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A COLLECTION OF MARTIAL ARTS STYLES FOR USE WITH
WHITE WOLF PUBLISHING'S **EXALTED** RPG.

These fan-created martial art styles were voted the best on the Wiki in September 2004 and have been compiled for the use of other fans in their Exalted games.

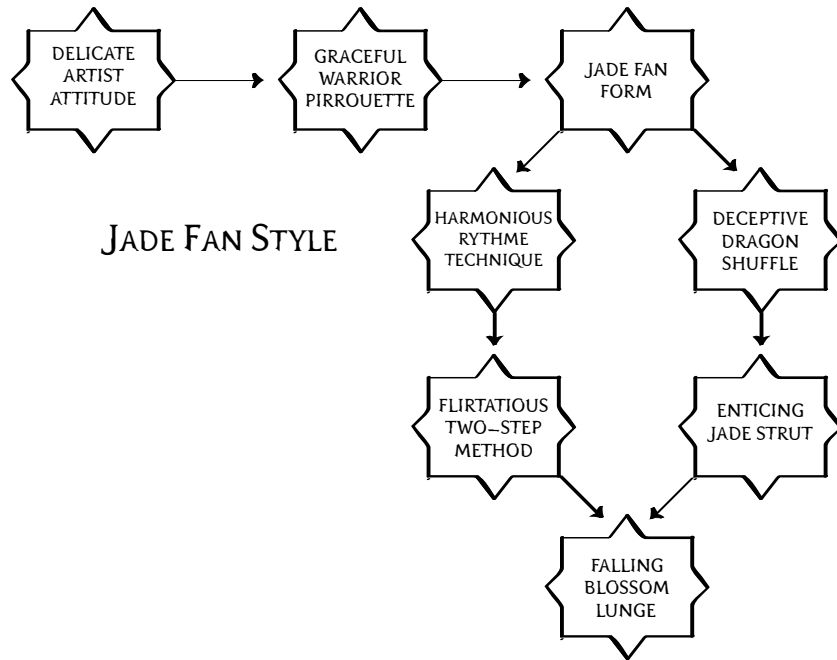
<http://www.lensmen.net/wiki/exalted.pl?MartialArts>

Martial arts by Arudaur, Balthasar, Crowned Sun, Four Willows Weeping, Grandmasta, Haren, Ikselam, Li Of Orchid, Nikink, Quendalon, Mailanka, Mapache, Telgar & Thinker.

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JADE FAN STYLE

JADE FAN STYLE

By Mailanka

This is a Terrestrial style and may be freely used with Windfire wheels, Heaven Thunder Leaves, or “combat fans”.

Combat fans have the following stats: +1 Speed, -1 Accuracy, -1L damage, +0 defense.

They will allow you to parry lethal attacks. They require a martial arts rating of 3 to use. Combat Fans are difficult to discern as weapons. It requires a perception + melee or martial arts check at difficulty 2 to

realize they are bladed and in the hands of someone who can kill with them.

DELICATE ARTIST ATTITUDE

Cost: 3 motes
 Duration: Instant
 Type: Supplemental
 Min. Martial Arts: 2
 Min. Essence: 1
 Prereqs: None

The simplest technique of the style, this is often used as incentive for those who see performance as the more important skill. By using the refined grace and smooth movements

learned by practicing martial arts, the character may heighten her ability to dance.

For any performance roll involving dance, the character may add his martial arts rating to his total. This is subject to all normal dice-pool maximums.

GRACEFUL WARRIOR PIRROUETTE

Cost: 1 mote per die
 Duration: Instant
 Type: Reflexive
 Min. Martial Arts: 3
 Min. Essence: 2
 Prereqs: Delicate Artist Attitude

By further refining the joint skill of performance and martial arts, and learning to utilize the spontaneity and improvisation both teach, a martial artist using this technique can turn an abysmal mistake into a clever success.

The character may activate this charm any time a martial arts roll or a performance check involving dance results in any 1's on the dice. Activating this charm allows the 1's to be rerolled at a cost of 1 mote per die. This charm may be used multiple times on the same roll, but only so long as 1's appear on the dice.

For example: Kayko rolls her Dex+Martial Arts in an attempt to parry an attack. She gets a 8, a 6, a 2, a 1 and a 1. Activating Graceful Warrior Pirouette, she rerolls the 1's, getting a 7 and a 1. She activates it again, and the second one comes up a 3. She now has 2 successes, rather than 1.

JADE FAN FORM

Cost: 4 motes
 Duration: One scene
 Type: Simple
 Min. Martial Arts: 4
 Min. Essence: 2
 Prereqs: Graceful Warrior Pirouette

By adopting a loose, elegant, and almost arrogant posture, the character can enthrall her opponent with her sensuous, graceful movements as well as hiding the true nature of what she is doing.

While this charm is active, any character who attempts to attack the character as at -3 to their attack dice pool. This penalty is a visual one, and if the character is not using sight to attack, he will not be penalized. Further, the nature of the stance is such that people find it very hard to look away. Any character must make a willpower roll at difficulty of 2 if they wish to turn their attention from the character. This does not preclude



them from acting, just means they will give the character their attention. A side benefit of the arrogant and graceful stance is that the character gains a 1 die bonus on all social rolls involving her appearance and grace.

Finally, the stance is highly unusual, and not something most warriors would find beneficial. To realize the character has adopted a form charm, they must roll Perception + Martial Arts or Performance at a difficult of their opponents Essence, or have knowledge of this charm.

No character may have two martial arts form charms active at one given time. This form is incompatible with armor.

