirl about and leave them untouched. The Solar may extend the effects of Hardship-Surviving Mendicant Spirit to a unit he leads with a Magnitude of up to his Essence, so long as that Charm is active. They are also immunized against toxic atmospheres such as the miasma of Malfeas.

CRAFT

KEEN UNDERSTANDING OF THE CORE IMPERFECTION

(p. 60)

If the object is completely indestructible, the Charm's duration becomes Instant, and Lawgiver is instead granted divine inspiration, discovering an existing Flaw of Invulnerability (created by the Storyteller) that would permit the object's destruction.

GLORIOUS HALO OF THE BUILDER'S GRACE

(pp. 60-61)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: DESIGN BEYOND LIMIT

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Durability-Enhancing Technique

The Solar Exalted see potential in the matter and Essence of Creation far beyond the petty limitations of Primordial vision—and make that potential reality. A character who knows this Charm may design artifacts and manses more efficiently.

The character may cap a demesne with a manse rated one dot higher than the demesne. For example, the Lawgiver could cap a 3-dot demesne with a 4-dot manse; the difficulty of all design rolls and the required construction time would be that of a 3-dot manse, but the resultant structure would be a 4-dot manse in all regards (producing a 4-dot hearthstone, having creation points equivalent to a 4-dot manse [see *The Books of Sorcery*, vol. III—*Oadenol's Codex*], and so forth). The Solar may still deliberately weaken his designs to produce one-dot

manses, if desired. If used to design a 5-dot manse, Design Beyond Limit does not raise it to N/A level, instead providing ten additional creation points with which to design its features, and it makes the manse a potential geomantic channel to sustain a N/A level manse elsewhere.

Genius and excellence springs from the Solar's hands almost unbidden when crafting artifacts. She needs only accumulate a number of successes equal to an artifact rated one dot lower than her actual project (see *Exalted*, p. 134). For example, if attempting to forge a grand daiklave, the Solar would need only 30 successes rather than the usual 60. This Charm provides no benefit when the Solar deigns to construct one-dot artifacts.

NEW SOLAR CHARM: HOLISTIC

MIRACLE UNDERSTANDING

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Design Beyond Limit

The Solar craftsman has progressed beyond applying discrete bits of knowledge and skill—every part of him is an extension of his prowess, and intuitive understanding blossoms from every aspect of the world around him. The Solar perfectly understands how to recreate any object he makes use of. When he climbs into a warstrider, he is able to estimate what prayers accompanied its creation, the temperatures used to forge its armor, and the order in which its parts were assembled.

When he fires a bow, he deduces the materials and methods used to create it—and to fletch the arrow it just fired. When he eats a cake, he deduces all the particulars of its recipe. Any effort the Solar undertakes to precisely reproduce an object analyzed by this Charm reduces its cumulative difficulty by half and the total number of successes required by his (Essence x 2), to a minimum of 5. With Craft 6+, Essence 6+ the Solar also counts each hour of work invested in building such a replica as three hours of labor.

This Charm cannot perfectly analyze N/A-rated wonders like the Five-Metal Shrike or unique miracles of Primordial (or stranger) design such as the Sword of Creation, the elemental poles, or the Well of Udr. Instead, it grants the Solar a sense of vague but potent inspiration—a clue as to where useful information about or elements of the wonder's construction might be sought. On all occasions when the Solar Exalted have attempted to use Holistic Miracle Understanding to examine an Exaltation, they have experienced only an encouraging-but-vague sense that the answer rests within themselves.

THE ART OF PERMANENCE

(p. 61)

Mins: Craft 6, Essence 6

Prerequisite Charms: Durability-Enhancing Technique

Applying this Charm's benefit raises an item's effective Resources value by one. Applying it to an artifact raises the artifact's effective background rating by one dot. The benefit granted by this Charm is optional; the Solar may still produce lesser works, if she wishes.

INVESTIGATION

UNKNOWN WISDOM EPIPHANY

(p. 61)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: LEGACY-DETECTING GLANCE

Cost: 4m; **Mins:** Investigation 4, Essence 4 **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Know the Soul's Price

The superior detective is aware that the physiognomy of a subject may reveal that subject's history. The Lawgiver knows this and more, for he may see into souls. The character makes a quick study of a subject, allowing him to see his target's genetic inheritance so acutely that he may discern their ethnicity and even the bloodline from which they arose—commensurate with his Lore rating. The character's discernment of heredity is so keen that he can tell which gente's bloodline a Terrestrial descends from at a glance.

As the Lawgiver grows in experience, so does this Charm's capabilities. At Investigation 5+, Essence 5+, the Solar catches physiognomic cues more readily; he can know if people are genetically related just by looking at them, and in what manner; or what a Dragon-Blooded target's Breeding is and exactly who the Terrestrial is descended from. The Lawgiver is also able to see into spirits; by glancing into a person's eyes or speaking to them for any length of time, the Lawgiver can see who they were in their former life.

At Investigation 6+, Essence 6+, the Solar need only look at someone while using this Charm to see directly into their soul: the Exalt can see his target's past 10 incarnations. By using Legacy-Detecting Glance at this level while speaking with Celestial Exalted, the character's past life memories begin to resonate with the Exaltation before him, discerning the previous bearer of the subject's Exaltation. If the Lawgiver were to handle an Exaltation in Lytek's office directly while using this Charm, he could discern the identity of every person to have contained that Exaltation. At Investigation 7+, Essence 7+, the Lawgiver can use this Charm to see directly into a targeted Chosen's Exaltation and discern all of the bearer's past incarnations; alternately, he may examine the subject's soul and witness its last 100 incarnations. At Investigation 8+, Essence 8+ the Solar may examine a subject's soul and trace its reincarnation history all the way to the beginning.

When activating this Charm, the Solar may choose to look into the genetic, mimetic, or Exalted history of his subject, but not all three at once.

The benefits of this Charm extend beyond genealogical trivia. If the Solar knows Evidence-Discerning Method and has ever used it to profile any previous incarnation of the subject's soul or Exaltation, he automatically recovers that profile and may employ Evidence-Discerning Method against the subject for a cost of 1m.

ORACULAR MAGISTRATE UNDERSTANDING

(p. 61)

Prerequisite Charms: Evidence-Discerning Method

Replace the text of this Charm with the following:

The Solar's Evidence-Discerning Method is permanently enhanced, strengthening the connection to those she has profiled. The Charm's Duration becomes Instant; profiles no longer require committed Essence to grant a mechanical benefit. A profile remains valid until the subject's Motivation or Virtues permanently change (temporary changes brought about by magic will not spoil a profile).

At Essence 5+, the Solar may roll (Wits + Investigation) one month before an individual he has profiled is planning to undertake any sort of premeditated larcenous enterprise (examples might include robbing a bank, staging a kidnapping, attempting an assassination, or, in the case of the Yozis, escaping from Hell). This roll has a difficulty of half the subject's (Intelligence + Larceny), rounded down. Success grants the Solar an idea of what the subject plans to do, including at least the general location, and nature of the crime. Examples include:

"Splendid Magister is planning to illegally experiment on hun souls within a private, hidden manse on the Blessed Isle," "the Ebon Dragon is going to try to break out of Hell with the assistance of a Yozis cult in Denandsor," or "Tammuz is going to attempt to murder his Solar Mate aboard a pleasure yacht."

At Investigation 6+, Essence 6+ the Lawgiver may also make this roll to realize from subtle context clues whenever a profiled subject comes within (Investigation x 10) miles of him. The Solar may also anticipate non-premeditated larcenous actions at this level, though he suffers a -3 external penalty on attempts to do so.

HEAVEN'S GAZE

(p. 61)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: LAWGIVER'S

PARABLE DEFENSE

Cost: 3m; **Mins:** Investigation 7, Essence 7; **Type:** Reflexive

Keywords: Combo-OK, Native

Duration: Indefinite

Prerequisite Charms: Oracular Magistrate Understanding

A Lawgiver can stop the hands of time to protect the ones he loves. This Charm allows the character to find evidence of crimes that have yet to be committed, thereby preventing future tragedies. The Solar may make (Wits + Investigation) rolls to detect impending threats to any person or location he has an Intimacy toward, even those posed by individuals he has not profiled. The difficulty of this roll is always 5. This warning manifests itself one week before the danger actualizes itself. For example: "The mercantile district of Hollow will be destroyed by a magically-triggered earthquake" or "My Lunar mate will be slain by another Exalt." Spending one Willpower when the roll is made grants the Solar a flash of intuitive insight gleaned through context clues in his surroundings—the Storyteller informs the Solar's player of a place where he might profitably begin investigating the impending disaster.

As the Era of Dreams progresses, a growing number of Solars have stopped using this Charm, suspecting some defect in its design—surely Lawgiver's Parable Defense must be in error when it points to the Solars themselves as the threats that menace the things they love.

LORE

ASPECT OF THE PHILOSOPHER PRINCE

(p. 61)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: SHINMAIC COMMUNION

Cost: 30m, 2wp; **Mins:** Lore 7, Essence 7;

Type: Simple (One day-long dramatic action)

Keywords: Native, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Wyld Cauldron Technology

The concepts which engender the universe fall readily into the grasp of the Solar Exalted. Emptying himself of all thought and desire, the Lawgiver becomes a vessel for the knowledge of the shinma. Entering a trance state, his eyes become unblinking lanterns and his caste mark appears, glowing the same stark white for one full day. During this time, the Solar subtly alters universal principles with the force of her will, to great effect. The character may use Shinmaic Communion to target a landscape he has created with Wyld-Shaping Technique, redefining its relationship with the great cosmic elements known as the shinma. The character gains ten 'points' with which to edit the region in accordance to his will, which may be spent on the following modifications:

- **Nirupadhika**, the Way, governs spatial relationships. For one point the Solar may enchant the roads in the region such that they prevent travelers moving along them from getting lost, or infallibly lead them to specific places regardless of where they intend to travel. Two points allow the Solar to speed up or slow down travel according to his design; by default, this halves or doubles travel times, though each point invested beyond the initial two raises this by a factor of one. Three points may designate points within the region as impossible to miss, or occlude them so that all efforts to find them suffer an external penalty equal to half the Solar's Lore. Four points make the region mobile, able to move (Solar's Lore) miles per day. Each additional point spent on mobility doubles the region's movement rate. Five points doubles the interior size of the region without altering the size of its borders—the region is simply bigger on the inside. Each additional point spent on this aspect increases the region's size by a factor of one.

- **Dharma**, the Cup, governs corrosion, ignorance and desire. For one point, staying within the region for at least one week counts as a scene spent building an Intimacy of hatred toward a particular social group not native to the region. Two points cause each week spent within the region to count as a scene eroding an Intimacy of the Solar's choice. Three points create a tenor of desire within the region according to the Solar's definition; all actions which directly reject this desire are taken at a -2 internal penalty, while all actions in pursuit of it enjoy a +1 circumstantial bonus die. Four points produce a regional agenda—the Solar defines an Intimacy, and each time an individual sleeps within the region, this counts as a scene spent building that Intimacy. Five points hide knowledge about a particular thing from those within the region, inflicting an external penalty equal to $(\text{Solar's Lore} \div 2)$ on all attempts to uncover information about the thing; alternately, the Solar may ensure that anyone who seeks a certain thing will find it. This thing must exist within the region, be intangible, of limitless supply, and likely to bring the individual significant turmoil

in the future. Valid examples, then, might include worldly insight, occult secrets, or love.

- **Nirvishesha**, the Ring, governs identity. One point raises or lowers the region's level of Wyld infection by one stage, for example changing a Tainted Land to a stretch of Bordermarches. Two points summon a certain common variety of little god or minor elemental to flock to the region, according to the Solar's will (consider the differences between a region full of field gods as compared with one full of bloody hands). Three points may create or close a shadowland within the region, with a diameter no greater than one mile. Four points may create an Essence bias within the region with the same range of flavors as demesnes enjoy (the five elements, Solar, Lunar, vitriol, etcetera). Beings matching this Essence bias raise their hourly respiration rate by four motes. Five points may alter the cycle of life and death within the region. This may guarantee that all souls go on to lethe, linger as ghosts, or plunge into Oblivion; or it might create a closed reincarnation loop, where all residents who enter lethe within the region are guaranteed to reincarnate somewhere within its borders.

- **Nishkriya**, the Sword, governs conflict. For one point, the region takes on a martial tenor—its people slowly become more generally warlike and inclined to the ways of battle. Each season spent within the region acts as a scene of building a positive intimacy of some kind toward conflict into the Policy of all social groups. For two points, the region becomes a magnet for conflict—it will begin to produce natural resources needed or coveted more by the region's neighbors than by the region itself. For three points, the region becomes a den of brotherly raiders—all military units raised within the region have a Drill one higher than normal, and all individuals enjoy a +2 situational bonus to all attempts to take something from another person or group by force. Four points formidably defends the region against invasion—its animals attack intruding military forces, and the land itself rises up in protest, causing all movement to be across what is considered difficult terrain, and producing a -1 external penalty to all military activities by invaders. Five points tithed to Nishkriya turns the region into a weapon against hostile forces attempting to move into the Lawgiver's domain, raining down at least one environmental attack per hour against any invading military unit, of a sort devised by the Solar—avalanches, rains of lightning, supernatural ice storms and localized earthquakes are only the beginning of the woes that may be hurled at unwelcome guests.

- **Nirvikalpa**, the Staff, is the medium through which communication occurs. One dot makes the region a gathering place for societies, by increasing its yield of timber or making it more fecund farmland. Two dots make the region a magnet for commerce, increasing the amount or value of mineral resources found within. Three dots make the region a point of interaction between its inhabitants and the supernatural world, by seeding the region either with raw materials capable of being refined into the magical materials, or with those materials directly. Four dots makes the region a point of communion between Creation and Heaven, by causing each prayer uttered within the region to count as though it had been spoken from five mouths rather than one. Five dots makes the region a communication network between Creation and itself, drawing dragon lines together to create a three-dot demesne. This value may be raised by one dot per additional point invested.

The Solar is not obligated to spend 'left-over' points, if he does not wish to do so. A region may only be affected by one use of Shinmaic Communion at a time; additional uses cancel any existing alterations and overwrite them. Shinmaic Communion's effects vanish upon the Solar's death, unless a surcharge of one permanent point of Willpower is paid upon the Charm's activation.

This Charm may be purchased up to (Lore) times. Each purchase after the first grants two additional points to spend on shinmaic alterations.

TERRESTRIAL EDIFICATION PROGRAM

(p. 61)

Keywords: Obvious, Training

Prerequisite Charms: Legendary Scholar Curriculum

Replace the text of this Charm with the following:

The Solar's Harmonious Academic Methodology is permanently enhanced by her greater enlightenment. The Solar may now use her instruction to enlighten mortals, granting them the enlightened essence blight (see **The Compass of Celestial Directions, Vol. II—The Wyld**, p. 148). She also abolishes the 4-dot training cap from Harmonious Academic Methodology and Legendary Scholar Curriculum; only the age and Essence of her students limits their potential to absorb knowledge at the Solar's feet. She may also use Harmonious Academic Methodology to impart knowledge of thaumaturgy, sorcerous initiation Charms, or spells, assuming her students are capable of using such magic.

WYLD-HANDLING SCIENCE

(p. 61)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: SHINMAIC CALIBRATION

Cost: 20m, 1xp; **Mins:** Lore 7, Essence 7;

Type: Simple (One day-long dramatic action)

Keywords: Combo-OK, Native, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Shinmaic Communion

Having communed with the foundational elements of the cosmos, the Solars forge miracles. This Charm must be activated in a region the Solar has altered with Shinmaic Communion. The character defines a wondrous aspect or blessing for inclusion within the region. Much like artifact crafting, this Charm is conceptually broad and depends on cooperation between players and Storytellers to design uncanny wonders that later Ages will disbelievingly mythologize and dream of. The parameters of the effect depend on the Shinmaic Communion elements affecting the region this Charm is used in.

- **Nirvikalpa** determines the power of the miracle. One point affecting the region permits the Solar to produce works equivalent to mundane effort. Two points may produce uncanny effects equivalent to thaumaturgy. Three points produce wonders equivalent to Terrestrial Circle sorcery. Four points are equivalent to the Celestial Circle, and five points may produce awe-inspiring effects comparable to Solar Circle sorcery. Zero points limits the effects to only the weakest happenstance, the equivalent of mood lighting—effects with no mechanical repercussions at all.

- **Nishkriya** determines the strategy of the miracle. Each point of Nishkriya invested in the region allows one trigger to be built into the miracle. Examples of potential triggers include "entering the region," "praying to the Yozis," "sleeping within the region," "stealing from a merchant," "marching under the flag of a foreign power," or "disguising one's identity."

- **Dharma** determines who the miracle affects. One point permits only a very limited subset of a population—old men of Varangian descent. Two points allows the miracle to affect a population—Varangians. Three points permits a category of magical beings to be targeted (such as gods, or Dragon-Blooded). Four points affect all individuals who wish to be affected. Five points allows the miracle to target everyone within the region. Zero points limits the miracle to working upon the environment; it cannot affect people at all.

- **Nirvishesha** determines how long the miracle persists. One point causes the effect to last unto the third generation (60 years). Two points last unto the seventh generation (140 years). Three points last until the 30th generation (600 years). Four points last unto the 50th generation (1,000 years). Five points create a permanent miracle. Zero points invested in Nirvishesha produces a miracle lasting a single paltry year.

- **Nirupadhika** determines the scope of the miracle. One point affects all regions the Solar has shaped out of the Wyld within a single Direction. Two points affect all such regions he has shaped within the boundaries of Creation, and any realms of the Faraway which he has visited. Three points affect all of the above, as well as the entirety of Creation. Four points affect all of Creation as well as all directly adjoining realms (the Underworld, Malfas, Yu-Shan, Autochthonia, the Wyld). Five points are conjectured to affect all of existence—even those conceptual frontiers the Exalted have yet to discover or invent. Zero points invested in Nirupadhika affects only the Shinmaic Communion-marked region in which the Charm is used.

For example, a Solar might lay a blessing of protection on a region lasting for seven generations, so that all invading armies are scoured at its borders by enormous pillars of white-hot sun-fire and other horrifying manifestations of Adamant Circle destruction. This would require that the region be affected by two points under Nirvishesha, five under Dharma, five under Nirvikalpa, and two under Nishkriya. Or a Solar might attempt to permanently ennoble all the cosmos so that anyone attempting to initiate into the practice of sorcery will receive this tutelage by the world itself. This would require five points of Nirupadhika, five points of Nirvishesha, four points of Dharma, one of Nishkriya, and two points of Nirvikalpa.

Crafting a miracle is an extended dramatic action using a dice pool of (Intelligence + Lore) with an interval of one day, a difficulty of (points of Nirupadhika used), and a cumulative difficulty of (total number of points used x 10). Abandoning the effort at any point before completion causes the effect to unravel harmlessly, and the Solar is refunded the xp cost of the Charm. A botch causes the miracle to erupt in some dangerous and unpredictable manner—at best, everyone in the region is likely to have a very interesting day.

This Charm's miracles take effect automatically once crafting is complete, unless the Solar has utilized one or more points of Nirupadhika. In that case the miracle becomes what is known as a shinmaic potentiality or "Miracle Shell," an Essence-shaped working which exists in potential but does not

interface with Creation. Greater arts than Shinmaic Calibration are required to integrate a Miracle Shell into reality—the Salinan Working is likely the most well-known example of such an integration.

NEW SOLAR CHARM: LEGEND-

DRAWING INVOCATION

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

Type: Simple (Speed 3, DV -0)

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisite Charms: Essence-Lending Method

By speaking to the soul of an artifact, a Solar may remind a broken wonder of its legendary purpose, briefly restoring it to working order. Channeling Essence through her sagacious knowledge, the Solar is able to revive a legendary wonder and temporarily restore it to functionality. The Solar may restore a broken or damaged artifact to full working order so long as Essence is committed to sustain this Charm. In order to use this Charm, the Solar must know what the artifact in question is and what it does.

MEDICINE

AURA OF HYGIENE

(pp. 61-62)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: A HOOD ON DEATH

Cost: 20m, 1wp; **Mins:** Medicine 7, Essence 7; **Type:** Simple

Keywords: Obvious

Duration: Instant

Prerequisite Charms: Ailment-Rectifying Method, Contagion-Curing Touch

Transcending individual treatment, the Solar exercises sovereignty over disease, giving it form at her behest. The Solar selects a specific disease. All instances of the targeted disease within (Essence x 20) miles are immediately pulled from those who suffer from them, traveling at the speed of prayer to the Solar's location. There they coalesce over the course of one day, leaping together in a roiling mass of filth and shadow that eventually becomes a single, powerful plague god of that particular disease—one which harbors an indestructible Intimacy of loyalty to the Solar who caused it to come into being. This spirit may somewhat resemble the Solar in appearance. This god is equivalent to a spirit of the second rank or third rank, depending on the virulence and magnitude of the disease and its outbreak (see **The Compass of Celestial Directions, vol. III—Yu-Shan**, pp.122-124) The spirit always has the Bane Weapon Charm, which is efficacious against other spirits of the disease it represents, and a special Charm called Consume Sickness, which allows the spirit to spend 10 motes to draw out the sickness it represents from a person and consume it, gaining a point of Willpower or restocking a Virtue channel in the process. This Charm may only function if a number of individuals of Magnitude 6 or above are infected with the disease within the targeted area.

SOLAR APOTHECARY PRACTICE

(p. 62)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: MIRACLE

WORKER'S REDEMPTION

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

Keywords: Native, Reactor

Duration: Permanent

Prerequisite Charms: Wholeness-Restoring Meditation

Creation sets a grim course for those who cycle through it. By healing others, a Solar finds the power and resolve to continue her journey. The Lawgiver regains two motes per health level restored to another character through the application of her healing arts, so long as that character's wounds were not inflicted by the Solar or at the Solar's behest. Once per story, the Lawgiver may waive this benefit to instead reduce her Limit by one point.

SCIENCE OF MUTATION

(p. 62)

Mins: Medicine 5, Essence 4

Keywords: Combo-OK, Shaping, Stackable, Touch

Prerequisite Charms: Wholeness-Restoring Meditation

Replace the text of this Charm with the following:

The Lawgiver need not only heal, but may re-create bodies as she sees fit. After she spends five hours performing a Medicine-based action (and making an Intelligence + Medicine roll), her target gains or loses points of physical mutations no greater than the Solar's successes. (See **Exalted**, pp. 288-290, **Manual of Exalted Power—The Lunars**, pp. 206-209, and **The Compass of Celestial Directions, Vol. II—The Wyld**, pp. 144-148. Poxes and deficiencies are one point; afflictions/debilities, two points; blights/deformities, four points; abominations, six points.) This procedure inflicts a number of levels of lethal damage equal to the point value of the mutation bestowed (extras cannot die from this treatment unless the activation roll botches).

This Charm can remove Wyld mutations, but the mutations it grants aren't usually of the Wyld. Unless the storyteller rules otherwise, mutations granted by this Charm don't restrict the target's ability to live in Creation.

OCCULT

RINGS OF SPIRITUAL FRILITY

(p. 63)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: ECLIPSING THE SUN

Cost: —(3m, 1wp or 3m, 1wp, 1 Limit);

Mins: Occult 6, Essence 6; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: Ghost-Eating Technique

It is the duty of the son to surpass his father. The Exalt may pay three motes and one point of Willpower whenever he activates a Charm with the Holy keyword. Doing so allows the Solar to treat the target of the Charm as if it were a creature of

darkness. When using Eclipsing the Sun, the Lawgiver manipulates his instinctual understanding of Holy to supersede—if only for an instant—the will of Ignis Divine. Doing so against another Solar Exalted incurs the additional cost of one point of Limit, as the Exalt's will strains against the authority of the Most High.

NEW SOLAR CHARM: THE TIME IS NOW

Cost: —(+10m, 1wp); **Mins:** Occult 6, Essence 6;

Type: Permanent

Keywords: Native, Obvious

Duration: Permanent

Prerequisite Charms: Solar Circle Sorcery

When the Solars graciously accepted the surrender of the vanquished Primordials, they gained authority over their numerous souls and mimetic races, including the power to summon and bind them into service. Sometimes waiting for Calibration—or even sundown—is an affront to the Lawgivers, as if to mock them for the mercies they once accorded. This Charm enhances the spells Demon of the First Circle and Demon of the Second Circle. At Essence 7+, this Charm's power expands to encompass Demons of the Third Circle as well. When casting one of these spells, the Solar may spend an extra 10 motes and one Willpower to gain the following benefits: The casting time of the spell is reduced to a single hour, and the dramatic action used to shape this spell may begin at any hour of the day and on any day of the year. The concentrated power of the Solar's will visibly strains the boundaries of existence, causing a localized Calibration more ominous and bizarre than the natural fixing of Creation that marks the beginning and end of each year. For an area of (100 yards for a First Circle demon, 500 for Second Circle demon, and one mile for a Third Circle demon) around her, sunlight bleeds away as surely as the coming of midnight, and sounds somewhere between great hollow wails of torment and the grating of brass echoes out from her location. The Bureau of Destiny is made explicitly aware every time this Charm is used to enhance a summoning, and knows where it was used.

Whenever this Charm is used to summon a demon of the Third Circle outside of Calibration, the Solar must reflexively make a contested roll of his (Intelligence + Occult) against the Dodge MDV of each Third Circle demon he has currently bound. Failing this roll for a single demon permits all currently bound demons to slip free of their bindings.

MAGIC-SHATTERING STRIKE

(p. 63)

Cost: 15m; **Mins:** Occult 5, Essence 4

Keywords: Combo-OK, Mirror (Magic-Devouring Strike), Obvious

Prerequisite Charms: Spirit-Detecting Glance

Replace the text of this Charm with the following:

Before Brigid discovered sorcery, the Solar Exalted had to counter the world-twisting powers of the Primordials through other means. Magic-Shattering Strike permits the Solar's attack to disrupt sorcery, necromancy, and Sorcerous-keyword Charms. The Lawgiver targets a spell or appropriate Charm and spends fifteen motes. The Charm or spell must be Obvious to the Lawgiver's senses to be a valid target for Magic-Shattering Strike. If the attack (which may use any combat Ability)

successfully strikes the beneficiary of the spell, then the spell is broken as though targeted by the weakest level of counter-magic capable of affecting it. If the spell creates or summons an automaton or spirit, the Lawgiver's attack must target that automaton or spirit. If the spell is a free-standing effect, such as Rain of Doom, then the attack must be generally aimed at the center of the spell's area of effect, and the effect is considered to have a Parry DV of (Circle x 3) for spells, or (Minimum Essence + 2) for Sorcerous Charms. Should the Solar successfully shatter a spell or Charm in this fashion, he gains (Spell's Circle x 4) or (Charm's Minimum Essence + 2) motes for doing so. Magic-Shattering Strike may explicitly be placed in a Combo with Charms of other Abilities.

Lunar Exalted have a similar Charm called Sorcery-Rending Talons, which is identical to Magic-Shattering Strike with the following exceptions: Its minimums are Perception 5, Essence 4, its prerequisites are God-Cutting Essence and Instinctive Essence Prediction (see **Manual of Exalted Power—The Lunars**, p. 179), and it restores only (Spell's Circle x 3) or (Charm's Minimum Essence) motes on a successful application.

New Abyssal Charm: Magic-Devouring Strike (**Prerequisites:** Spirit-Sensing Meditation). This Charm is identical to its Solar counterpart.

POWER FROM DARKNESS

(p. 63)

Cost: 3m per Charm, 1wp; **Type:** Simple

Duration: Indefinite

Prerequisite Charms: All-Encompassing Sorcerer's Sight, Solar Circle Sorcery

Replace the text of this Charm with the following:

Veiling her nature in the essence of the eclipse, the Solar reaches through the cracks in the universe the Primordials forged to rip forth power hidden from lesser minds. This Charm allows the character to instantly learn one Charm per three motes committed to Power From Darkness. The only limit on this number is the amount of Essence the Lawgiver is willing to commit. These do not have to be Solar Charms, but they must be Charms a character of the Eclipse Caste could potentially learn through the Eclipse anima power. Power From Darkness is subject to the following limitations:

The character must satisfy the trait minimums and prerequisites of all Charms bestowed by Power From Darkness. The character must have not only personally witnessed all bestowed Charms in use, but must have analyzed them with All-Encompassing Sorcerer's Sight. Power From Darkness may not bestow spells or Combos, nor may Charms acquired through Power From Darkness be placed into Combos. The Solar activates bestowed Charms as though they had been learned with the Eclipse anima power. Finally, Power From Darkness may only be activated during Calibration, though it may be sustained normally with committed Essence throughout the year.

Whenever the character gains Limit while using Power From Darkness, she gains one extra point of Limit on top of whatever amount she would have normally accumulated. The Solar Exalted remain unaware of this flaw in the Charm.

A second purchase of this Charm, at Occult 10, Essence 10, reduces its cost to 2m per Charm, 1wp and upgrades the character's Limit gain from +1 to +2.

ATHLETICS

UNPARALLELED ACUMEN MEDITATION

(p. 63)

Type: Simple (Speed 3, DV -0)

Keywords: Combo-Basic, Mirror (Nimble Ghost Grace)

Prerequisite Charms: Graceful Crane Stance

This Charm allows the Solar to enjoy the benefits of every Athletics Charm she knows with a non-variable Cost, Minimum Essence 2 or less and Duration of One scene.

New Abyssal Charm: Nimble Ghost Grace (**Prerequisites:** Raiton's Nimble Perch). This Charm is identical to its Solar counterpart.

UNCONQUERED MIGHT

(p. 63)

Cost: 7m

Keywords: Combo-OK, Mirror (Oblivion's Triumph), Obvious

Prerequisite Charms: Increasing Strength Exercise

At Athletics 6+, Essence 6+ the Solar may add a point of Willpower to the Charm's cost, permitting it to also destroy magical artifacts. This renders the Charm Simple, with a Speed of (Artifact's dot rating) minutes and a DV penalty of -3. N/A artifacts are immune to this Charm, as are objects which are specifically noted as being indestructible.

New Abyssal Charm: Oblivion's Triumph (**Prerequisites:** Corpse-Might Surge). This Charm is identical to its Solar counterpart.

NEW SOLAR CHARM: GODSPEED STEPS

Cost: 3-7m or 8m, 1wp; **Mins:** Athletics 5, Essence 5;

Type: Reflexive

Keywords: Combo-OK, Mirror (Death Draws Near), Obvious

Duration: Instant

Prerequisite Charms: Lightning Speed

A Solar need only will himself to move with speed beyond all reckoning. This Charm allows the character to cross extreme distances with a normal Move action. Upon activating this Charm the Solar may travel up to (Essence x 10) yards for three motes, (Essence x 20) yards for four motes, (Essence x 40) yards for five motes, (Essence x 60) yards for six motes, (Essence x 100) yards for seven motes, and up to one mile by paying eight motes and one Willpower. When using this Charm the Exalt is seen to flash from location to location instantaneously. This is not teleportation—the Solar must actually cross the intervening distance. Should the Lawgiver encounter a barrier that impedes his progress prematurely, he is refunded Essence and Willpower as appropriate to the distance already traveled—for example, if an Essence 5 Solar paid seven motes to traverse a 300 yard long canyon instantly, but discovered a wall of invisible force blocking him after only 80 yards, he would be refunded three motes. This Charm may be activated no more than once per action.

New Abyssal Charm: Death Draws Near. (**Prerequisite:** Shadow Races the Light). This Charm is identical to its Solar counterpart.

SPEED OF LIGHT APPROACH

(p. 63)

Cost: 7m, 1wp; **Mins:** Athletics 6, Essence 6; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Mirror (Swifter Than a Scream), Obvious

Duration: One scene

Prerequisite Charms: Godspeed Steps

Replace the text of this Charm with the following:

A Solar who dedicates herself to the principles of speed is as omnipresent as sunlight, and just as impossible to grasp. All of the character's movement rates are doubled, as long as she is moving under her own power. More importantly, whenever the character takes a Move, Dash or Jump action, she vanishes into a blur, only to reappear at her destination. The Lawgiver is impossible to target while moving, unless the attacker succeeds on a reflexive (Perception + Awareness) roll against a Difficulty of (Solar's Dexterity). The Solar may be targeted normally during any tick on which she takes an action other than to Move, Dash or Jump.

A second purchase of this Charm at Athletics 7+, Essence 7+ triples the character's movement rates and causes any Move, Dash or Jump action she takes to count as an opportunity to re-establish surprise.

New Abyssal Charm: Swifter Than a Scream (**Prerequisites:** Death Draws Near). This Charm is identical to its Solar counterpart.

AWARENESS

DEIFIC VANTAGE STANCE

(p. 63)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: FALLING SUN EYES

Cost: 3m; **Mins:** Awareness 5, Essence 5;

Type: Reflexive (Step 1)

Keywords: Combo-OK, Holy, Illusion, Obvious, Shaping, Touch

Duration: Indefinite

Prerequisite Charms: Eyes of the Unconquered Sun

Speaking a condemnation into the world, the Lawgiver's eyes blaze like twin suns, while the rest of him darkens like the onset of night. Laying a hand upon his target, the Solar curses him with the gaze of the wrathful sun. While this Charm remains in effect, sunlight itself becomes the eyes of the Solar...and the target knows it. Wherever she should go, she feels the Solar's gaze upon her in the light of the sun. As a result, the target feels constantly watched and followed—even indoors, she can feel the baleful sun dogging her every step. As a result, all Awareness rolls to detect hidden characters are made at a -3 external penalty; the character cannot sort out true feelings of being watched from the ever-present oppression of the sun. This unnatural Illusion costs one Willpower to resist for a scene, and cannot be made to permanently vanish until the Solar lifts his curse. Moreover, the feelings instilled by this Charm are not

wholly false—the sun’s light shows the Solar all of the target’s failings. Whenever the target fails a Virtue roll or spends Willpower to suppress a Virtue while touched by the light of the sun, the Solar is granted a vision of the target’s moment of self-compromise. If the target is a creature of darkness, the sun’s heat stifles them even indoors or at night; the character suffers a -1 external penalty to all actions while this Charm remains in effect. If in direct sunlight, such wretches suffer a blistering heat environmental effect (see **Exalted**, p. 131).

At Awareness 6+, Essence 6+ the Solar may use an enhanced version of this Charm costing six motes. Used in this fashion, all targets suffer the effects reserved for creatures of darkness, above. Additionally, if the Solar voluntarily ends this Charm by withdrawing committed Essence, creatures of darkness spontaneously combust in a blaze of sunfire, suffering a one-time environmental damage effect with Damage 10A, Trauma 5.

With Awareness 7+, Essence 7+, the Solar may issue a summons to targets afflicted with either version of this Charm, so long as they are within one mile of her. The summons is Obvious to the target’s senses, as is the location where the Solar expects to meet (also within the same one-mile radius). The target has one day to reach this meeting point, and must arrive in broad daylight. Should she fail to do so, she will be branded with the Creature of Darkness mutation as a Shaping effect. At this level Solars may also target mortals with Falling Sun Eyes simply by speaking their name, dispensing with the Touch Keyword. This is a favored method used by the Night Caste to summon alleged criminals to face trial by the law.

EVER-WATCHFUL SENTINEL DEDICATION

(pp. 63-64)

Keywords: None

Prerequisite Charms: Surprise Anticipation Method

Replace the text of this Charm with the following:

The Lawgivers know those they love and those they have sworn to protect. No wicked treachery may deceive a Solar who has learned this Charm, for he sees with his heart as much as his eyes. The Solar automatically sees through any disguise, Illusion or other effect that would allow a being to falsely masquerade as a character the Lawgiver harbors a positive Intimacy for. He likewise knows any free-standing illusions or hallucinations which attempt to depict such characters for the vile falsehoods they are. This Charm does not cause the Solar to know the true identity of a character wearing such a false seeming—it only makes the attempted deception apparent to him. This Charm applies (Solar’s Awareness) automatic successes to any effect-conflict roll-off.

OMNISCIENT EARS APPROACH

(p. 64)

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Unsurpassed Hearing and Touch Discipline

Replace the text of this Charm with the following:

Hearing beyond hearing, the Lawgiver is supremely attuned to the tenor of his own Essence. Any utterance of his name by any individual anywhere in the same realm of existence becomes Obvious to his senses, as does the identity of the individual speaking his name. The Solar may reflexively spend 1m per long tick to hear exactly what the individual speaking his name is saying, and may continue to listen in for as long as he cares to spend Essence or has Essence to spend. He only hears the voice of individuals who have spoken his name, however; any replies that might occur are inaudible. At Awareness 7+, the Solar may hear his name when it is spoken by beings in other realms of existence.

All manner of wards against scrying automatically cause this Charm to fail; the Seal of Eight Divinities that separates Autochthonia from Creation is considered to be such a ward so long as it remains intact.

A second purchase of this Charm at Awareness 6+, Essence 6+ allows the Lawgiver to reflexively spend 5 Willpower to re-define the sound this Charm listens for. This must be a specific noise, rather than a general class of sounds; “the sound of the Guide to Meru I handed to Arlot landing in a trash bin” would qualify, as would “someone speaking the name of my wife, Lillith,” but “anyone plotting against me” or “someone professing love to my wife, Lillith” would not.

There exists a similar Linguistics Charm, called The Ever-Vigilant Scribe (**Mins:** Linguistics 5, Essence 4; **Prerequisite:** Discerning Savant’s Eye), which alerts the character if anyone writes his name. Rather than listening in on a conversation, the Lawgiver has the option of spending 10m to memorize the entirety of the missive in which he is mentioned, for later detailed perusal. The Ever-Vigilant Scribe’s repurchase benefit allows the character to remain vigilant for the writing of other particular words or phrases.

Abysal Exalted, having cast their names away into Oblivion, cannot develop a Mirror to this Charm.

DODGE

REFINEMENT OF FLOWING SHADOWS

(p. 64)

Cost: —(+3m or +3m, 1wp); **Type:** Permanent

Keywords: Mirror (Thousandfold Shadow Dance)

Duration: Permanent

Replace the text of this Charm with the following:

This Charm enhances its prerequisite. The Lawgiver may opt to pay a +3m surcharge when activating Seven Shadow Evasion, extending its duration to one tick rather than separately activating the Charm against each individual attack.

Solars with Essence 5+ may extend the duration of perfect dodging to one action by paying a +3m, 1wp surcharge. Only when the character’s DV refreshes does the maelstrom of flickering shadows resolve back into the familiar form of the Lawgiver.

New Abysal Charm: Thousandfold Shadow Dance (**Prerequisites:** Flickering Wisp Technique). This Charm functions identically to its Solar counterpart, save that it delays Flickering Wisp Technique’s reflexive relocation until the end of the tick or action, as appropriate.

AEGIS OF ALTRUISTIC IMPOSITION

(p. 64)

Cost: 4m; **Mins:** Dodge 5, Essence 4; **Type:** Reflexive (Step 2)

Duration: One action

Prerequisite Charms: Leaping Dodge Method

Replace the text of this Charm with the following:

The Lawgiver dissolves into a swarm of flitting shadows, obfuscating the precise location of his allies and drawing attacks toward himself. He may apply a Dodge DV-based Defend Other action to all willing individuals within (Essence x 3) yards. At Essence 5+, this Charm's zone of protection may be extended to (Essence x 10) yards.

A second purchase of this Charm, at Dodge 6+, Essence 6+, adds an additional feature to Aegis of Altruistic Imposition; if the Lawgiver is struck by an attack intended for another while using this Charm, he may pay four motes and one point of Willpower in Step 9 to perfectly redirect that attack to a different character within the radius of the Charm. The attack does no harm to the Lawgiver, and instead applies its original roll and effects to its new target as a Counterattack.

DIVINE WITNESS OF UTTER SAFETY

(p. 64)

Cost: —(+4m); **Mins:** Dodge 5, Essence 5; **Type:** Permanent

Keywords: Mirror (Shadow Fades at Dawn), Obvious

Prerequisite Charms: Leaping Dodge Method, Seven Shadow Evasion

Replace the text of this Charm with the following:

When the Primordials once uprooted mountains and cast them down against the armies of the gods. The Solar Exalted, embarrassed by such clumsy efforts, learned to absent themselves from the paths of these excessive demonstrations. A character who has learned this Charm may pay a four mote surcharge when invoking Seven Shadow Evasion to avoid an attack which inflicts damage on everything within an area (such as Lambent Bolt of Annihilation). The Solar's dodge deposits her at the nearest safe edge of the damage effect, if that location is within (Essence x 50) yards; walls and other obstacles are no impediment to this evasion. She may also carry out any consenting characters she is protecting with Defend Other actions at the time of activation. At Dodge 6+, Essence 6+ this restriction disappears, and the Solar's leaping dodges will carry her as far as necessary to remove her from the effect.

New Abyssal Charm: Shadow Fades at Dawn (**Prerequisites:** Flickering Wisp Technique, Foe-Shaming Defense). Mocking laughter marks the Abyssal's relocation away from the area of effect. This Charm is otherwise identical to its Solar counterpart.

LARCENY

SHROUD OF NIGHT'S LAW

(p. 64)

Cost: 7m, 1wp; **Type:** Reflexive

Keywords: Combo-OK, Illusion

Duration: One scene

This Charm is a form of unnatural mental influence which costs 3 Willpower to resist.

ELSEWHERE FINGERS

(p. 64)

Replace the text of this Charm with the following:

NEW SOLAR CHARM: GEAR-STRIPPING METHOD

Cost: 2m; **Mins:** Larceny 5, Essence 4; **Type:** Supplemental

Keywords: Combo-OK, Crippling, Touch

Duration: Instant

Prerequisite Charms: Reversal of Fortune (**Ink Monkeys, Vol. 20**)

Not all creators are as perfect as the Solars. In the magitech-rich Era of Dreams, haywire automaton servitors and war machines gone berserk must sometimes be dealt with. This Charm supplements an attempt to steal key parts from a machine in order to cripple or instantly disable it. The Exalt's hand flashes through the target, stripping out parts.

If targeting an automaton (zombies are valid targets for this Charm), roll the Solar's (Dexterity + Larceny), resisted by the target's highest DV. Characters with Craft (Magitech) may add (their rating in that Ability) in automatic successes to this attempt. If successful, automaton extras and mechanical booby traps are instantly disabled, falling into a heap at the Solar's feet. Non-extra automatons instead take the Solar's (Wits + Larceny + threshold successes) dice of unsoakable aggravated damage.

Targeting an artifact with a Repair rating requires the Solar to roll (Dexterity + Larceny), resisted by the user's highest DV. Until repaired, all attempts to use the damaged artifact suffer an external penalty equal to the Solar's threshold successes. If the artifact also requires maintenance, each threshold success counts as 100 hours of use.

Alchemical Exalted, as well as spirits which have the appearance of machines (such as Autochthon's Divine Ministers) are invalid targets for the purposes of this Charm's effects.

NEW SOLAR CHARM: KING OF THIEVES SPIRIT

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

Type: Supplemental

Keywords: Combo-OK, Obvious, Touch

Duration: Instant

Prerequisite Charms: Reversal of Fortune (**Ink Monkeys, Vol. 20**)

When a Solar avows another of the idea that they own something, he is being generous; when he grows bored of pretending, he simply takes what he wants. This Charm supplements a blatant attempt to strip something from another person (treat as a disarm attempt using Larceny in the place of a combat Ability). The character explicitly can steal things in active use, such as weapons, clothing, or even armor, so long as he can reach them, or any object on the target's person which he is aware of (examples might include a coin purse held in a clenched fist inside of a pocket, a sheathed sword the target is menacingly fingering the hilt of, or the target's undergarments).

At Essence 5+, the Exalt may steal attuned artifacts, instantly breaking the artifact's attunement in the process.

With Larceny 6+, Essence 6+, the Exalt may reflexively and instantly attune a stolen artifact by paying its commitment cost.

With Larceny 7+, Essence 7+, the Solar may use King of Thieves Spirit to steal Alchemical Charms, though he may not attune to them. At Larceny 8+, Essence 8+ even this restric-

tion vanishes, and the Solar may equip and wield a stolen Alchemical Charm, if he has an open Charm Slot in which to place it.

All attempts to steal armor suffer a -2 external penalty.

STEALTH

HOODING THE SOLAR LANTERN

(pp. 64-65)

In addition to the effects listed, the Exalt gains the ability to reflexively flare her anima to any higher level of display at no cost, if she wishes.

GOING ELSEWHERE STANCE

(p. 65)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: EVERYWHERE

AND NOWHERE STANCE

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

Type: Simple (Speed 4, DV -0)

Keywords: Combo-OK, Illusion, Touch

Duration: Indefinite

Prerequisite Charms: Mental Invisibility Technique

The eyes of the Solar Exalted are always watching. Through the use of this Charm, the Solar becomes omnipresent in the minds of the wicked. The Solar touches a target (this may require a Dexterity + Martial arts attack if the target attempts to avoid contact) and spends four motes. The sensation of the Solar's touch lingers on and on, eventually spreading to encompass all of the target's senses. So long as these motes remain committed, the Lawgiver seems to be constantly shadowing his mark—the target frequently glimpses the Solar leaning in doorways, or disappearing down alleys. He sees the Exalt's silhouette watching him from rooftops or following him through crowds. The Solar seems to be watching more often than not, always vanishing if confronted directly.

This is an unnatural Illusion effect which costs two Willpower to ignore for a scene; the effects of the Charm end once the target has spent a total of twenty Willpower fighting it. The Lawgiver adds his Essence in bonus successes to all attempts to establish or re-establish surprise against individuals afflicted by Everywhere and Nowhere Stance—it becomes difficult to discern the Solar's true presence from the shadows in the target's mind.

A second purchase of this Charm at Stealth 6+, Essence 6+ permits the Solar to use this Charm on an area. Used in this manner, Everywhere and Nowhere Stance has a cost of 6m, 1wp. So long as the Solar commits Essence to the Charm, everyone in the affected region suffers visions of the Solar's presence, as detailed above, though with lower frequency—no more than once per scene. Individuals in the affected region may resist the Charm's Illusion for one Willpower per scene, but cannot permanently immunize themselves to it so long as they remain in the area. Everywhere and Nowhere Stance may initially be used upon an area a mile in diameter, but with Stealth 7+ the Solar may affect an area up to (Essence x 2) miles, and with Stealth 8+ may affect (Essence x 10) miles. At Stealth 9+ the Solar may spread her presence across (Essence

x 100) miles, and with Stealth 10 the Lawgiver may encompass an entire Direction.

At Stealth 7+, Essence 7+, the Solar may add a point of permanent Willpower to the Charm's cost when used to target a region. Doing so changes the Charm's Duration to instant, requiring no Essence commitment on the part of the Lawgiver...and renders its effects permanent. The Solar's shadows will continue to haunt the area forever, even after his own demise.

NEW SOLAR CHARM: WALKING

IN LEGEND'S SHADOW

Cost: 10m, 1wp; **Mins:** Stealth 6, Essence 6; **Type:** Simple

Keywords: Combo-OK, Illusion

Duration: Indefinite

Prerequisite Charms: Vanishing From Mind's Eye Method

Legend and fact soon become interchangeable in the lives of the Exalted, and the Solars embody this principle—to the degree that the Princes of the Earth sometimes find it necessary to hide even from themselves. This Charm allows the character to walk directly out of the ongoing narrative of his life, either dimming himself to the eyes of history, or increasing interest in his legend until he himself is all but forgotten.

Should the Solar dim himself, he passes from the active thoughts of Creation. His personal acquaintances will still recognize him, but strangers will not. Even if the Solar stands directly next to a poster bearing his face and name, those without a personal relationship simply will not connect the two. The Lawgivers use this Charm to temporarily escape from the public eye. This unnatural mental influence costs four points of Willpower to resist, or only one if someone actively points out the Solar's identity.

Alternately, the Solar may enhance his glory until its glare blinds the world. The Lawgiver once again cannot be recognized as himself—even by those who know him. The reality of the man simply does not connect to the stature of his legend. Used in this mode, the Charm requires only two points of Willpower to resist, but offers an additional benefit: No action the Solar takes will besmirch his reputation, as bystanders are overcome by memories of the Exalt's glory days rather than circulating news of his misbehavior. For example, Desus could beat an orphan to death in the middle of the street, and any onlookers who recognized him would go home to reminisce about the time he bravely taught the behemoth Oliphem the cost of defying the Solar Deliberative. This unnatural mental influence costs three points of Willpower to resist.

BUREAUCRACY

HALO OF MINISTERIAL DOMINION

(p. 65)

Keywords: Combo-Basic

Duration: Instant

Roll (Intelligence + Bureaucracy + Essence), not Influence. This Charm's Dramatic Action activation time generally requires one day of effort per dot of Magnitude of the bureaucracy the character attempts to gain support within, though stunts may reduce this period at the Storyteller's discretion. Halo of Ministerial Dominion's activation roll must overcome

the Dodge MDV of the leader of the targeted organization for the Charm to take effect. This Charm may not be resisted with an opposed roll; instead, the leader of the bureaucratic organization may choose to block a successful activation by spending 5 Loyalty. Doing so immunizes the organization against this Charm for one season.

MARKET BUSTER STRIKE

(p. 65)

Prerequisite Charms: Frugal Merchant Method

This Charm's Dramatic Action activation time generally takes one week, though stunts may reduce this period at the Storyteller's discretion. Its activation roll may not be resisted; instead, the Lawgiver's (Intelligence + Bureaucracy) roll must overcome a difficulty of $([Bureaucracy + Influence] \div 2)$, with the Bureaucracy and Influence values derived from the highest total rating possessed by any character who opposes the Solar's market manipulations. Ignore the final sentence of the Charm.

NEW SOLAR CHARM: CHARTER-STRIPPING CONDEMNATION

(p. 80)

Cost: 0m; **Mins:** Bureaucracy 6, Essence 6; **Type:** Reflexive

Keywords: Combo-OK, Native, Reactor, Shaping

Duration: Instant

Prerequisite Charms: Foul Air of Argument Technique

That which the Solars have brought into the world, they may take away with a word. The shinma shiver as the Solar utters a condemnation into the cosmos, consigning to destruction a bureaucratic organization he has created. The Lawgiver's player rolls (Willpower + Bureaucracy) against a difficulty of $([Wits + Bureaucracy + Essence] \div 2)$ of the head of the targeted organization. Should this roll succeed, the targeted organization will collapse into utter ruin over the course of the next season: its employees resign, papers catch fire, office buildings are flooded or collapse into sinkholes. The Solar immediately gains a number of motes equal to twice the Magnitude of individuals employed by the targeted organization.

Alternate functions of this Charm exist, if the Solar has a rating of 6+ in the appropriate Ability:

With Craft 6+ the Solar may irreparably compromise artifacts and manses he has created, causing the magic to leak out of them. A daiklave simply becomes an inert hunk of orichalcum, while a manse will no longer channel Essence—it is simply a building sitting in a demesne. Roll (Willpower + Craft) against a difficulty of the owner's $([Wits + Craft + Essence] \div 2)$. Success restores (rating x 2) motes.

With Occult 6+, the Solar may rend asunder spells he has cast, restoring (Spell's Circle x 3) motes.

With Lore 6+, the Solar may dissolve a landscape he created with a single invocation of Wyld-Shaping Technique back into the chaos from which it arose, restoring five motes.

With Integrity 6+, the Solar may destroy one of his own Intimacies, so long as he has held it for at least one season, restoring five motes.

This Charm may be activated no more than once per scene.

NEW SOLAR CHARM: VISAGE MADE LAW

Cost: —; **Mins:** Bureaucracy 7, Essence 7; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: Bureau-Rectifying Method

Upon learning this Charm, the Solar impresses his identity upon the very fabric of the cosmos. The shinma open eyes they do not possess and behold the Exalt's face. They know him then, and will accept no substitutes.

Henceforth, all attempts to impersonate the Lawgiver suffer a -2 external penalty, and any character doing so suffers a three mote surcharge on the cost of all Charms while masquerading as the Solar. The motes spent to satisfy this surcharge are tithed to the Solar, delivered when he next awakens from at least one hour of uninterrupted sleep. The Solar may voluntarily exempt specific individuals from this cost and penalty, if he desires, and may just as easily revoke such exemptions. Additionally, whenever another individual wears his face (either by magic or mundane disguise) that fact becomes Obvious to the Lawgiver when he next awakens—though the location, identity, and goal of the imposter are not revealed.

Finally, no effect may draw motes out of the Solar's Essence pool without his consent, and no form of magical mental influence may force him to give such consent.

NEW SOLAR CHARM: LEGEND LIVES ON

Cost: —; **Mins:** Bureaucracy 7, Essence 7; **Type:** Permanent

Keywords: Training

Duration: Permanent

Prerequisite Charms: Bureau-Rectifying Method

The Solar pours her very soul into the works she has brought forth in Creation. Upon learning this Charm, the character selects a bureaucratic organization she presently leads. Should the Solar come to no longer lead that organization (whether due to resignation, coup, or the organization's dissolution), she may spend one Willpower to target a different organization she leads; or she may spend five Willpower at any time to transfer this Charm's focus to a different organization.

This Charm takes effect when the Solar meets his final day. Upon death, rather than guarding the Lawgiver's corpse, his soul becomes the quiet guardian of the targeted organization, bending its strength toward guiding the new leadership of the organization. In essence, the po does everything in its power to ensure the organization continues to run as though the Solar were still alive, sometimes prompting rumors that a Lawgiver has not truly died at all, but is simply guiding the organization in secret.

A po spirit empowered by this Charm possesses the Solar's Attributes, Abilities, Essence rating, and, in addition to an array of dangerous arcanoi, the following unique powers:

- All General Charms the Solar knew in life, though they may only be used to support, lead, or defend the organization the spirit is attached to.

- The ability to manifest itself in a form indistinguishable from the living Solar.

- The po cannot be permanently destroyed short of Ghost-Eating Technique or equivalent magic, reforming at sunset each evening so long as the idea remains in the hearts of the organization's members that the Solar or his vision lives on, and so long as the organization it was set to guide endures.

Furthermore, when the Solar's Exaltation next incarnates, this spirit will seek out the new hero and seek to teach her everything it knows about the organization and how to carry on the last incarnation's work, effectively and smoothly returning the fallen Solar to his rightful place at the head of the order. In addition to imparting detailed knowledge about the organization in question, this consists of a Training effect allowing the po to impart dots of Bureaucracy at a rate of one per week, up to a limit of the former incarnation's Bureaucracy rating. This may explicitly break the newly incarnated Solar's normal age cap—for example, a Solar who had only been Exalted for a year could be trained up to Bureaucracy 7 (the rating of her former incarnation), as a Training effect.

A similar Charm exists for the War Ability called The Unending March (**Prerequisites:** Heroism-Encouraging Presence), which targets a military organization and permits training in the War Ability.

LINGUISTICS

GUIDING WORDS OF SOLAR WISDOM

(p. 65)

Keywords: Combo-OK, Training

This Charm may explicitly be placed in a Combo with any Training-Keyword Charm, even in violation of standard Combo rules, permitting those effects to be encoded into the resultant magical training manual.

BEAUTIFUL ESSENCE-BORN RUNE

(p. 65)

Mins: Linguistics 6, Essence 6

Keywords: Combo-OK, Obvious, Training

Prerequisite Charms: Flawless Brush Discipline

Replace the text of this Charm with the following:

This versatile Charm allows Lawgivers to radically compress magical instruction while simultaneously encoding the theories or biases of the scribe into the lesson. The character meditates upon a Charm or spell she knows, and then designs a single glyph encompassing the totality of her understanding of the effect. This glyph transcends language and its meaning may be effortlessly intuited by any character capable of learning the Charm or spell the glyph is based upon. Beautiful Essence-Born Runes contain more than simply instructions in the use of a Charm or spell, however; when created, they are also designed to encompass additional lessons desired by their creator. In game terms, each glyph contains one Charm or spell, and one Intimacy. Thereafter, characters who study the glyph may learn the spell or Charm coded into it a single scene, as a Training effect. However, the character also gains the Intimacy coded into the Charm, and it is fundamentally embedded into her understanding of the magic. The learned Charm or spell may not be used while the character does not harbor the encoded Intimacy. This restriction may be overcome, eventually, by spending an additional 2xp.

Designing a rune takes only (minimum Essence of effect) hours of effort, and a character may design an unlimited number of runes. Actually scribing the rune requires an investiture of Essence, as reflected in the Charm's cost.

UNDERSTANDING OF THE GOLDEN TONGUE

(pp. 65-66)

Cost: —; **Type:** Permanent

Duration: Permanent

Prerequisite Charms: Twisted Words Technique

Learning this Charm permits the Lawgiver to invent one Golden Tongue; the Charm may be re-purchased an unlimited number of times to produce additional Golden Tongues. Essence-users are immune to the magical repercussions of speaking a Golden Tongue.

RIDE

SHINING INEVITABLE LASSO

(p. 66)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: SUN-TOWING METHOD

Cost: 2m; **Mins:** Ride 5, Essence 5; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisite Charms: Draft Horse Measure, Single Spirit Method

In the Time of Glory the Solars used this Charm to pull down the sky and drop mountains on the heads of the Primordials. In the Era of Dreams, a Solar once saved a caravan stranded in the desert after a Fair Folk attack by using Sun-Towing Method to haul their entire wagon train to Chiaroscuro with a single horse. Essence imbues the Lawgiver's mount with incredible strength to pull massive loads, incidentally also rendering any means used to attach the load (such as a rope tied off to a mount's saddle) unbreakable. The Solar's mount may pull any object with no loss of speed, regardless of the object's weight. This does not imbue the object with any unusual durability.

At Ride 6+, Essence 6+ Sun-Towing Method may be used to drag any vehicle, regardless of its size—even those normally large enough to qualify as structures, such as ships.

At Ride 7+, Essence 7+ the Solar may haul structures with a spherical mass up to up to (Essence x 50) yards in diameter. Should he tie off to a larger structure or landscape feature, his horse will tear out an appropriately-sized chunk and drag it away. For example, a Solar with Ride 10, Essence 10 could tear off the peak of a mountain and ride away with it at full gallop. Manses cannot be moved in this fashion.

MOUNTED INVINCIBILITY COMPANIONSHIP

(p. 66)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: DRAFT HORSE MEASURE

Cost: 8m; **Mins:** Ride 5, Essence 4; **Type:** Reflexive

Keywords: Combo-OK

Duration: One day

Prerequisite Charms: Horse Skids Trick (*Ink Monkeys*, Vol. 20)

The mounts of the Solar Exalted are as tenacious as their riders. The Lawgiver may use this Charm to 'lock on' to a target no more than (Essence x 3) yards away. Doing so causes an invisible tether of force to bind his mount into an orbit around the target. Carried on the momentum of the target's movements,

the Solar's mount may effortlessly keep pace with the target, moving freely to any point within (Essence x 3) yards in order to maintain the minimum distance required for this Charm. The Lawgiver's mount becomes tireless so long as Draft Horse Measure is in effect, and all Ride Charm costs are lowered by 2 motes (to a minimum of zero motes). This Charm does not confer the ability to fly or to run across water, so other Charms are required in order to ride the Silent Winds of Adorjan across Malféas or chase Leviathan across the ocean.

At Ride 6+, Essence 6+ the Solar may tether himself to weather patterns, enabling him to draft behind a hurricane or trade wind.

SAIL

OMNIPOTENT ADMIRAL AUTHORITY

(p. 66)

Cost: 10m; **Type:** Simple

Keywords: Combo-OK, Mirror (Shadow-Driven Ghost Galleon), Obvious

Duration: Indefinite

Replace the text of this Charm with the following:

The Solar's anima erupts into an aureate corona which washes over a ship she owns or commands. The magic quickly sinks into the boards of the vessel, visible only by the lanyards which untie themselves, the sails which raise and lower in accordance to the Lawgiver's will, and the other processes by which the ship obediently tends to its own upkeep and operation. So long as this Charm remains in effect, the ship requires a crew of zero sailors. So long as the Solar remains within (Sail x 100) yards of the ship, she may direct its course as though she were onboard.

New Abyssal Charm: Shadow-Driven Ghost Galleon (**Prerequisites:** Ruthless Captain Efficiency). This Charm operates by filling vacant positions on the ship with murky apparitions drawn from the Abyssal's anima. It is otherwise identical to its Solar counterpart.

INVINCIBLE SOLAR VESSEL

(p. 66)

Cost: 8m

Keywords: Combo-OK, Mirror (Black Fleet Vanguard), Obvious

Duration: Indefinite

Prerequisite Charms: Hull-Preserving Technique

Replace the text of this Charm with the following:

The path of a Solar must not be impeded, nor the glory of his vessel diminished. While this Charm is in effect, any craft the Solar is aboard becomes immune to Shaping effects, and it and all passengers are immunized against the warping powers of the Wyld. Additionally, the ship will not burn, cannot be capsized by waves or impacts, and is immune to sorcery of the Terrestrial Circle and Sorcerous Charms of Essence 3 or below. The Solar may also declare one particular environmental hazard that the ship is immune to upon activating this Charm (for example, the acidic waters of Kimberly, or the razor-edged waves of a Wyld-tainted sea).

Finally, this Charm's prerequisite is also permanently improved, changing its duration to one action.

New Abyssal Charm: Black Fleet Vanguard (**Prerequisites:** Hull-Hardening Concentration). This Charm is identical to its Solar counterpart.

MISTY VOYAGE

(p. 66)

Replace this Charm in its entirety with the following:

NEW SOLAR CHARM: SHIP AND SOUL UNION

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

Keywords: Native, Obvious

Duration: Permanent

Prerequisite Charms: Immortal Captain's Advantages (**Ink Monkeys, Vol. 20**)

The power of the Solar Exalted extends to all things which enable their legends. This truth is demonstrated clearly by this Charm, through which any ship the Solar commands becomes an extension of his anima. Upon first purchasing this Charm, the Solar's ship gains the effect corresponding to his caste. Additional powers may be purchased for two experience points each. The Solar's vessel may only benefit from one effect at a time.

- **Dawn:** For three motes, the Solar's ship becomes an extension of his terrifying might for the rest of the scene—the minds of his opponents are clouded with fear at the thought of the reprisals that would be invited by assaulting such a vessel. Opponents must pay two points of Willpower to ignore this unnatural Compulsion if they wish to target the ship with their attacks. This power in no way prevents the ship's crew from being targeted.

- **Zenith:** For three motes, the Solar's ship becomes Holy ground for the rest of the scene. Any creature of darkness boarding the vessel enters an environmental hazard with (Damage 2A/action), Trauma (Sail).

- **Twilight:** The ship becomes aware of all threats approaching within (Essence x 30) yards, from above, below, or beside the ship; this warning is communicated to the Solar in the form of eerie sea-sounds which appraise him of the position and bearing of the threat (for example, something below the ship and approaching fast). This benefit costs one mote, and lasts for one day.

- **Night:** For three motes, a mist rises up around the ship's shrouding it from view. This grants a +3 bonus to all Stealth attempts, and reduces the cost of Sea Ambush Technique by one point of Willpower.

- **Eclipse:** The Solar may pay five motes to cause his anima to surmount the ship as a flag bearing complex sigils which may be understood by all observers. This flag may offer the terms of a truce, alliance, or financial arrangement. It is clear that this offer is genuine, and magically binding; should the captain of another vessel verbally agree to the terms offered by this flag, that fact becomes Obvious to the Solar and he may pay one Willpower to sanctify the oath as though with the Eclipse anima power. Additionally, if the character is a member of the Eclipse caste, he may sanctify any oath spoken aboard his ship that he is aware of for a cost of only one point of Willpower.

At Sail 6+, Essence 6+ this Charm gains the Stackable Keyword, and the Solar may simultaneously apply up to (Essence – 4) different effects at a time.

SOCIALIZE

WEB-CUTTING EYES

(p. 66)

Cost: 5m

Keywords: Combo-OK, Mirror (Merciless Dissecting Stare)

Prerequisite Charms: Mastery of Small Manners

Replace the text of this Charm with the following:

The Solar's cunning gaze cuts across all subtleties of motive and concealment, laying bare the intentions of those who stand before him. While this Charm is active, all attempts to read the motivation of other characters (see **Exalted**, p. 131) are made at difficulty 1.

New Abyssal Charm: Merciless Dissecting Stare (**Prerequisites:** Exquisite Etiquette Style). This Charm is identical to its Solar counterpart.

MASTERY OF SOCIETY TECHNIQUE

(pp. 66-67)

Cost: 3m, 1wp; **Mins:** Socialize 5, Essence 5;

Type: Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Understanding the Court

Replace the text of this Charm with the following:

Seasoned Princes of the Earth are no longer surprised by the schemes and treacheries of their subjects and peers. Their petty games are transparent before the Lawgiver's jaded eyes. While this Charm is active all social magic directed at the character becomes Obvious to his senses. At Socialize 7+, Essence 7+ this Charm's duration becomes Indefinite. At Socialize 9+, Essence 9+, its cost drops to 1m.

A second purchase of this Charm at Socialize 6+, Essence 6+ adds a second benefit: While the Charm is active, any social Charm directed at a social unit the character is a member of or which includes loyalty to him as part of its Policy becomes Obvious to his senses, though the identity of the character attempting to influence his social group is not automatically made known to him. For example, if a young Solar attempts to use Taboo-Inflicting Diatribe on the capital of a prefecture the Solar rules, he becomes aware that someone is attempting to influence the people of the city with Taboo-Inflicting Diatribe, but would have to personally investigate to discover the identity of the offender.

LUNAR KNACKS & CHARMS

KNACKS

COMPASSIONATE MIRROR NATURE

(p. 68)

Prerequisites: Prey's Skin Disguise, Essence 3, Perception 4

COURTESAN'S POSSESSION

(p. 68)

Prerequisites: Essence 4, Wits 4

Taking a form in this way does not trigger a Compassion roll. Should targets hunted with this Knack die, you may still benefit from the effects of Flickering Star Infusion.

ESSENTIAL MIRROR FORM

(p. 68)

Primordial Charms (including those of the Yozis) are considered "the Charms of other Exalted" for the purpose of this Knack. This Charm also will not allow Lunars to use any Charm with the Native Keyword.

ROOT AND BRANCH MASTERY

(p. 68)

Replace this Knack in its entirety with the following:

NEW LUNAR KNACK: MOON AND EARTH SONG

Prerequisites: Laurels-and-Ivy Technique, Essence 7, Perception 7

This Knack allows the Lunar to pay 10m, 1wp to assume the form of a natural geographic feature—a cloud bank, a mountain, a forest, a stretch of river, a creeping fog. The Lunar must have within her heart's blood library the form of a spirit corresponding to the feature she wishes to become—a river god, for example, if she wishes to become a river. The Lunar is only semi-mobile in this form, moving at most ten miles per day, and unable to directly act upon anything venturing within her boundaries, though she may observe the interior of her being from any point as though she were present, and adds three dice to all Perception rolls to notice intruders within her. While not immune to damage in landscape form, per se, the Lunar is formidably protected—destroying a Lunar wearing the form of a mountain, for example, would likely require Solar Circle sorcery or powerful artifacts of mass destruction.

The Lunar may not destroy any existing landscape features by using this Knack; existing geography instead reconfigures itself to account for the new inclusion. For example, if the Lunar were to become a river winding its way through the middle of Whitewall, the city's streets and roads would temporarily route themselves around it, span the Lunar with bridges, and so forth. A Lunar who became a forest in Nexus would briefly transform Nexus into a thriving trade city located in the heart of a forest. The Lunar also may not assume a geographic form in a place where it is impossible for that feature to exist (clouds, for example, are rarely found underwater, and mountains and rivers generally do not float two hundred feet above the ground), unless she is in the Wyld. Finally, the Lunar's Tell extends to blanket her in a veil of normalcy; observers must pierce the Tell in order to realize there is anything unusual about a mountain suddenly springing up overnight.

STRENGTH

HERD-STRENGTHENING TACTIC

(pp. 68-69)

If a Crippling injury enhanced by this Charm is cured by magic, this occurs at the normal rate, not the extended speed indicated by the text.

IRON TYRANT IMPACT

(p. 69)

Keywords: Combo-OK, Obvious

Replace the text of this Charm with the following:

Worldly materials do not hinder the Stewards. This Charm supplements a feat of strength to break a mundane object, ren-

dering the attempt automatically successful. With Strength 7+, Essence 7+, the Lunar may add a point of Willpower to the Charm's cost, permitting it to also destroy magical artifacts. This renders the Charm Simple, with a Speed of (Artifact's dot rating) minutes and a DV penalty of -3. N/A artifacts are immune to this Charm, as are objects which are specifically noted as being indestructible.

DEXTERITY

FLOWING BODY ASCENSION

(p. 69)

This Charm adds a +3m, 1wp surcharge to its prerequisite when employed, rather than +2m.

BECOMING WATER'S ENVY

(p. 69)

This Charm grants one free perfect dodge per action, not one per tick.

WORLD-BENDING GUARDIAN ATTENTIVENESS

(pp. 69-70)

Replace the second paragraph of the Charm with:

The character constantly benefits from the effects of a Defend Other action used on his behalf by the Wyld itself. This Defend Other action has a DV of two per degree of surrounding Wyld, from two in the Bordermarches to eight in Pure Chaos. Since the defender is the Wyld itself, attackers may not choose to divert their attacks to strike the Wyld rather than the Lunar, and no other effect may force them to attempt to do so. Lunar Exalted use this Charm for an advantage against the Fair Folk on those monsters' own turf.

MOONLIGHT HUNT

(p. 70)

This Charm provides an opportunity to re-establish surprise when the character teleports, rather than automatically re-establishing surprise.

STAR FALLS THROUGH

(p. 70)

Keywords: Combo-Basic, Counterattack, Obvious, Shaping, Wyld

Replace the text of this Charm with the following:

Stewards refuse assaults on their favored grounds. With lightning speed, the Lunar tricks someone who attempts to harm her into a Wyld instability. In a silver-and-rainbow flash, the aggressor disappears. The Lunar makes a standard close-range counterattack. If the attack succeeds, the aggressor is lost in the warp of the Wyld for ten ticks, reappearing in a place of the Lunar's choosing up to (Lunar's Essence) miles away. The Lunar may not relocate her opponent to an immediately hazardous location (so, no teleporting her into the air above a volcano's caldera).

UNHESITANT SCORPION LASH

(p. 70)

Replace the text of this Charm with the following:

Lunar heroes strike with unhesitating speed. Unhesitant Scorpion Lash permanently enhances the character's capabili-

ties. When he invokes a Charm that provides a flat number of extra actions for a flat cost, the Lunar adds two to the number of actions provided.

STAMINA

NATIVE SON'S GRACE

(p. 71)

Mins: Stamina 5, Essence 4

As a point of clarification, this Charm acts as a perfect soak, negating the damage of the attack. It does not negate any other repercussions of the attack. The Charm's restriction to being used within the Lunar's territory constitutes a unique Flaw of Invulnerability.

IMMOVABLE DEFENDER OF THE LAND

(p. 71)

Replace this Charm in its entirety with the following:

NEW LUNAR CHARM: INDESTRUCTIBLE

RECURSIVE DESIGN

Cost: 8m; **Mins:** Stamina 4, Essence 4;

Type: Simple (Speed 5, DV -2)

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Hide-Toughening Essence

Lunars are survivors, accustomed to the hardships the world demands of its heroes. Knowing that misfortune is inevitable, hardy Stewards prepare for the worst. With a few moments' concentration, the Lunar causes his body to grow redundant physical systems—secondary organs, reinforcing musculature, additional ligaments. The character gains (Stamina) additional -1 health levels. These levels persist as long as the Charm remains active, and vanish as soon as damage is marked off in them; as the Lunar's additional body parts are destroyed, they sublimate back into the Essence that formed them.

CHARISMA

LOYAL BEAST-FRIEND ENLIGHTENMENT

(p. 71)

In case it should come up, health levels trained via this Charm cost the animal (12 – wound penalty associated with health box) xp each, or (6 – wound penalty associated with health box) bonus points during character creation.

SNAKE-VINE INTEGRATION

(pp. 71-72)

If it should come up, the first dot of an Attribute costs 5 xp.

MORNING BLOSSOMS BLOOMING

(p. 72)

Cost: 12m, 1wp

"Effects within the area that are adverse to the Lunar, her allies or natives of Creation" is intended to mean all environmental damage other than that generated by the Charm itself, the Essence respiration issues produced by the Underworld and Blight Zones within Autochthonia, and all hostile Shaping Actions. The Charm's environmental damage has an interval of

one action. The Lunar may reflexively grant or revoke amnesty, excluding specific creatures of darkness from the Charm's environmental damage (most commonly bound demons; or, in the Time of Tumult, the Lunar's Abyssal or Infernal mate).

MANIPULATION

MIRROR-SHATTERING WORD

(p. 73)

A character need not be of higher Essence to cure the insanities this Charm inflicts.

APPEARANCE

AIR BODY STYLE

(pp. 73-74)

Mins: Appearance 5, Essence 5

Replace the text of this Charm with the following:

Walls and gates erected to hide prey from the hunter are of no concern to a Lunar. Likewise, the keenest eyes and canniest screening for her Tell only make a Steward laugh. Briefly drawing her anima into her body, the Lunar inverts her own physical nature, causing herself to dematerialize. She may freely interact with other dematerialized beings and attempt to enter sanctums as a spirit would. However, should the Lunar's anima flare to the 11m+ level it becomes visible even to those who cannot see dematerialized beings.

STANCE-AS-THOUGHT STRIDE

(p. 74)

Keywords: Combo-OK, Illusion, Illusion

As a point of clarification, this Charm's effects constitute unnatural mental influence which costs two points of Willpower to resist.

PERCEPTION

GOD-BODY DISSECTION

(p. 74)

Keywords: Combo-OK, Crippling, Obvious

This Charm may only eliminate Charms, Combos, and spells from target spirits and Fair Folk. It cannot target permanent Charms, Native Charms, sorcery-enabling Charms or Assumptions. The target is still considered to know removed Charms for the purpose of fulfilling prerequisites for other Charms.

GOD-BODY CONSUMPTION

(p. 74)

This Charm may not permanently devour panoply Charms, such as the signature Charms of the Incarnae.

EYE ON THE SPIDER

(p. 74)

Cost: 4m; **Type:** Reflexive

This Charm does not add successes to roll-offs against other Charms that challenge its primacy.

RELEASING THE SPIDER'S TENSION

(pp. 74-75)

Replace this Charm in its entirety with the following:

NEW LUNAR CHARM: EVADING THE SPIDER'S EYE

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

Type: Reflexive

Keywords: Combo-OK

Duration: (Essence) days

Prerequisite Charms: Eye of the Cat

Canny Lunars know when they are being watched, and may use this heightened sensitivity to move through the world unseen—even by the pattern spiders. A Lunar using this Charm moves through the moments and spaces that escape the notice of the tenders of the Loom of Fate, rendering him invisible to astrological predictions and the Loom. All attempts to use the Loom or astrology to divine the Lunar's location or future automatically fail. Furthermore, the Lunar may observe many secrets from his vantage point between destiny's threads; all Sidereal Astrology becomes Obvious to his senses. If he chooses, he may even follow the threads of infectious destiny back to their point of origin; by starting with an individual who has had an ascending or descending destiny placed on him, the Lunar may track down the Sidereal who laid the blessing or curse, adding (Perception) automatic successes to all tracking rolls. This Charm does not inform the Lunar of which Sidereal laid any given Sidereal Astrology effect on an individual; in order to find out, he must follow destiny's thread and see where it leads.

INTELLIGENCE

PERFECT DRAGON UNDERSTANDING

(p. 75)

Replace this Charm in its entirety with the following:

NEW LUNAR CHARM: PERFECT

OUTSIDER UNDERSTANDING

Cost: 15m, 1wp; **Mins:** Intelligence 6, Essence 6;

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Predator's Insight

Luna's Chosen are the ultimate outsiders, freely walking between nations and worlds. They are at home in the outlands, recognized as kindred spirits and ideal champions by the odd inhabitants of the Threshold and beyond. Upon purchasing this Charm, the Lunar selects a particular sort of outsider from the following list: Demons, Dragon Kings, elementals, ghosts, Jadeborn, Lintha, raksha. The Storyteller may add other alien races and classes of being to this list as he feels appropriate. When this Charm is active, the Lunar's player adds a number of automatic successes equal to the character's Intelligence to all social rolls for the character to deal with that particular class of outsider. Additionally, the Steward gains three artificial specialties in all of his Abilities focused on the outsider in question.

Additional outsiders may be added to this Charm for a cost of two experience points each. The Charm must focus on a single type of outsider, selected when activated, and if the Lunar wishes to deal with a different sort of being, she must deactivate the Charm and reactivate it.

DEFEATED TECHNIQUE MASTERY

(p. 75)

Cost: 10m, 1wp

Keywords: Combo-OK, Obvious, Training

Duration: Instant

Replace the text of this Charm with the following:

Stewards claim prizes from their defeated foes: part of their powers. The Lunar may activate this power to issue a formal challenge to an opponent of her own devising. This could take almost any form—a foot race, combat to first blood or to submission, to be the first to seduce the regional satrap...almost anything will do. The target is free to refuse the challenge, but if she accepts and prevails, the Lunar owes her a boon to be named by the target. Refusing or failing to discharge this debt causes the Lunar to be punished as though she had broken an oath sanctified by an Eclipse with an Essence rating equal to her own. Requested boons may not be impossible or inherently lethal, but they may be very dangerous.

By contrast, should the Lunar win, she may claim one of the target's Charms. She may only claim Charms whose minimum traits and prerequisites she meets, and which she could have potentially learned either herself or with a Lunar equivalent of the Eclipse anima power. Sidereal Martial Arts remain inaccessible. While the Lunar has claim to a Charm, the Lunar may freely use the effect as though it had been learned with the Eclipse anima power, and the target suffers a three mote surcharge on its activation cost. The Lunar's claim ends after one month has elapsed, though she may permanently retain the power if she wishes as a Training effect. Doing so immediately cedes her claim over the Charm, restoring its cost to normal for the original owner. Charms the Lunar could normally learn retain their standard experience point and activation costs; Charms which would require the Eclipse anima power to learn cost 20 experience points and have a two mote surcharge when activated.

If either the Lunar or the target agree to the challenge in bad faith (i.e., intending to rig the contest so that the Lunar may simply learn a power the target knows), the Charm fails to function.

WITS

FLUID ESSENCE REFINEMENT

(p. 76)

This Charm has no effect on Countermagic spells.

SOLDIER BEE EMULATION EXTRACTION

(p. 76)

Keywords: Combo-OK, Counterattack, Obvious, Shaping

THE SIDEREAL EXALTED

NEW MARTIAL ARTS STYLE:

THRONE SHADOW STYLE

This Charm tree comprises the 'natural' Sidereal style of unarmed fighting. The saying among the Viziers goes: "Every Sidereal is a master of the arts—even on his first day in the

dojo." Other Exalted tend to dismiss this logic as an idle boast, missing the point of Throne Shadow style. Viziers instinctively understand that the aspects and individuals of the world make for the best weapons, not fists or blades—and as a result, they tend to think of this martial art as Fate's Guardian style.

For other Exalted, this is a Celestial Martial Arts style that emulates and imitates the ways of the Seers of Heaven. They may learn the core Charms of the style, but may not expand upon it or learn any special extension Charms.

For Sidereals, these Charms are ordinary Sidereal Charms, bringing the esoteric power of destiny to bear in their quest to guide Creation and its rulers toward a better future. Sidereals may invent new Charms for this tree, and these are considered Sidereal Charms, not Celestial Martial Arts Charms. This distinguishes Throne Shadow style from the other instinctively-grasped art of the Sidereals, Violet Bier of Sorrows, which is a closed style designed for the Viziers by the Maiden of Endings.

Weapons and Armor: This style counts as unarmed attacks the cestus, fighting gauntlet, khatars, pankrator's cestus, tiger claws, and other such 'brawling aides,' as well as improvised weapons. It is compatible with any sort of armor.

NEW MARTIAL ARTS CHARM:

LOTUS EYE TACTICS

Cost: 1m or 3m; **Mins:** Martial Arts 3, Essence 2;

Type: Reflexive

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: None

Sidereals understand the world; much of their power to act upon the world proceeds from this fact. When the character perceives an individual whose Martial Arts rating is equal to or higher than his own, that fact becomes Obvious to his senses unless the character is using a supernatural disguise of some kind. Alternately, for a cost of 3m, the character knows all combat Abilities a perceived individual possesses which are rated equal to or higher than his Martial Arts rating.

NEW MARTIAL ARTS CHARM:

LION MOUSE STRATAGEM

Cost: 3m; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Illusion

Duration: Indefinite

Prerequisite Charms: None

Sidereals deceive the world, presenting themselves as less than what they are; much of their power to act upon the world proceeds from this fact. The Sidereal cloaks herself in the hum-

A TALE OF TWO STYLES

Fate's Guardian style continues to be practiced into the Time of Tumult, but never again matches the widespread popularity it enjoys in the First Age. The breaking of the Mask, murder of the Solars, and exile of the Lunar Exalted all undermine the elements that make this style a lynchpin of First Age Sidereal power. With the removal the most potent of the Sidereals' common students and allies, and the difficulties the Arcane Fate introduces to recruiting long-term mortal or Dragon-Blooded assistants, Throne Shadow is slowly eclipsed in popularity by Violet Bier of Sorrows in the days after the Usurpation.

ble and unassuming air of the neophyte student, the civil servant, or the hanger-on in the company of legends. She seems unthreatening, imposing a -3 external penalty on all attempts to gauge her nature and the level of her skill. This unassuming mien also makes it difficult to view the Sidereal as a serious threat; all attempts to re-establish surprise enjoy a bonus of (Sidereal's Essence) dice. This Charm constitutes a form of unnatural mental influence costing two Willpower to resist for one scene.

NEW MARTIAL ARTS CHARM:

SIFU'S USEFUL FINGERS

Cost: 1m; **Mins:** Martial Arts 3, Essence 2;

Type: Simple (One dramatic action)

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: None

Sidereals advise the world; much of their power to act upon the world proceeds from this fact. Disdaining such crude weapons as fighting gauntlets or appropriated barstools, the Sidereal turns others into his instruments—be they pawns or kings. The Sidereal may enlighten an individual with five minutes of one-on-one advice and simple-but-profound martial demonstrations. The beneficiaries of such instruction temporarily enjoy one bonus dot of Martial Arts and add the Sidereal's Martial Arts rating to their Dodge MDV so long as the Vizier commits Essence to this Charm. She may sustain a commitment to up to (Essence x 2) beneficiaries at once. Sidereals know such beneficiaries as shadow fingers.

If the character is a Sidereal Exalt, she automatically becomes aware when one of her shadow fingers is attacked, regardless of the distance separating them.

NEW MARTIAL ARTS CHARM:

THRONE SHADOW FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Lion Mouse Stratagem, Lotus Eye Tactics, Sifu's Useful Fingers

Combining insight, deceit, and the shadow fingers she has accumulated, the Sidereal makes a terrible fist with which to guard all things within destiny's design. While this Form is active, all shadow fingers within (Dexterity x 3) yards are considered to be protecting the martial artist with a Defend Other action at all times. Additionally, the Sidereal may launch coordinated attacks with her shadow fingers, substituting Martial Arts for War, and such attempts are made at difficulty 1 regardless of the number of fingers participating in the attack. The Sidereal and her fingers may also strike dematerialized targets while this Form is active, though this Charm does not help them find and target such beings.

NEW MARTIAL ARTS CHARM:

SHADOW LOST IN THE COURT

Cost: 3m, 1wp; **Mins:** Martial Arts 4, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Shadow Throne Form

The world of the Exalted is a world of vast, eye-catching luminaries; nobody notices a shadow lost in the tangle of the crowd. This Charm enhances an attempt to re-establish surprise in a crowd (defined as a scene in which at least 20 characters are present), producing a -2 external penalty on attempts to spot the Sidereal. If the Sidereal has at least two shadow fingers present, this also qualifies as a crowd, permitting her to attempt to re-establish surprise.

NEW MARTIAL ARTS CHARM:

PNEUMA-SEALING STRIKE

Cost: 4m; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 1)

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Shadow Lost in the Court

Sidereals are known for their discretion, never sully the courts of the Lawgivers with the blood of would-be assassins or the screams of intercepted fanatics. Their killing arts are cleaner than that. This Charm supplements an unarmed martial arts attack. Should it successfully strike its target, that individual's breath is sealed, and he begins suffocating (see **Exalted**, p. 130). The target may make a reflexive (Strength + Athletics) roll every thirty seconds at a difficulty of the martial artist's Essence rating to attempt to break free and resume breathing normally. Until he does so, he suffers a -2 internal penalty to all actions. The martial artist may also restore a target's breath by striking them with this Charm again.

If used by a Sidereal Exalt, then this Charm may alternately be used to steal the target's breath altogether. The Sidereal may subsequently try to strangle the target with her own breath, treating such attempts as a dire chain-assisted grapple attempt. Should the target regain her breath, this weapon vanishes from the Sidereal's grasp.

NEW MARTIAL ARTS CHARM:

DEADLIEST OF ALL WEAPONS

Cost: 3m; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 1)

Keywords: Combo-OK, Poison

Duration: Instant

Prerequisite Charms: Pneuma-Sealing Strike

There is no deadlier weapon than truth, which Sidereals may unleash on destiny's behalf. Should an unarmed attack supplemented by this Charm strike its target, they are poisoned with a toxin with the following traits: (Special/one hour, 5, —/—, -1). Rather than doing damage, this toxin infects the victim's chakras and her mind, rendering her incapable of lying or dissembling. Should she speak, she may only speak the truth as best she knows it.

NEW MARTIAL ARTS CHARM:

CLEAR EYES DEFENSE

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Counterattack

Duration: One scene

Prerequisite Charms: Throne Shadow Form

The Sidereals are destiny's guardians and the eyes of the Exalted. Their vision must not be clouded, and those who would attempt such stratagems must be punished. While this Charm is active, the Sidereal may launch an unarmed Martial Arts counterattack in step nine against any individual who attempts to inflict unnatural mental influence on him. If this influence is ongoing, the counterattack triggers the first time the Sidereal is exposed to it after activating Clear Eyes Defense.

If the character is a Sidereal Exalt with Essence 3+, then a counterattack which successfully strikes its target also perfectly negates the unnatural mental influence which triggered it.

NEW MARTIAL ARTS CHARM:

WELCOMING THE UNINVITED GUEST

Cost: 3m; **Mins:** Martial Arts 5, Essence 3;

Type: Simple (Speed 3, DV -0)

Keywords: Combo-OK, Obvious

Duration: Five actions

Prerequisite Charms: Throne Shadow Form

Striking the air with her palm, the Sidereal sets an Essence-vibration racing through the world. The Exalt makes an unarmed martial arts attack; all hidden characters within (Martial Arts x 10) yards must make a reflexive opposed Dexterity + Stealth roll against the attack's successes. Should the Sidereal garner more successes, then a series of ripples and distortions in the air give away the individual's location and render stealth impossible for five actions. This Charm also automatically reveals dematerialized beings within its range in this manner.

NEW MARTIAL ARTS CHARM: FINGER-

STEALING HANDSHAKE

Cost: 5m, 1wp; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

Keywords: Combo-OK, Servitude

Duration: One scene

Prerequisite Charms: Clear Eyes Defense, Welcoming the Uninvited Guest

Improvisation is a cherished skill of brawlers and courtly guardians alike. The Sidereal rolls (Charisma + Martial Arts), issuing an exhortation to abandon arms and loyalties and rally to him for the sake of the world's preservation. This battlefield plea is ineffective against heroes and supernatural beings, but the weak minds of the world's extras may be easily swayed to change their loyalties. Compare the Sidereal's roll to the highest MDV of any hostile extra present; should the Sidereal succeed, (Essence x 2) extras switch sides and immediately begin fighting under the Sidereal's leadership (assuming that so many are present). These extras are considered to be shadow fingers until the end of the scene; after that point, the Sidereal must use Sifu's Useful Fingers on them if he is to retain them as his

tools. This Charm's unnatural mental influence costs three points of Willpower to resist.

If the character is a Sidereal Exalt with Essence 4+, then this Charm may also win the loyalty of mindless automatons, including undead, though such beings add their master's Essence to their MDV if they are under magical control.

NEW MARTIAL ARTS CHARM:

WORLD AS WEAPON MASTERY

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Deadliest of All Weapons, Finger-Stealing Handshake

Those who wield the world as a weapon are never alone, and as such, cannot be defeated. The attacks of the Sidereal's shadow fingers are now considered to be her unarmed attacks for the purpose of Charms of Throne Shadow style.

THRONE SHADOW EXTENSIONS

NEW SIDEREAL CHARM: FLOW-BREAKING STRIKE

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 4;

Type: Supplemental

Keywords: Combo-OK, Crippling, Stackable

Duration: Instant

Prerequisite Charms: Finger-Stealing Handshake

Feeling along a tenor of fate, a Sidereal may strike at her opponent's relevance, separating the momentous from the also-ran. This Charm supplements an unarmed martial arts attack; should the attack strike its target, that all of that target's actions raise their Speed by one for (Sidereal's Essence ÷ 2, round up) actions. Subsequent strikes reset this timer and cumulatively increase the Speed of the target's actions. This Charm may not raise a target's Speed higher than 7.

NEW SIDEREAL CHARM: THE LOTUS BLOSSOMS

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: Lotus Eye Tactics, One complete Celestial Martial Arts style

Masters of space and time, Sidereals embody the principles which engender the Martial Arts. This Charm replicates the effects of the Solar Charm Divine Transcendence of Martial Arts.

NEW SIDEREAL CHARM: SHOWING

THE SECRET HAND

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

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Clear Eyes Defense

The Sidereal, having enriched the world with his lessons, has earned its gratitude. It moves to punish those would attempt to strike down such a wise master. All shadow fingers within range of the Sidereal's attacker reflexively launch one attack with the combat Ability of their choice at that individual. With Martial

Arts 7+, Essence 7+ the Sidereal may add a one Willpower surcharge to this Charm's cost to automatically render this mass-counterattack a coordinated attack. Individual shadow fingers may opt not to participate in this attack if they choose, at no cost. This Charm may be used no more than once per action.

DRAGON-BLOODED CHARMS

UPDATED KEYWORDS

(p. 77)

Dynasty: Charms with this keyword have special effects on human descendants and occasionally other blood relatives. For these purposes, a blood relative is defined as anyone with whom the character shares a common ancestor no more than five generations back. A descendant is anyone who traces direct lineage to the Exalt, regardless of the number of generations. Some Charms differentiate between relatives who are mortal versus Dragon-Blooded, as noted in their description. Celestial Exalted are never considered blood relatives or descendants unless a Charm explicitly says so.

Purity #: The steady dilution of the Dragon-Blooded race makes Purity magic vanishingly rare in the Time of Tumult, almost legendary. Knowing about each of these Charms in that era requires an (Intelligence + Occult) roll at a difficulty of the highest minimum trait required for them. Incidentally, this is also the difficulty to know about the special support effects of each Terrestrial Charm capable of aiding Celestial Exalted leaders, as the Immaculate Order does its utmost to stamp out this heretical knowledge.

LINGUISTICS

HONORED ANCESTOR EXHALATION

(pp. 77-78)

Characters wishing to be part of a family lineage subject to a Martyr usage of this Charm may possess one such Motivation, subject to the Storyteller's approval, per dot of the Family Background (see **Manual of Exalted Power—The Dragon-Blooded**, p. 109). Buying Family in this manner negates the normal bonuses for buying that dot of the Background. Ancestors purchased with this Background are assumed to have died with Essence 6. Optionally, rather than using an additional dot of Family to add a second Motivation, such dots may be used to upgrade an existing ancestor's Essence rating by one dot, up to a maximum of Essence 8.

CRAFT

UNCHAIN THE DRAGON'S HEART

(p. 79)

This Charm's second paragraph should state "with Essence 7+" instead of "with Essence 6+".

INTEGRITY

DRAGON'S PARABLE DEFENSE

(p. 26)

Keywords: Combo-OK, Leader 5, Native

THICKER THAN STONE

(p. 79)

The Family Background may be used to represent a character under the benefits of the Martyr form of this Charm (though only if the character possesses Breeding 3+), as with Honored Ancestor Exhalation. The Exalt is considered to be linked by the Charm's Martyr benefit to (Magnitude [2 + Number of dots of Family allocated]) other blood relatives. Storytellers should very carefully consider the implications of allowing characters in Second Age games to purchase this benefit, as it can easily grow to encompass entire Great Houses, potentially shifting the tone of an Exalted series. By default, it is assumed that the Empress has gone to great lengths to discourage the Martyr form of Thicker Than Stone from being used within her Dynasty, as it suits her purposes for her children to constantly be set at the throats of their brothers and sisters. Lookshy, by contrast, has no such manipulative agenda, but the gentes of the Seventh Legion are considerably less numerous than their Dynastic counterparts and have fewer elders to learn the Charm.

RESISTANCE

PERFECTED SCALES OF THE DRAGON

(pp. 79-80)

The distant love of the Emerald Mother for her grandchildren is of limited efficacy in the face of the Exalted. Rather than being immune to physical harm from such characters, the Dragon-Blood instead enjoys +15B/+15L natural soak, Hardness 10B/10L, and (Essence ÷ 2) automatic successes on all rolls to resist Poison effects and environmental damage originating with such Exalts.

WAR

AS IN THE BEGINNING

(p. 80)

Type: Simple (Speed one hour, DV -3)

This Charm's damage is considered to be environmental damage and may be resisted as such. The Charm unleashes its devastation after one hour, not ten seconds.

MELEE

ORDAINED TALON OF DRACONIC FURY

(p. 82)

Keywords: Elemental, Obvious

This Charm grants the weapon the benefits of Dragon-Graced Weapon according to the Terrestrial's Aspect, not Refining the Inner Blade. Solar Exalted possess a similar Charm called Honored Companion of the Sun. It is identical to Ordained Talon of Draconic Fury save that its prerequisites are Fire and Stones Strike and Summoning the Loyal Steel, it may only be used on orichalcum weapons, it lacks the Elemental Keyword, and it does not replicate Dragon-Graced Weapon; instead, the weapon raises the Solar's minimum damage by one and counts 10s twice for the purpose of determining damage. Unlike Dragon-Blooded, Solars may buy this Charm as many times as desired to cover different weapons.

Finally, the Lawgiver's Lunar mate may wield a weapon enhanced with Honored Companion of the Sun without requiring attunement or suffering botches, if the Solar desires.

LARCENY

FLOWING GOD-DRAGON SHINTAI

(p. 83)

This Charm's name is Flowing God-Dragon Stance.

MEDICINE

TRANSCENDENT GAIAN HARMONY

(p. 84)

If the Storyteller permits the option, attaining a transcendent state requires five purchases rather than six as indicated in the Charm's writeup.

WONDERS OF THE AGE

WARFARE

METASORCEROUS PHYLACTERY

(pp. 96-97)

Under this artifact's 'trigger' function: Only one spell may be keyed to a particular trigger until that trigger has discharged, and only one trigger at a time to a particular spell. For example, the sorcerer could not key five Flights of the Brilliant Raptor to all trigger when he shouts "Now!" Nor could he establish five different conditions under which Travel Without Movement will whisk him away to safety. The sorcerer may sustain a number of simultaneous triggers no greater than the rating of the hearthstone powering his phylactery, and removing that hearthstone cancels all spells and triggers.

THE MIGHTY

Stat blocks should be modified to account for the replacement of former Charms and insertion of new Charms.

MASTER'S HAND ENVISIONED ANEW

(p. 157)

This Charm may not be used to add weapons that function on a range scale radically dissimilar to the default form weapons of the style; for example, adding a crossbow (or Essence cannon) to Wood Dragon style would be valid, but adding such a weapon to Snake style would not. Also, Storytellers are permitted to veto, at their discretion, any weapon addition that would significantly shift the power level of the style to which it is attached, or which seems completely inappropriate to the style's aesthetics. For example, adding the short sword to Crystal Chameleon or Snake style would be fine, while adding a grand goremaul would violate the aesthetics of the former and unbalance the latter.

CHAPTER ELEVEN

SCATTERED GLORIES

GLORIES OF THE MOST HIGH: THE UNCONQUERED SUN

THE DIVINE GEAS

The geas which affects the Celestial Incarnae is not the result of any Charm known to the Yozis—their power is too great to be constrained by Cecelyne’s law in the manner of lesser beings—but rather a limitation built directly into the Incarnae to prevent them from attacking their masters. The geas was considered particularly crucial in the case of the Unconquered Sun, whose power the Primordials were right to fear. However, the geas is not entirely paralytic. The Holy Tyrant demanded that the Celestial Incarnae be weapons with which he could threaten and terrify his brethren, and so he may reflexively declare any of the Incarnae free of the geas from anywhere in existence. However, the geas naturally reinstates itself at the end of the scene, unless the Primordial King declares that it should not be. This allows the Incarna in question to attack

any Primordial in existence. Once revoked, the geas may not be verbally reinstated. Only a scene change will serve to shackle the Incarna once more. In the Age of Sorrows, Malfear retains the power to revoke the great geas.

The geas will also recede if the Incarna is attacked by any Primordial with the intent to do harm to the god. When this happens, the Incarna instinctively realizes the geas has temporarily been lifted, and may attack any Primordial in existence. The geas naturally reasserts itself one hour from the point at which the Incarna was last attacked by a titan; in this way, the Empyrean Chaos need not continually declare the geas null after unleashing the Unconquered Sun on one of his enemies.

WHICH BOOK, AGAIN?

Glories of the Most High is available in PDF and print. Because the PDF version comes in three separate installments, the page numbers don’t quite match up. Black page references in this chapter point to the book release, while the references in red are for the appropriate PDF.

THE UNCONQUERED SUN

MOTIVATION: DEFEND CREATION
FROM ALL THREATS.

(P. 6; P. 6)

The Unconquered Sun considers the raksha, behemoths, Primordials, devas, and all creatures of darkness to be threats to Creation. Threats also include anything on which may cause destruction to entire cities or landmasses (such as natural or sorcerous disasters) or may cause massive loss of life (such as the Great Contagion), or the actions of insane or destructive individuals with incredible power. The Unconquered Sun may exempt specific beings from this list at his own discretion (such as Gaia).

SUPPRESSING VIRTUES

(PP. 7-12; PP. 7-12)

The Unconquered Sun's Charms remain suppressed for longer than a scene in the case of particularly egregious or repeated violations of his Virtues. If he continues to betray his Virtues while already suppressed, the wait before their power returns should be extended in accordance with the frequency and severity of his transgressions, according to the Storyteller's judgment. Frivolously declaring an individual a creature of darkness, for example, would break the Unconquered Sun's Temperance for a scene; frivolously condemning an entire city, by contrast, might leave his Temperance-based Charms weakened for a week, while declaring all of the Exalted to be creatures of darkness could sunder his Aegis for years.

If the Unconquered Sun makes equal amends to correct any such transgressions against his Virtues (such as it is possible—he can't take back vaporizing the Haslanti League, though he might repair the Suppliant of the Lap after striking its head off in a rage) he can hasten the restoration of his broken Virtues. He may not shorten this length to less than one scene, however.

INCANDESCENT ASCENDANCY

(P. 10; P. 10)

The Unconquered Sun moves at a base speed of 20 yards per tick, not 15.

AS MORNING REVEALS

(P. 10; P. 10)

Compassion: The Unconquered Sun is also aware of the Virtue ratings of any character he can see. While observing a character's Virtues, he understands any circumstance which causes them to suppress or uphold their Virtues as an Obvious effect; he becomes aware of how their Virtue was tested and gains a basic understanding of why they did or did not uphold the Virtue in question. If he has not suppressed any of his Virtues, the Unconquered Sun may pay 10 motes to become aware of every instance during which an observed character acted against or in accordance with a Virtue during the course of their entire life, rather than just in the course of the scene as they are being observed.

PERFECTION BEYOND IMAGINING

(P. 11; P. 11)

When the Unconquered Sun acts in accordance with his Motivation, he may invoke the Conviction-based effect of this

Charm as a matter of skill. He may do this regardless of whether his Conviction is suppressed, or whether he has transferred his Fulcrum to another.

AEGIS OF UNCONQUERED MIGHT

(P. 12; P. 12)

The Unconquered Sun also gains an instant-duration defense costing six motes to activate, which sets the raw and final damage of any attack or environmental hazard against him to 0 in steps 7 and 10, even if the damage ignores soak. This defense also nullifies any Shaping-based or other deleterious effects, per the description of the perfect immunities granted by the Aegis while the Most High's Temperance is unbroken. The duration of this momentary Aegis may be extended to one tick for a cost of eight motes, or one action for a cost of eight motes, one Willpower. This perfect effect has no flaw of invulnerability.

GODSPEAR OF ALL-SEARING NOON

(P. 12; P. 12)

The divine geas which prevents the Unconquered Sun from attacking the Primordials extends to the wielder of the God-spear. When another character wields the God-spear, they may not use it to attack the titans unless the geas against the Unconquered Sun is revoked. A character who wields the God-spear may still attack the Yozis with other weapons regardless of whether the geas is active.

WRATH BEYOND MEASURE

(P. 12; P. 12)

The Unconquered Sun's terrifying wrath may burn even the Yozis and Primordials. However, the geas on the Unconquered Sun extends to the God-spear of All-Searing Noon, preventing its wielder from using this attack against the titans directly, or when they are potentially within range of its devastation.

SUN TURNS HIS FACE

(P. 13; P. 13)

Charm effects associated with a Virtue suppressed by the casting down of any Fulcrum do not become applicable as soon as the Unconquered Sun retrieves the Fulcrum. As such, upon recalling his Fulcrum, he may not benefit from any effect associated with the suppressed Virtue for one scene. Additional infractions against any suppressed Virtues extend the duration of this inapplicability as per the rules described previously.

NEW CHARM: MAGNANIMOUS UNBOUND SUN

When the Unconquered Sun has suppressed his Temperance, he may pay 100 motes, one Willpower to unleash his true form. Doubling in height and stature, the Unconquered Sun's armor morphs into an obsidian sheathe of sculpted musculature in which galaxies roil and spin. His eyes become a pair of blazing supernovas and he gains 28 arms, each clad in winged gauntlets of molten orichalcum.

Mortals and spirits lesser than the Celestial Incarnae find the Unconquered Sun's full majesty to be utterly unbearable, and are unable to dream one day for every minute they spend exposed to his glory, and thus are unable to recover motes or Willpower from resting. Mortals must succeed at a Valor roll just to remain in his presence. Those who fail fall flat on their faces, temporarily weighed down by his intense Essence pres-

sure. Spirits in his presence merely begin to lose motes as a Shaping effect, at a rate of one mote per action. Spirits who lose their entire mote pools in this fashion simply fade away as if the Unconquered Sun had destroyed them.

This form also prevents the Unconquered Sun from relating to issues in terms of his Virtues, making it impossible for him to further suppress any of his powers. As such, he is unable to use the Charm Sun Turns His Face for the duration of this effect. Furthermore, his inability to relate to the universe through his Virtues makes him fail at all Socialize-based interactions to understand or exist in harmony with the needs of anyone else, and prevents him from succeeding at any Bureaucracy-based rolls.

This effect's duration is indefinite, but for the above reasons, the Unconquered Sun only voluntarily sustains it when he is in combat.

While transformed, the Unconquered Sun may not use the instant, tick, or action-length perfect defense of his Aegis against the physical portion of attacks. He may still employ these defenses against Shaping and other types of deleterious effects. For example, if a physical attack contains a Shaping component, his defense nullifies that component but does nothing to counteract the attack itself. As such, his instant, tick, and action-length Aegis costs are reduced to two motes, three motes, and three motes, one Willpower respectively.

The Unconquered Sun also gains the following benefits:

- His Soak and Hardness each increases by 10L/10B/5A, while his Dodge and Parry DVs both increase to 15.
- Characters attempting to attack the Unconquered Sun are overcome by fear as an Emotion effect which inflicts a -2 external penalty on all attacks. Willpower may not be spent to ignore this unnatural mental influence.
 - The Unconquered Sun intermittently flares as entire galaxies spin into existence, collide and go supernova throughout his body. His blazing majesty is impossible to look directly at, imposing an additional -2 external penalty on all attempts to attack him.
 - The size of the Unconquered Sun's Essence pool increases to 300 motes, and he gains one mote per action while in battle.
 - 28 of the Unconquered Sun's arms must be destroyed in order to end his transformation. **It is impossible to defeat him otherwise.**
 - Each of the Unconquered Sun's arms has 10 -0 health levels. No single attack may inflict more than 10 health levels of damage to the Unconquered Sun. Any health levels inflicted on the Unconquered Sun are transferred to one of his arms. When one of his arms loses all 10 levels, it breaks free of his body, blazing away in a burst of white flame.

NEW CHARM: BENEDICTION OF

THE DIVINE IGNITION

While under the effects of Magnanimous Unbound Sun, the Unconquered Sun may pay 10 motes, one Willpower to activate this Charm. Five actions from activation, the galaxies spinning through his body are flung away and replaced by a single pinprick of light near his heart, which then explodes outward, flaring through his anima and washing over his body, before abruptly returning to his Magnanimous Unbound Sun

appearance. This dramatic outburst is not purely cinematic; if the Unconquered Sun has lost any arms, he regains at least one. He also instantly heals any Crippling or Poison damage currently affecting him. In addition, the Storyteller rolls 10 dice, and the Unconquered Sun regains one arm per success.

The countdown of this effect is extended by two actions each time the Unconquered Sun loses an arm after activating the Charm. Benediction of the Divine Ignition does not heal wounded arms; it only restores arms which have been destroyed.

NEW CHARM: EMPYREAL WRATH UNBOUND

The Unconquered Sun may pay 30 motes, one Willpower to unleash an area attack thirty yards in diameter. Drawing his hands toward the skies to invoke the might of the sun (himself), the Unconquered Sun tears his hands downward, releasing a furious cyclone of interwoven tines of golden flames which whirl and beat around him, hitting everything in range with three 100L attacks every tick for ten ticks. Characters caught within the area are drawn in toward the Unconquered Sun at a rate of ten yards per tick, subtracting that amount from all attempts to dash free of the attack area. Characters who cannot move faster than ten yards per tick cannot escape the blast radius. This Unconquered Sun may not use this Charm again until his last activation has dispersed.

NEW CHARM: ALL SHADOW'S ADVANTAGE

Birthered to be a hated nemesis, pure, infinite, and true, the Unconquered Sun's limitlessness and unassailability are just as necessary as the light he brings. While under the effects of Magnanimous Unbound Sun, the Unconquered Sun may employ all of his Conviction and Valor-based Charm effects regardless of whether he has suppressed or transferred them: shadows wreathe and surround the light, bending it into the shape of his Fulcrums so that he may wield phantom approximations of his true panoply. Nonetheless, the Unconquered Sun may channel his full power through such shadowed projections. The Unconquered Sun may also safely ignore the demands of his Compassion without any immediate repercussion, but when he ends Magnanimous Unbound Sun, he will accrue a number of infractions against his Virtue concomitant with any breaches of his Compassion committed during Magnanimous Unbound Sun.

NEW CHARM: SELECTIVE IMMUNITY

While under the effects of Magnanimous Unbound Sun, the Unconquered Sun may reflexively name one type of attack he is immune to. He may seal Archery, Martial Arts, Melee, Occult, or Thrown, In the case of Occult, he becomes immune to all sorcerous attacks (both spells and Sorcerous Charms). The Unconquered Sun retains this immunity until he ends Magnanimous Unbound Sun. In addition, at the start of each action, the Unconquered Sun may reflexively choose to become immune to an additional one of the listed Abilities. However, the Unconquered Sun may not accrue an additional immunity if he was attacked in the previous action with an Ability he was already immune to. Furthermore, when the Unconquered Sun has more than one immunity, additional immunities vanish on the next action tick after the Unconquered Sun is targeted by an attack he is immune to.

MARTIAL ARTS

ARMOR-SHATTERING STRIKE

(PP. 20-21; PP. 20-21)

The second paragraph should read:

Should the attack also actually inflict damage, the Solar may pay an extra 1m to immediately cancel all Charms, spells and astrological powers with a duration greater than Instant but less than Permanent which provide the target with increased soak or hardness. This nullification is a Shaping effect.”

MELEE

FLASHING EDGE OF DAWN

(P. 22; P. 22)

Replace the text of this Charm with the following:

This Charm permanently enhances its prerequisite. If she wishes to, the Solar may ignore steps 7-9 on her second damage application and simply repeat step 10. Additionally, her post-soak damage is raised by one die whenever she uses One Weapon, Two Blows.

RISING SUN SLASH

(P. 22; P. 22)

Cost: 4m (+6m)

Keywords: Combo-OK, Mirror (Life-Severing Blade), Obvious

For 4m, the Solar may select whether to make the attack unblockable or undodgeable. For 10m the attack becomes unblockable and undodgeable against any target, including non-creatures of darkness.

Abyssal Mirror: As its Solar counterpart.

IMMORTAL BLADE TRIUMPHANT

(PP. 23-24; PP. 23-24)

Cost: 15m, 1wp; **Mins:** Melee 5, Essence 5; **Type:** Simple

Keywords: Combo-Basic, Mirror (Charnel Emperor Stance), Obvious

Duration: One scene

Prerequisite Charms: Call the Blade, Fire and Stones Strike, Protection of Celestial Bliss

Replace the text of the Charm with the following:

The Lawgiver channels the blinding radiance of his anima banner through his blade, empowering it as an icon of his martial legend and heroic triumph. While Immortal Blade Triumphant is active, the Solar’s anima banner emanates from a chosen weapon, not from his person. At the lowest levels of anima flare, this channeling suffuses the enchanted blade with the light and colors of the Lawgiver’s banner; at higher levels, the anima banner emanates from the enchanted blade itself, taking on the shape of the weapon it shines from. This Charm ends if the chosen weapon leaves the Lawgiver’s hands, but his will alone is capable of breaking the bond. The weapon cannot be destroyed or disarmed, nor is it affected by magic that would break the Solar’s attunement to it.

As the vessel of the Solar’s anima and personal legend, the enchanted weapon resonates with his heroic will, adding any dice from stunting or channeled Virtues to damage rolls as well as attack rolls. The overwhelming Essence pressure of the anima surrounding the weapon also magnifies the weapon’s strength, both to lay waste to the Lawgiver’s enemies and to shield him from harm. Any damage rolls made with the weapon convert up to (Essence) dice to automatic successes, and parrying with it adds (Essence) to the Solar’s DV.

Should the Solar have need of power beyond even this, then he may unleash the triumphant power of his martial legend in a single devastating attack. While his anima banner is flaring at the 16m+ level, he may choose to discharge this Charm through an attack. Doing so *adds* (Essence) automatic success to the damage roll instead of converting dice to successes, and allows the attack to bypass both soak and Hardness. Calling upon this power ends this Charm and resets the Solar’s anima banner to the 0m level.

New Abyssal Charm: Charnel Emperor Stance (**Prerequisite Charms:** Artful Maiming Onslaught, Blade-Summoning Gesture, Fluttering Moth Defense). Black Essence spills over the Abyssal’s weapon, darkening it until it seems he wields a fragment of Oblivion itself. His blade becomes a manifest eschatology, an unholy incarnation of all his dark majesty and fatal prowess. This Charm is identical to its Solar counterpart, except that it does not add stunt or Virtue dice to damage rolls. Instead, the Abyssal’s blade dissolves and unmakes whatever it touches, dealing aggravated damage to everything.

INTEGRITY

GLORY TO THE MOST HIGH

(PP. 24-25; PP. 24-25)

This Charm converts to experience when the character becomes old enough to naturally buy Essence 10.

PERFORMANCE

ROSE-LIPPED SEDUCTION STYLE

(P. 26; P. 26)

Keywords: Combo-OK, Compulsion, Mirror (Lust and Loathing Stance)

While the Charm is in effect, all characters who possess any sort of positive Intimacy toward the Solar have their MDVs set to 0 against seduction attempts by her so long as she is of a gender they are normally attracted to; if she is not, then such targets halve their MDVs instead.

The user’s Lunar mate has his MDV set to 0 regardless of normal preferences.

New Abyssal Charm: Lust and Loathing Stance (**Prerequisites:** Irresistible Succubus Style). Unlike its Solar counterpart, Lust and Loathing Stance is Obvious, only keys off of negative Intimacies or Intimacies of lust, and it halves MDVs regardless of the target’s normal sexual preferences. It has no particular efficacy against an Abyssal’s Lunar mate.

RESISTANCE

ENDURING MOUNTAIN METHOD

(p. 28; p. 28)

Cost: — (+2m, 1wp)

Keywords: Mirror (Patchwork Corpse Reassembly)

Replace the text of the Charm with the following:

Cultivating the invulnerable primacy of his Exaltation, the Solar expresses it in his own invincible body. This Charm upgrades Unbreakable Warrior's Mastery. The Solar may extend its duration to one scene for a surcharge of two motes and a point of Willpower.

New Abyssal Charm: Patchwork Corpse Reassembly (**Prerequisite Charms:** Stitched-Flesh Resilience). As the Abyssal calls upon this Charm, his skin writhes with the motion of countless worm-like tendrils of shadow beneath his skin. When he is wounded, these shadow-maggots burst forth, eager to mend his flesh with their nauseating ministrations. This Charm is identical to its Solar counterpart.

ARMS OF THE UNCONQUERED SUN STYLE

CROWNED SUN FORM

(p. 37; p. 37)

Non-Martial Arts Form-type Charms are not valid targets for the Sun Burning Upon the Mirror technique.

SECRETS OF THE UNCONQUERED SUN

SHEDDING INFINITE RADIANCE

(pp. 37-38; pp. 37-38)

The Twilight/Daybreak iteration of this Charm reduces the cost of appropriate spells by half or (Essence x 2), whichever is less.

GLORIES OF THE MOST HIGH: LUNA

STRENGTH

TERRIBLE STEEL-RENDING TALONS

(pp. 63-64; pp. 21-22)

Mins: Strength 3, Essence 2

DEXTERITY

FEROCIOUS GUARDIAN BEAST STANCE

(p. 65; p. 23)

Cost: 8m

CHARISMA

SACRED GUARDIAN RENEWAL

(pp. 66-67; pp. 24-25)

Replace the text of this Charm with the following:

This Charm functions identically to the Solar Charm Phoenix Renewal Tactic (see **Exalted**, p. 200), save that the Lunar may only regain Virtue channels from appropriate stunts which serve to protect or promote anything toward which the Lunar has a positive Intimacy, be it a way of life, a place, a society or a specific individual.

As an additional benefit, the Steward is not required to spend Willpower to channel any Virtue she has purchased Sacred Guardian Renewal for on behalf of her Solar mate.

THOUSAND STREAMS DEFENDER

(p. 67; p. 25)

Replace the text of this Charm with the following:

Luna smiles to see the passion of her Chosen when they rise in defense of the world her lover made. As a permanent upgrade to the Steward's competence, she doubles the number of dice rolled as a result of channeling any Virtue she has purchased Sacred Guardian Renewal for on any action which protects or promotes anything toward which the Lunar has a positive Intimacy.

GLORIES OF THE MOST HIGH: THE MAIDENS OF DESTINY

CRANE STYLE

CROSSED WINGS DENIAL

(p. 103; p. 23)

Cost: 6m+

Crossed Wings Denial has a base cost of six motes, plus an additional mote for each time the martial artist has used it previously in the scene.

WISDOM OF THE CELESTIAL CRANE

(p. 104; p. 24)

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 1)

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisite Charms: Feather-Stirred Arrow Deflection, Kindly Sifu's Quill, Wings Spread to Sky

Replace the text of the Charm with the following:

The crane is sacred in its beauty, a bird of celestial splendor and serene grace. Such are the virtues that the Crane master may teach to his foes with this finishing move. Wisdom of the Celestial Crane can enhance any unarmed counterattack, adding (Essence) dice to its post-soak damage. An attack that successfully deals bashing damage also causes its victim to lose a point of Willpower.

A character who loses their last Willpower point this way or who is reduced to their Incapacitated health level by a supplemented attack instantly forms an Intimacy of love for Creation, as an irresistible unnatural Emotion.

CRYSTAL CHAMELEON STYLE

FLASHING LEAVES EVASION

(P. 106; P. 26)

Cost: 11m

SAPPHIRE VEIL OF PASSION STYLE

INTO INFINITE DEPTHS

(PP. 107-108; P. 27-28)

Ignore the innate ability power. Instead, this Charm costs only four motes to activate while Sapphire Veil of Passion Form is active.

SAPPHIRE VEIL OF PASSION FORM

(P. 110; P. 30)

Keywords: Combo-Basic, Crippling, Form-Type, Emotion, Obvious, Overdrive

Ignore the mote recovery power of this Charm. Instead, Sapphire Veil of Passion Form grants an Overdrive pool with a capacity of ten motes. While it is active, the martial artist gains a single offensive mote on any tick in which he causes an enemy to gain a positive Intimacy towards himself, is attacked by a character with a positive Intimacy towards him, inflicts a Crippling effect on an enemy with an unarmed attack, or chooses to hold a clinched enemy. No more than one mote may be gained per tick in this way, even if multiple triggers occur.

GREATER ARTS OF ASTROLOGY

INEVITABILITY WITHOUT FINESSE

(P. 113; P. 33)

This Charm only imposes a universal penalty to Craft (Fate) rolls the first time the Sidereal uses it within the course of a day. Replace the last sentence with the following: "The Sidereal perfectly dodges until his DV refreshes, including undodgeable and unexpected attacks." This Charm's destiny-warping elements constitute a special Flaw of Invulnerability.

ANGRY MAIDEN MANTLE

(P. 114; P. 34)

Duration: One season

UNDERSTANDING ECSTATIC WAYS

(PP. 114-115; P. 34-35)

Keywords: Emotion, Fate, Illusion, Shaping

Duration: One week

This Charm does not prevent targets from acting in their own best interest when assaulted by the character (such as by defending themselves), it merely ensures that there will be no hard feelings afterward.

MAIDEN AND GAMBLER STANCE

(P. 115; P. 35)

This Charm's defensive benefit functions by shaping the target's destiny so that his blows cannot find purchase upon the Sidereal. As such, this Charm will not protect the user from

beings outside of Fate, and is considered a Shaping attack against the target. If the Charm does find purchase upon its target, then attacks enhanced with a channeled Virtue bypass the otherwise-perfect defense afforded by this Charm. This is considered a special Flaw of Invulnerability.

WELL-SCHOOLED PEDANT DEFENSE

(P. 116; P. 36)

Duration: One season

MASTERS OF JADE

A GAME OF MASKS

RITUALS OF THE ARTS OF THAUMATURGY

(P. 64)

Wonder-Grasping Apperception: This ritual can also be used to activate artifacts that have a short-term cost, such as privacy veils. It can be used this way to activate an artifact that is also attuned with the procedure.

Privacy-Sanctifying Rite: This ritual lasts one day normally, and may be sustained with maintenance rituals.

Ward of Determination: This ritual's time should be 10 minutes, describing the purification of the precious stone. Eating a prepared stone is a non-ritual Miscellaneous action. The maximum external penalty that can be provided by this Charm is -3, and it cannot be renewed or lengthened by any means before its normal duration lapses, even if it has collapsed due to overwhelming unnatural influence.

Shadow Majesty Ward: As Privacy-Sanctifying Rite erratum.

CREATION-RULING MANDATE

(PP. 67-82)

Mentions of Size-based limit to project intervals are remnants of an earlier rules draft and should be ignored.

INK MONKEYS: SOLARS

MARTIAL ARTS

STUNNING DEATHBLOW EVASION

(VOL. 33)

Cost: 9m

TITAN-STRAIGHTENING METHOD

(VOL. 33)

This Charm applies damage (Essence - 1) times, not (Essence + 1). The damage of all applications is applied simultaneously in Step 10, allowing a single perfect soak to defend against all of them.

LIGHTNING STRIKES TWICE

(VOL. 33)

Cost: —(6m, 1wp)

Attacks made with Lightning Strikes Twice are unblockable and undodgeable, not unexpected.

STORM BURST EXPLOSION

(VOL. 35)

Cost: —(10m, 1wp)

MELEE

SUN-SWORD CONCENTRATION

(VOL. 32)

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

Keywords: Combo-OK, Martial-Ready, Mirror (All Blades Cry for Blood), Obvious

Duration: Instant

Prerequisite Charms: Hungry Tiger Technique

Replace the text of the Charm with the following:

Solar Essence superheats the Lawgiver's blade until it glows cherry-red, burning hot enough to cleave through solid steel as if it were air. An attack supplemented by this Charm gains the Piercing tag and ignores all Hardness from armor. With Essence 3+, the Solar can pay an additional mote to ignore Hardness from other sources.

Martial-Ready: Archery, Martial Arts, Thrown

New Abyssal Charm: All Blades Cry for Blood (**Prerequisite Charms:** Savage Shade Style). The Abyssal's blade twists through armor to taste the precious lifeblood beneath it. This Charm is identical to its Solar counterpart.

MOLTEN SUN-BLADE

(VOL. 32)

Cost: —(+3m); **Mins:** Melee 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Rending Steel Cruelty), Stackable

Duration: Instant

Prerequisite Charms: Sun-Sword Concentration

Replace the text of the Charm with the following:

This Charm upgrades Sun-Sword Concentration. For an additional three motes, any armor worn by a character damaged by the enhanced attack loses four points from its soak, as the Solar's molten blade cuts away its strength. Mundane armor is permanently damaged by this Charm unless manually repaired, and is destroyed utterly upon being reduced to zero soak. Artifact armor regains all lost soak at the end of the scene.

New Abyssal Charm: Rending Steel Cruelty (**Prerequisite Charms:** All Blades Cry for Blood). As the Abyssal pulls his weapon from a wound, he twists it to rend armor asunder, staining the ruined cuirass with its bearer's blood. This Charm is identical to its Solar counterpart.

CORONA OF RADIANCE

(VOL. 32)

This Charm has been removed for revision.

DAWN'S PARABLE DEFENSE

(VOL. 35)

Cost: 1m (+2m)

Breaking a flurry with a successful parry costs an additional two motes.

RESISTANCE

SURGING ESSENCE REACTOR

(VOL. 33)

Cost: —; **Mins:** Resistance 4, Essence 3

Replace the text of the Charm with the following:

Like the sun they emulate, the Solar Exalted draw unlimited power by their very existence. Surging Essence Reactor upgrades all Overdrive Charms the Solar possesses. Whenever he would gain offensive motes from one of them, he may choose to instead convert them into attunement motes. These special motes are not added to the Solar's Essence pools, but can be committed to any unattuned artifact he has on his person, allowing him to reflexively attune to it if its cost is paid in full with attunement motes. Alternatively, he can commit attunement motes to an attuned artifact he possesses, replacing the motes he has committed to it from his own pools. At the end of the scene, all attunement motes are lost. The Solar may reflexively replace them with his own motes to sustain the attunement of artifacts empowered by them.

DODGE

LIGHTSPEED BODY DYNAMICS

(VOL. 8)

This Charm has been removed.

Replace this Charm in its entirety with the following:

NEW CHARM: BURNING CORONA EVASION

Cost: 2m; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Streams of golden anima trace the Solar's movement in shimmering after-images, as light itself pays homage to the perfection of the Sun's Chosen. Whenever the Solar applies his Dodge DV against an attack, he can use this Charm to penalize the attacker's roll as though they were blind (see **Exalted**, p. 152). His enemies are unable to target him clearly through the blinding light and refracted images of his anima.

With Essence 3+, the Solar can extend the duration of this Charm to one tick for a surcharge of three motes.

INK MONKEYS: LUNARS

STRENGTH

BEAST SPIRIT DEFENSE

(VOL. 21)

Cost: 10m

STAMINA

MOTH-TO-FLAMES DEFENSE

(VOL. 27)

All motes granted by this Charm are attunement motes. These special motes are not added to the Solar's Essence pools, but can be committed to any unattuned artifact he has on his person, allowing him to reflexively attune to it if its cost is paid in full with attunement motes. Alternatively, he can commit attunement motes to an attuned artifact he possesses, replacing the motes he has committed to it from his own pools. At the end of the scene, all attunement motes are lost. The Solar may reflexively replace them with his own motes to sustain the attunement of artifacts empowered by them.

INK MONKEYS: INFERNALS

CECELYNE

SWALLOWED IN ETERNITY

(VOL. 7)

Ignore the innate power ability. Instead, using this Charm within the sands of Cecelyne or a region blighted by Holy Land Infliction allows the Infernal to enhance her activation roll with the Excellencies of Cecelyne.

ADORJAN

UNBOUND FREEDOM INFILTRATION

(VOL. 7)

Ignore the innate ability power. Instead, Essence 4+ allows the Infernal to move through obstacles up to (Essence + Athletics) yards thick for an additional level of aggravated damage.

INFERNAL MONSTER STYLE EXPANSIONS

SMOLDERING RAGE BEAST

(VOL. 3)

Ignore the innate ability upgrade to Retribution Will Follow. Instead, the Infernal may choose to recover channels of Valor in place of any Willpower he would gain while Retribution Will Follow is active.

IMPATIENT SLAUGHTER SPEED

(VOL. 5)

Ignore the innate ability upgrade to Raging Behemoth Charge. Instead, this Charm upgrades Raging Behemoth Charge to add (Martial Arts) bonus dice on any roll to maintain balance or maneuver through difficult conditions.

LEAPING SMASH TECHNIQUE

(VOL. 5)

Ignore the innate ability power. Instead, the Infernal can cover an additional (Martial Arts) yards with her jump when she uses this Charm with Raging Behemoth Charge or Infernal Monster Form active.

INK MONKEYS: MARTIAL ARTS

COBRA STYLE

(VOL. 39)

This style has been removed from the system for revision.

CHAPTER TWELVE

THE BOOKS OF SORCERY

WONDERS OF THE LOST AGE

INTRODUCTION

WONDER-FORGING GENIUS

(p. 6)

Mins: Craft 5, Essence 4

Prerequisite Charms: Crack-Mending Technique, Craftsman Needs No Tools

This Charm may be purchased a second time at Essence 5+. When the character's traits are high enough to build five-dot artifacts without this assistance of this Charm, all purchases are refunded as experience.

PURVIEW OF THE FORBIDDING MANSE

BUILDER BUGS

(pp. 117-119)

The stats presented for Builder Bugs are for the individual insects, whose large, sharp mandibles and insect strength make them the equal to many predators if pressed into combat.

WARSTRIDERS

WARSTRIDER MAGICAL MATERIAL BONUSES

Warstriders can gain magical material bonuses.

ARTIFACT WEAPON ATTUNEMENT COSTS

On page 152, the text states that most warstrider artifacts require 12 motes to attune, but exceptionally large ones require as many as 18. However, this is contradicted by the table on page 160, which has their attunement costs as equivalent to normal sized artifact weapons. The text on p. 152 is correct.

THE WHITE & BLACK TREATISES

DEFENDING WITHOUT AN ATTACK ROLL

As a point of clarification, some spells say that they cannot be dodged or parried, but have no attack roll against which to apply DV. If something cannot be dodged or parried, these spells do not need an attack roll one would defend against. One wouldn't apply DV because it isn't applicable.

TERRESTRIAL CIRCLE SPELLS

CIRRUS SKIFF

(p. 40)

The box information says that this conveyance carries one passenger per two dots of Essence of the caster, while the text of the spell says it can only carry one passenger total. The box information is correct.

DANCE OF THE SMOKE COBRAS

(p. 43)

The duration for this spell is (Essence) actions.

DISGUISE OF THE NEW FACE

(p. 43)

The system for Appearance bolstering is as follows:

You can change it to any value between 0 and 5 (the normal range) by adding 1 to the difficulty of the initial disguise roll. Inhuman levels of beauty may be emulated with the spell, but the entire range of Appearance may never be more than (sorcerer's Essence) dots different from the natural Appearance of the target, and raising Appearance above 5 costs +2 difficulty per dot.

CELESTIAL CIRCLE SPELLS

CLOUD TRAPEZE

(p. 70)

This spell does not indicate a maximum weight or passenger capacity, nor does it list a size for the cloud. It should be 500 pounds of cargo and/or passengers per dot of permanent Essence.

THE CRUMBLING WALLS

(p. 70)

This spell says that "During the casting, the sorcerer and her companions are prohibited from defending themselves against attack, though they may have bodyguards accompany them or use armor or magic to enhance their ability to avoid harm." This means that they are forbidden from defending themselves in any way, and they can not strike back at attackers.

IMBUE AMALGAM

(pp. 74-75)

The Attribute and Ability sections of this Charm list a maximum of (Essence + Occult). This is the maximum that that category of traits can gain.

The last sentence of the spell reads: "No conferred Ability can exceed the rating of its "donor". This limit applies to all traits.

MAGMA KRAKEN

(pp. 76-77)

This spell generates ten tentacles. They may each reach up to 15 yards.

SUMMONING THE GREATER MINIONS

OF THE EYELESS FACE

(p. 83)

Greater Minions last a year and a day before perishing. Additionally, although Greater Minions are created like Heroic Mortals, they may not learn thaumaturgy or take Merits and Flaws. When they are created, the caster's player must choose between extra bonus points and more Greater minions when spending extra notes.

SOLAR CIRCLE SPELLS

UNITY OF THE CLOSED FIST

(pp. 98-99)

Five is the maximum number of participants, which led to the spell's name: five fingers together making for a single closed fist.

WINDS OF CONFUSION

(p. 99)

This spell's duration is one hour.

OADENOL'S CODEX

INTRODUCTION

ESSENCE AND MORTALS

(p. 6)

The experience cost for mortals to raise Essence is (Current rating x 20).

ARTIFACTS AND ARTIFICE

WONDER-FORGING GENIUS

(p. 29)

See page 173.

DEMESNE, MANSE AND HEARTHSTONE

WILDERNESS GEM

(p. 104)

This hearthstone is listed in the Second Edition Core, p. 384 and grants four successes on Survival rolls, and is also listed in *Oadenol's Codex*, p. 104 granting only two extra successes. The version in *Oadenol's Codex*, granting two successes, is the correct version of this hearthstone.

THE GEM OF PERFECT MOBILITY

(p. 107)

While the text says that this hearthstone reduces the Speed of a character's actions, it only halves the Speed all actions require. This effect of this hearthstone can't be combined with any Extra Action Charms.

THAUMATURGY

DISHONEST (CREATURE)'S REBUKE

(p. 142)

This is a difficulty 1 ritual.

MAGICAL FLORA, FAUNA AND PHENOMENA

IRONWOOD

(p. 157)

The text says that weapons made of hardened ironwood cost one resources dot higher than their normal counterparts. Hardened Ironwood equipment does not offer any mechanical advantage over its normal counterparts, except in a case where a metal weapon might be vulnerable to a specific attack that a wooden one wouldn't, and vice versa (ironwood versus a Wood Aspect's anima power, for instance).

THE ROLL OF GLORIOUS DIVINITY I

THE ROLL OF ELEMENTAL BEINGS

WARCLUBS

(p. 98)

The Warclub's statistics are as follows: Speed 5, Accuracy +2, Damage +16B/4, Defense +2, Rate 2, Tags O. It requires Strength 3 to wield and costs six motes of Essence to attune. It does not gain the orichalcum magical material bonus.

APPENDIX: DIVINE MECHANICS

DIVINE SUBORDINATION OF (ABILITY)

(p. 142)

Employing Divine Subordination of (Ability) as a perfect effect costs 10 motes, 1 Willpower.

PRINCIPLE OF MOTION

(p. 144)

A flurry produced by withdrawing actions from this Charm cannot contain more than (Essence + 1) total actions. The mote cost of the Charm is committed until the bank is depleted or the spirit releases them, eliminating any banked actions that may be left over.

PRIESTHOOD

(p. 169)

Day Caste Abyssals are not always priests, Midnight Caste are.

THE ROLL OF GLORIOUS DIVINITY II

GHOST EXPERIENCE COSTS

AND TRAINING TIMES

The experience costs and training times for ghosts are presented below.

CHARMS

HEROIC GHOSTS AND MARTIAL ARTS CHARMS

Ghosts lose access to all Charms unique to their Exalt type, with the exception of Ox-Body Technique, which has a ghostly equivalent. Martial Arts Charms, being not tied to a specific type of supernatural being, are still available to ghosts who meet their minimums, though Sidereal Martial Arts are too tied to the fate they've cheated to maintain their unives and may not be practiced.

EVOKE THE ANCIENT CLAY

The Books of Sorcery, Vol. V—Roll of Glorious Divinity II and The Compass of Celestial Directions, Vol. IV—The Underworld make multiple references to the Arcanos Evoke the Ancient Clay. This Arcanos can be found in **The Lost Arts of the Dead**, a PDF supplement of material cut from Roll of Glorious Divinity II.

Trait Increase	Cost	Training Time
Attribute	current rating x 8	(current rating x 3) months
Favored Ability	(current rating x 4) - 1	(current rating x 2) weeks
Other Ability	current rating x 4	(current rating x 2) weeks
Essence	current rating x 12	(current rating x 2) months
Virtue	current rating x 6	(current rating x 10) weeks
Willpower	current rating x 5	(current rating x 6) weeks
Fetter	current rating x 3	6 months
New Trait	Cost	Training Time
Ability	12	12 weeks
Charm	14	8 weeks
New Fetter	20	1 year
Special	Cost	Training Time
Shift Passion	20	6 months per dot
Shift Fetter	10	1 year per dot

CHAPTER THIRTEEN

THE SCROLLS OF ESOTERIC WISDOM

SCROLL OF THE MONK

SMASHING TIDAL WAVE TECHNIQUE

(p. 42)

Cost: 0m or 3m (+3m per target), 1wp; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

The total DV penalty and Speed are equal to the highest of any single attack in the flurry. Ignores Rate. If this Charm is being activated to sustain grapples initiated through previous use of the Charm, the cost is 0m.

SOLAR HERO STYLE EXPANSIONS

POUNING HAMMER OF DEVASTATION

(p. 83)

Cost: 6m; **Mins:** Martial Arts 5, Essence 4;

Type: Reflexive (Step 1)

Prerequisite Charms: Dome-Shattering Smite (*Ink Monkeys*, Vol. 33)

Replace the text of this Charm with the following:

A child must learn to crawl before it can walk, just as the wicked must learn to fly before they can stand against the Solar Hero. The character's fist becomes a falling star, striking the earth to unleash a shockwave that rips through the ground in a straight line up to (Essence x 50) yards distant. Upon reaching an opponent in range, the attack terminates in a massive detonation of force, with a diameter of 10 yards and reaching up to 100 yards high. Everything caught in the range of this attack is immediately hit by an unblockable Heaven Thunder Hammer strike using a dice pool of (Dexterity + Martial Arts + Essence). Characters struck by this attack are always launched up or away from the Lawgiver. The Solar is immune to the effects of his own attack and may stand in the absolute center of this devastation unharmed.

LAUGHING WOUNDS STYLE

KISS OF THE WHIP

(p. 95)

Although it has been asked by players of Exalted, this Charm should not have the Crippling keyword.

SCROLL OF THE MONK: THE IMPERFECT LOTUS

INSTRUCTION IN GOOD WILL

(p. 24)

The text of this Charm mentions “This Charm also reduces damage by one die in Step 8, after soak but before the damage is rolled”. This Charm reduces damage being dealt to the martial artist using this Charm. It ties into the above assertion that “Those who still try to argue find it more difficult to harm such a gentle soul.”

THE PATH OF THE ARBITER STYLE

DESTINY AND THE ARBITERS

(p. 7)

This style allows a user to earn & raise the Destiny Background in play. However, Celestial Exalted can not normally acquire the Destiny Background. This style does not allow a Celestial Exalt martial artist to gain this background.

DESTINY AND THE FORGING CHARMS

(p. 9)

The Destiny Background (normally off-limits to Celestials) can improve the effects of one Forging Charm. This Path does not allow Celestial Exalted to gain Destiny, therefore, Celestials may not substitute another Trait to gain the bonus to a Forging Charm.

FORGING CHARMS

(p. 9)

A Celestial using Forging the Soul-Born Sword & Forging the Armor of Integrity, cannot create a weapon &/or armor made of her preferred magical material, instead of jade. These items aren't in fact made of jade, but of light. They just share jade's magical material bonuses.

The Artifacts & Familiars acquired with the 3 Forging Charms may seem a bit weak to some players because they are capped at level 2 if not augmented with the Destiny Background. Even then, only one Charm can benefit. A Martial Artist cannot increase the ratings of these Traits in other ways, such as Experience Points, or using Craft on the Artifacts. The style is only a Terrestrial one after all. Celestial Exalts have plenty of ways to gain superior familiars already.

SCROLL OF FALLEN RACES

MOUNTAIN FOLK PATTERNS

SLEEPLESS ROCK EMULATION

(p. 50)

Keywords: Creation-Bound

MOUNTAIN FOLK EXPERIENCE COSTS

(p. 80)

Replace the ‘New Path’ and ‘New Favored or Breed Path’ entries with the following:

New Trait	Cost	Training Time
Caste Pattern Charm	10	(Min. Essence x 3) days
Non-Caste Pattern Charm	12	(Min. Essence x 3) days

DRAGON KING CHARACTER CREATION

RAPTOK BREED PATHS

(p. 33)

Replace the Yielding Earth Path with the Shaping Wood Path.

SCROLL OF KINGS

SIJAN BLACK WATCH FANG

(p. 97)

This unit's Magnitude should be 1 instead of 2.

PANOPLY OF WAR

CHIAROSCURAN GLASS BLADES

(p. 131)

Weapons made of Chiaroscuran glass have a Resources cost one higher in the South and two higher elsewhere in Creation.

ARTILLERY

(p. 136-141)

Firing artillery is a Dexterity-based action, and Exalts without Ability-based Excellencies can apply their Excellencies (or Augmentations, in the case of Alchemicals) as appropriate.

Previously published weapons that should gain the ‘A’ tag include, from **The Books of Sorcery, Vol. I—Wonders of the Lost Age** Chapter Six: all implosion bows (p. 130); medium, large and very large concussive Essence cannons (p. 131); Essence twisters and lightning ballistae (p. 132); glorious scythes (p. 134) and storm hammers (p. 135).

SCROLL OF EXALTS

WOUND-EATING INVULNERABILITY

(p. 160)

Cost: 2m; **Mins:** Resistance 3, Essence 3;

Type: Reflexive (Step 7)

Keywords: Combo-OK, Mirror (Iron Skin Concentration)

Duration: One tick

Prerequisite Charms: Spirit-Hardened Frame

Replace the text of the Charm with the following:

Necrotic Essence permeates throughout the Abyssal's body, stripping away the weaknesses of living flesh. His skin hardens to living ivory, and his bones are as unbreakable steel. All attacks against the Abyssal have their minimum damage reduced by one die for the duration of this Charm unless they deal aggravated damage.

Against any attack that would reduce him to Incapacitated or worse while Hideous Husk Technique is active, it prevents all damage that would go past his -4 health level, allowing him to shrug off even the most gruesomely fatal wounds. This desperate defense is Obvious, and ends the duration of this Charm prematurely. It can only trigger once per scene; subsequent incapacitating attacks will affect the Abyssal normally.

SMOLDERING DEVASTATION TECHNIQUE

(p. 160)

Ignore the innate ability power of this Charm. Instead, the Abyssal's crypt bolts count 10s as two successes on damage rolls.

CHAPTER FOURTEEN

THE DIRECTIONAL

COMPASSES

THE SOUTH

SCARLET WHISPER

(pp. 148-150)

Motivation: Reveal the human condition in such a way that humanity chooses peace and order.

DOZIMA WOKISH

(pp. 150-151)

Motivation: Explore every culture in the South, that Heaven may guide them to their best potential.

THE WYLD

POINT VALUES FOR MUTATIONS

(p. 144)

After character creation, the experience point cost to purchase mutations would be twice as much as the listed point values, and it would require Storyteller approval, as these are usually just gained from Wyld exposure and would have to be worked into the story.

REGENERATION FROM EXALTED HEALING

(p. 146)

The Exalted Healing affliction mentions that, if taken twice, it becomes the Regeneration Abomination, which is not a published mutation. The benefit of the Regeneration Abomination is that it doubles the healing rates gained with the Exalted Healing affliction.

The Regeneration Abomination looks however you want it to look. For some mutants it might perhaps leave not a single scar, while others' mutation might fill in damaged areas with tumorous growths. Whatever works best for the mutant's concept.

RAISING ENLIGHTENED ESSENCE

(p. 148)

This mutation says that a character under its effects "can increase his Essence trait by spending experience points at the normal rate for heroic mortal characters." The experience cost for a heroic mortal to raise their Essence is (Current rating x 20).

If one were to buy this mutation at character creation, the bonus point cost would be four bonus points (covered in the *Scroll of Heroes*, p. 59).

CONTENTS

Introduction.....	4	Resistance	21
How to Use This PDF	4	Survival	22
What's New in this Edition?.....	5	Lore.....	22
General Errata.....	6	Medicine	23
Character Creation.....	6	Occult	23
Exalted Character Creation.....	6	Athletics.....	23
Traits	6	Dodge.....	23
Essence.....	6	Larceny	23
Willpower Recovery.....	7	Sail	23
Drama and Systems	7	Socialize	23
Stunts.....	7	The Dragon-Blooded	24
Falling Damage	7	Traits.....	24
Withstanding Poisons/Environmental Damage.....	7	Breeding Background	24
Vision	7	Fire Aspect Anima.....	24
Thaumaturgy	7	Wood Aspect Anima	24
Combat Actions.....	7	Charms	25
Defense Values (DVs).....	8	New and Updated Keywords	25
Damage and Soak	8	General Charms.....	25
Social Combat.....	8	Linguistics	25
Mass Combat	9	Lore.....	26
Charms & Combos.....	9	Occult	27
Charm Minima and Prerequisites.....	9	Stealth.....	27
New and Updated Keywords	9	Thrown	28
Charm Limits	10	Awareness	28
Charm Concepts.....	10	Craft.....	29
Unstoppable Force, Immovable Object.....	11	Integrity.....	29
Supernatural Martial Arts	11	Resistance	30
Snake Style	11	War.....	31
Solar Hero Style.....	11	Athletics.....	31
Combos	12	Dodge.....	32
Sorcery.....	12	Melee	32
Storytelling	12	Presence	33
Changing Specialties in Play.....	12	Socialize	34
Improving Backgrounds in Play.....	12	Bureaucracy	34
Mutations	12	Investigation	36
Antagonists.....	12	Larceny	36
Attack Speeds and Defense Values	12	Martial Arts	37
Mortals and Charms	12	Five-Dragon Style.....	37
Spirits	13	Terrestrial Hero Style.....	37
The Dead	13	Enlightening Charms	37
Panoply	13	Air Dragon Style.....	37
Mundane Equipment.....	13	Earth Dragon Style	38
Hearthstones.....	14	Fire Dragon Style	39
Greater Wonders.....	14	Water Dragon Style	39
Magical Material Bonuses.....	15	Wood Dragon Style.....	40
Solar Exalted.....	16	Sail	40
Setting	16	Archery	41
Solar Visions at Exaltation.....	16	Medicine	42
Traits	16	Performance	43
Charms	17	Ride.....	44
New Keyword.....	17	Survival.....	45
General Charms.....	17	The Thousand Correct Actions of the Upright Soldier.....	45
Archery	17	War.....	45
Martial Arts	18	Lunar Exalted.....	46
Melee	19	Traits.....	46
Thrown	20	Tattoo Artifact.....	46
War.....	21	Shapeshifting	46
Integrity.....	21	Moonsilver Armor	46
Performance	21	Moon-Faced Mail	46
		The Tell.....	47

Knacks	47	Thrown	78
Charms	47	Performance	79
Strength	47	Presence	79
Dexterity	47	Resistance	79
Stamina	47	Lore	79
Appearance	49	Athletics	79
Martial Arts Charms	49	Dodge	79
Casteless and the Chimerae	49	Socialize	79
Sidereal Exalted	50	Hungry Ghost Style	79
Character Creation	50	Infernal Exalted	81
Colleges	50	Servants of the Yozi	81
Traits	50	Investiture of Infernal Glory	81
Charms	51	The Blood Queen	81
Revised Keywords	51	Traits	81
General Charms	51	Life expectancy of Infernals	81
Resistance	51	Infernal Limit	81
Ride	52	Infernal Anima Effects	82
Sail	52	Charms	82
Survival	53	General	82
Thrown	54	Malfear	82
Craft	55	Cecelyne	83
Dodge	56	She Who Lives in Her Name	83
Linguistics	57	Adorjan	83
Performance	58	The Ebon Dragon	84
Socialize	59	Infernal Monster Style	84
Archery	60	Wonders of the Demon Realm	84
Athletics	60	Chalcanth & Azoth	84
Melee	61	Storytelling	84
Presence	62	Favored Yozi	84
War	63	The Broken-Winged Crane	84
Investigation	64	Cecelyne	84
Larceny	64	She Who Lives In Her Name	84
Lore	65	Adorjan	84
Occult	66	Ebon Dragon	84
Stealth	66	Kimberly	84
Awareness	67	Alchemical Exalted	86
Bureaucracy	68	Charms	86
Integrity	68	Combat	86
Martial Arts	69	Survival	87
Throne Shadow Style	71	Speed and Mobility	87
Medicine	71	Social	87
Storytelling	72	Stealth and Disguise	87
Abyssal Exalted	73	Analytic and Cognitive	87
Traits	73	Labor and Utility	87
Cheating Death and Eternal Life	73	The Fair Folk	88
Backgrounds	74	Chapter Two: Lords of Chaos	88
Anima Banner	74	The Way Grace	88
Dusk Anima Effect	74	Guides	88
Midnight Anima Effects	74	Unshaped	90
Daybreak Anima Effects	74	General Unshaped Charms	90
Moonshadow Anima Effects	74	Charms of the Way	90
Dark Fate	74	Chapter Three: Character Creation	91
The Monstrance of Celestial Portion	74	Chapter Four: Traits	92
Abyssal Redemption	75	Backgrounds	93
Charms	76	Bedlam	93
New Keyword	76	New Raksha Trait: Stasis	93
General Charms	76	Calcification	94
Archery	76	Raksha and Death	94
Melee	76	Oaths	95
Martial Arts	78	The Ishvara	95

Chapter Five: Reality Shaping	96	Performance	140
Graces as Artifacts	96	Presence	141
Adjurations	96	Resistance	142
Behemoths	96	Survival	143
Oneiromancy	96	Craft	144
New Grace Magic: Chancels	97	Investigation	145
New Freehold Trait: The Beacon	97	Lore	146
Chapter Six: Charms	98	Medicine	148
General Charms	99	Occult	148
Charms of the Mask	99	Athletics	150
Assumption Charms	99	Awareness	150
Elemental Influence Charms	101	Dodge	151
Bestial Visage Charms	102	Larceny	152
Emotional Influence Charms	103	Stealth	153
New Raksha Charms: Ossuary Charms	104	Bureaucracy	153
Charms of the Heart	105	Linguistics	155
Name Charms	105	Ride	155
Bedlam-Influencing Charms	105	Sail	156
Serenity Charms	106	Socialize	157
Charms of the Cup	107	Lunar Knacks & Charms	157
Cup Combat Charms	107	Knacks	157
Feeding Charms	109	Strength	157
Addiction Charms	110	Dexterity	158
World-Shaping Charms	111	Stamina	158
Virtue-Shaping Charms	113	Charisma	158
Charms of the Ring	113	Manipulation	159
Ring Combat Charms	113	Appearance	159
Body-Strengthening Charms	116	Perception	159
Creation-Based Crafting Charms	116	Intelligence	159
Wyld-Based Crafting Charms	117	Wits	160
Charms of the Staff	117	The Sidereal Exalted	160
Staff Combat Charms	117	New Martial Arts Style: Throne Shadow Style	160
Wyldlife Birthing Charms	118	Throne Shadow Extensions	162
Grace-Forging Charms	118	Dragon-Blooded Charms	163
Domination Charms	119	Updated Keywords	163
Charms of the Sword	120	Linguistics	163
Sword Combat Charms	120	Craft	163
Transitory Mutation Charms	124	Integrity	163
Permanent Mutation Charms	125	Resistance	163
Shaping Stances	125	War	163
All-Consuming God-Monster Style	125	Melee	163
Laughing Monster Style	126	Larceny	164
Spirit-Twisting Obsession Style	128	Medicine	164
World-Devouring Warlord Style	129	Wonders of the Age	164
Chapter Seven: Storytelling	131	Warfare	164
Experience and Training	131	The Mighty	164
Dreams of the First Age	132	Scattered Glories	165
Lands of Creation: The South	132	Glories of the Most High: The Unconquered Sun	165
Pure-bred Lintha	132	The Unconquered Sun	166
Lords of Creation	132	Martial Arts	168
First Age Character Creation	132	Melee	168
New and Altered Traits	133	Integrity	168
Solar Charms	134	Performance	168
General Charms	134	Resistance	169
Archery	135	Arms of the Unconquered Sun Style	169
Martial Arts	135	Secrets of the Unconquered Sun	169
Melee	136	Glories of the Most High: Luna	169
Thrown	138	Strength	169
War	138	Dexterity	169
Integrity	139	Charisma	169

Glories of the Most High: The Maidens of Destiny....	169	The Directional Compasses.....	178
Crane Style	169	The South.....	178
Crystal Chameleon Style	170	The Wyld.....	178
Sapphire Veil of Passion Style.....	170	Expanded Table of Contents.....	179
Greater Arts of Astrology	170	Changes Over Time	183
Masters of Jade	170	2012, March 8th	183
A Game of Masks	170	2010, November 14th.....	184
Creation-Ruling Mandate.....	170		
Ink Monkeys: Solars	170		
Martial Arts	170		
Melee	171		
Resistance	171		
Dodge.....	171		
Ink Monkeys: Lunars.....	171		
Strength	171		
Stamina.....	172		
Ink Monkeys: Infernals.....	172		
Cecelyne	172		
Adorjan.....	172		
Infernal Monster Style Expansions.....	172		
Ink Monkeys: Martial Arts.....	172		
Cobra Style	172		
The Books of Sorcery.....	173		
Wonders of the Lost Age.....	173		
Introduction.....	173		
Purview of the Forbidding Manse.....	173		
Warstriders.....	173		
The White & Black Treatises.....	173		
Defending Without An Attack Roll.....	173		
Terrestrial Circle Spells.....	174		
Celestial Circle Spells	174		
Solar Circle Spells	174		
Oadenol's Codex	174		
Introduction.....	174		
Essence and Mortals	174		
Artifacts and Artifice.....	174		
Demesne, Manse and Hearthstone	174		
Thaumaturgy	174		
Magical Flora, Fauna and Phenomena	175		
The Roll of Glorious Divinity I	175		
The Roll of Elemental Beings	175		
Appendix: Divine Mechanics.....	175		
The Roll of Glorious Divinity II.....	175		
Ghost Experience Costs and Training times.....	175		
Charms.....	175		
The Scrolls of Esoteric Wisdom.....	176		
Scroll of The Monk	176		
Solar Hero Style Expansions.....	176		
Laughing Wounds Style	176		
Scroll of The Monk: The Imperfect Lotus.....	177		
The Path of the Arbiter Style	177		
Scroll of Fallen Races	177		
Mountain Folk Patterns.....	177		
Mountain Folk Experience Costs	177		
Dragon King Character Creation	177		
Scroll of Kings	177		
Sijan Black Watch Fang.....	177		
Panoply of War.....	177		
Scroll of Exalts.....	177		

CHANGES OVER TIME

This Appendix collects all of the sequential updates from the What's New in this Edition? section (page 5).

2012, MARCH 8TH

GENERAL ERRATA

- Dramatically appropriate iconic animas (page 7)
- Stunts always provide rewards, but less frequently (page 7)
- Arrow frog and coral snake venoms updated (page 7)
- Blindness penalties are clarified (page 7)
- Thaumaturgy costs cannot be obviated (page 7)
- Extended perfect defenses and Defend Other (page 8)
- Minimum damage is lower (page 8)
- Social combat accounts for extra successes on attacks; natural and unnatural influence updated (page 8)
- Even if you've already learned them, you can't use Charms you couldn't currently learn (page 9)
- Emotions may impose dice penalties (page 9)
- Creatures of darkness cannot use Holy effects, no matter the effect's source (page 9)
- Merged keyword clarified a bit (page 9)
- Charm roll-offs cannot be enhanced with Excellencies, and what to do if there's a tie (page 11)
- Dice pools of zero or less automatically fail (page 10)
- New Charm Concept: Temporary Health Levels (page 10)
- Combos are made freely at no extra cost (page 12)
- Equipment bonuses are not cumulative (page 13)
- Perfect equipment does not exist (page 13)
- Weapons and magical material bonuses updated (page 13)
- New hearthstone concepts (page 14)

SOLAR ERRATA

- Zenith and Twilight anima powers updated (page 16)
- Clarified Flashing Vengeance Draw (page 18)
- Heroism-Encouraging Presence has a Minimum Essence of 2 (page 21)
- Phantom-Conjuring Performance can personalize your anima banner displays (page 21)
- Friendship with Animals Approach has no prerequisite Charms (page 22)
- Supreme Perfection of (Ability) does not rely on (Ability) Essence Flow (page 135)
- Sharp Light of Judgment Stance gets a mote discount on extended use and an upper limit on its size (page 137)
- The prerequisite for Hastening Night's End is Hypnotic Tongue Technique, not Husband-Seducing Demon Dance as was indicated in the previous **Scroll of Errata** (page 142)
- Unparalleled Acumen Meditation does not require any Athletics Excellencies to learn (page 150)

DRAGON-BLOODED ERRATA

- Defense-From-Anathema Method (aka. Dragon's Parable Defense) keywords updated (page 30 and page 163)

SIDEREAL ERRATA

- Astrological Colleges are cheaper, and ronin may use them to perform Sidereal astrology (page 50)
- Battles and Endings anima powers updated (page 50)
- Extensive errata to the Sidereal Charm set (page 51)

INFERNAL ERRATA

- Malefactor anima power updated (page 82)

FAIR FOLK ERRATA

- Soul-Consuming Hunger doesn't actually annihilate its target (page 110)
- Fearsome Mien (Dreaming) has a duration of 'One tale' (page 123)
- A couple of minor formatting and presentation errors are corrected in the Permanent Mutations section (page 125)

MASTERS OF JADE ERRATA

- Thaumaturgy rituals durations and limits (page 170)
- Leadership actions do not have specific Size-based limits to their intervals (page 170)

BOOKS OF SORCERY ERRATA

- Ghosts cannot learn normal spirit Charms (page 175)

SCROLLS OF ESOTERIC WISDOM ERRATA

- Alchemicals can use Augmentations with artillery (page 177)

ERRATA FOR THE ERRATA

- A brief sidebar on Charm errata in the Introduction
- Redundant entries in the Fair Folk errata have been removed
- Inclusion of entries missed in the last What's New into the 2010 November 14th section of Changes Over Time (Immaculate Golden Bow and Solar Flare Methodology)

"EXALTED 2.5"

Many aspects of the system were touched on by the specific project called "Exalted 2.5." This section duplicates entries from above.

- Stunts always provide rewards, but less frequently (page 7)
- Minimum damage is lower (page 8)
- Social combat accounts for extra successes on attacks; natural and unnatural influence updated (page 8)
- Combos are made freely at no extra cost (page 12)
- Equipment bonuses are not cumulative (page 13)
- Perfect equipment does not exist (page 13)
- Weapons and magical material bonuses updated (page 13)
- Many of the combat Charms for each Exalted type have been updated; listed by source are the Charms falling under the rubric of "Exalted 2.5"

Solars: Infinite (Ability) Mastery, (Ability) Essence Flow, Supreme Perfection of (Ability); Accuracy Without Distance, Immaculate Golden Bow, Solar Flare Methodology, Rain of Feathered Death; Fists of Iron Technique, Stunning Deathblow Evasion, Lightning Strikes Twice, Storm Burst Explosion; One Weapon, Two Blows, Blazing Solar Bolt, Heavenly Guardian Defense, Protection of Celestial Bliss, Rising Sun Slash, Immortal Blade Triumphant, Sun-Sword Concentration, Molten-Sun Blade, Corona of Radiance, Dawn's Parable Defense; Call the Blade, Spirit Weapons; Glorious Solar Plate, Durability of Oak Meditation, Spirit Strengthens the Skin, Iron Skin Concentration, Iron Kettle Body, Adamant Skin Technique, Unbreakable Warrior's Mastery, Enduring Mountain Method, Surging Essence Reactor; Essence-Lending Method; Ghost-Eating Technique; Seven Shadow Evasion, Lightspeed Body Dynamics; Wise-Eyed Courtier Method

Dragon-Blooded: Elemental Empowerment Method, Elemental Bolt Attack; Impervious Skin of Stone Meditation, (Element) Protection Form; Wrath-Directing Gesture; Threshold Warding Stance, Unassailable Body of (Element) Defense; Portentous Comet Deflecting Mode; Dragon-Claw Elemental Strike; Dragon-Graced Arrow, Swallows Defend the Nest; Jade Crucible Method, Most Beneficent Seed of the Five Dragons; Three-String Sword Prana

Lunars: Ferocious Biting Tooth, Lightning Stroke Attack, Claws of the Silver Moon, Unstoppable Lunar Wound, Burrowing Devil Strike, Consumptive Worm Hungers, Terrible Steel-Rending Talons, Beast Spirit Defense; Flowing Body Evasion, Ground-Denying Defense, Octopus and Spider Barrage, Fercious Guardian Beast Stance; Might-Bolstering Blow, Breath-Drinking Executioner Attack, Relentless Lunar Fury, Frenzied Bear Fortification, Wound-Mastering Body Evolution, Stone Rhino's Skin, Invulnerable Moonsilver Carapace, Moth-to-Flames Defense

Sidereals: Shield of Destiny, Optimistic Security Practice; Willful Weapon Method, Life Gets Worse Approach, Essence Thorn Practice, Pain Amplification Strategem, Shadow-Piercing Needle, Unrelenting Torment Technique; Absence, Trouble-Reduction Strategy; Lover's Oath; Defense of Shining Joy; Every Direction Arrow, Many Missiles Bow Technique; Forward-Thinking Technique; Harmony of Blows, Orchestration of Mirrored Fates, Impeding the Flow, Serenity in Blood, Meditation on War, Smiling at the Damned, Perfection of the Visionary Warrior; Loyalty-Sacrificing Sidestep; Unweaving Method; Walking Outside Fate; Expected Pain; Unwavering Well-Being Meditation, Creation-Preserving Will; Earth and Sky Bargain

Abyssals: Ravening Mouth of (Ability); Splinter of the Void; Five Knife Fist, Writhing Blood Chain Technique, Ravaging Blow, Grievous Agony Attack, Void Avatar Prana; Soul-Cleaving Wound, Ebon Lightning Prana, Death-Deflecting Technique, Fluttering Moth Technique, Life-Severing Blade; Lightning Clutch of the Raptor, Crypt Bolt Attack, Eyes Like Daggers Glance, Smoldering Devastation Technique; Sanity-Eroding Diatribe; Wound-Eating Invulnerability, Wounds Mean Nothing; Breath-Draining Prana; Effortless Unnatural Grace; Flickering Wisp Technique, Uncanny Impulse Evasion; Honey-Tongued Serpent Attack, Cancerous Dissent Technique

Infermals: (Yozi) Mythos Exultant, Effortless (Yozi) Dominance, So Speaks (Yozi); Scar-Writ Saga Shield, Viridian Legend Exoskeleton, Ablation of Brass and Fire, Skyfire-Seizing Repast, Vitriolic Corona Endowment; Sands Through Fingers Defense, Soul-Sieve Transmutation, Sandstrike Blast, Inevitability of Law, Swallowed in Eternity; Analytical Modeling Intuition, Counter-Conceptual Interposition, Mind-Hand Manipulation, Heuristic Logos Shintai; Who Strikes the Wind?, Scarlet Rapture Shintai, Thousandfold Typhoon Hand, Pellegrina's Fury, Murder Is Meat, Unbound Freedom Infiltration, Beauteous Carnage Incentive; Life-Blighting Emptiness Attack, Bloodless Murk Evasion, Sweet Agony Savored; Ichor Flux Tendrils, All Things Betray, All-Devouring Depths Shintai, Bitter Heart Unbleeding; Screaming Meat Shield, One Hand Fury, Smoldering Rage Beast, Impatient Slaughter Speed, Leaping Smash Technique

Alchemicals: Precalculated Evasion System, Omnisituational Evasive Equation, Impenetrable Repulsor Field, Integrated Arsenal System; Transitory Invulnerability Engine, Essence Shield Projector, Bodily Integrity Field; Dynamic Reaction Enhancement System; Mind-Ripping Probe; Optical Shroud; Anticipatory Simulation Processor; Omnitoool Implant

Spirits: Divine Subordination of (Ability)

Fair Folk: Ravishing the Created Form, Devouring Revelation of the Wyld, Heart-Stealing Kiss, Soul-Consuming Hunger, Banquet of Crumbs; Armament of Flesh

Martial Arts Styles: Air, Earth, Water and Wood Dragon, Cobra, Crane, Crystal Chameleon, Dark Messiah, Hungry Ghost, Infernal Monster, Sapphire Veil of Passion, Snake, Solar Hero, Terrestrial Hero, Throne Shadow, Violet Bier of Sorrows

2010, NOVEMBER 14TH

SOLAR CHARM ERRATA

- See Flashing Vengeance Draw and Immaculate Golden Bow (page 18); Solar Flare Methodology (page 18); and Heroism-Encouraging Presence (page 21)
- Divine Transcendence of (Ability), from **Dreams of the First Age**, no longer requires prerequisite Charms (page 134)
- Unparalleled Acumen Meditation does not grant benefits from Charms with a variable Cost (page 150)
- Charter-Stripping Condemnation's difficulty formulae add all listed traits together before dividing by two (page 154)

DRAGON-BLOODED ERRATA

- Expanded the Dynasty and Purity keywords from **Dreams of the First Age** as per **The Thousand Correct Actions of the Upright Soldier** (page 163)

LUNAR ERRATA

- Can animals Exalt? (page 46)

INFERNAL CHARM ERRATA

- A clarifying '+' has been added to the Infernal Monster Charm World-Breaker Grip (page 84)

FAIR FOLK ERRATA

- A massive overhaul of Fair Folk, from the way they live in Creation and the Wyld to most of their Charms (page 88)

SPIRIT ERRATA

Multiple spirit Charms and powers have been clarified as per **The Books of Sorcery, Vol. IV—Roll of Glorious Divinity I**:

- Dragon's Suspire (page 13)
- Elemental Expression (page 13)
- Elemental Rejuvenation (page 13)
- Principle of Motion (page 13 and page 175)

THE UNCONQUERED SUN ERRATA

- Ignis Divine has been spruced up and received a few new Charms, as well as a clarification on his Divine Geas (page 165)