HARMONIOUS RYTHME TECHNIQUE

Cost: 5 motes
Duration: Varies
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 2
Prereqs: Jade Fan Form

A skilled dancer needs not know the steps of her dance, but merely to be aware of her partners body, his movements and his intentions. In battle, this is no different. By reading her opponents moves, by losing herself in “the dance”, an

attack simply becomes a move in the dance she must react to, and as she incorporates his attacks into her movements.

Once this charm is activated, the character gains a bonus to her defensive dice pool equal to her performance. This bonus lasts until the character makes an attack. She may reflexively dodge with her performance if she had no action remaining.

FLIRTATIOUS TWO-STEP METHOD

Cost: 1 mote per 2 dice
Duration: One turn
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Harmonious Rythme Technique

The dancer has learned to move with the flow of the dance, no matter how dangerous, to acquire her advantage. By taking deceptively weak positions, she can entice a weaker position from her opponent. A character that activates this charm cannot attack on the same turn.

For the duration of this charm, all characters attacking the user of this charm gain a bonus on their attack dice pool equal to the number of dice she purchases, at a cost of 2 dice per mote. She cannot buy more dice

than her performance rating. If she is attacked during the duration of this charm, she may make a free counter attack at Dex+Martial Arts + the dice purchased with this charm. For example: Cynis Ambrosia is facing four brutish thugs that are attempting to take advantage of her. Activating this charm, she spends 2 motes. Three of the thugs attack her, and add a bonus of 4 dice to their attack pools. For each attack made against her, Ambrosia may make a counter attack at her Dex + Martial Arts + 4 dice.

This charm may explicitly be placed in a combo, despite it's non-instant duration.

DECEPTIVE DRAGON SHUFFLE

Cost: 3 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 2
Prereqs: Jade Fan Form

The movements of a dancer can be difficult to predict, especially in battle. What looks like an attack is just the next move in a dance, and what appears to be a pointless, artistic movement can in fact be an unexpected strike. The Dancer using this charm heightens this effect, further clouding her intentions with essence.

While making a martial art attack

with this charm, the character may lower her opponent's defense by an amount equal to her Performance.

ENTICING JADE STRUT

Cost: 1 mote
Duration: Varies
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Deceptive Dragon Shuffle

The slow, elegant movements of any skilled dancer can distract any onlooker. By further heightening her ability to decieve and distract, she can dull an opponents reactions. Many dancers use this technique to aid fellow warriors in their combat.

Upon activation, a number of onlookers up to the characters Performance have their initiative reduced by 1. Multiple uses of this charm are cumulative, but this charm may not be activated more than once per turn. If a character with this initiative penalty is attacked by the dancer, the penalty is lost for that person. This does not preclude the dancer from attacking others, or the dancer's allies from attacking those affected by the charm.

The effects of this charm ends when the character has left the view of those affected.



FALLING BLOSSOM LUNGE

Cost: 1 mote

Duration: Varies

Type: Reflexive

Min. Martial Arts: 5

Min. Essence: 3

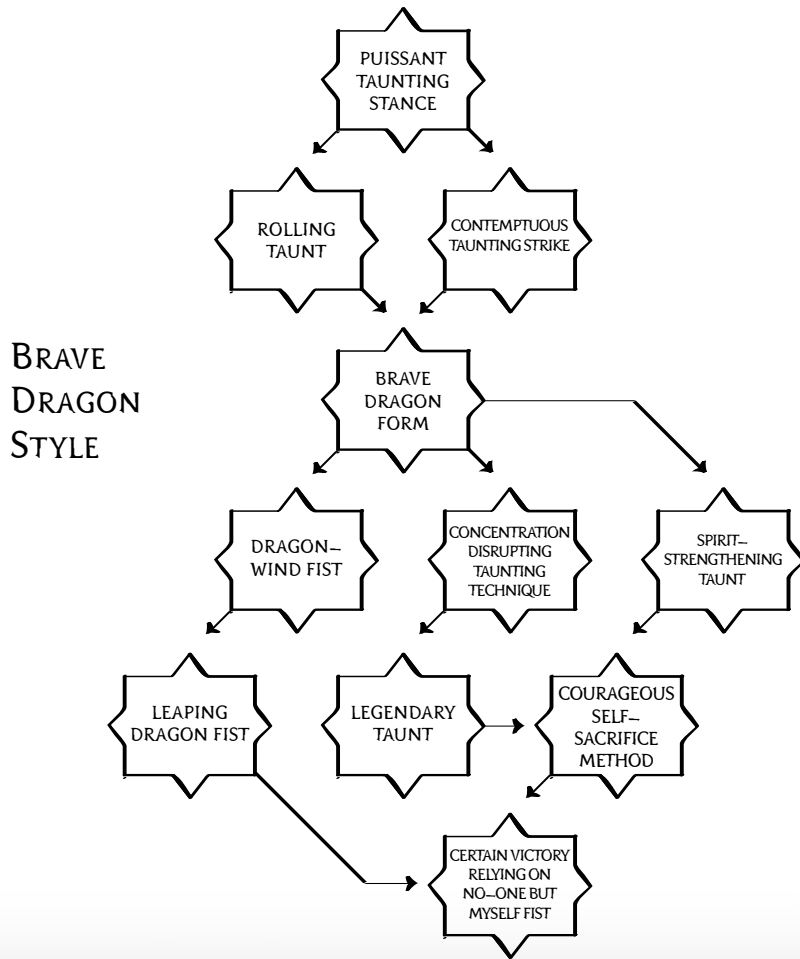
Prereqs: Flirtatious Two-step
method, Enticing Jade Strut

All dances must come to an end, especially the dangerous dance of battle. The user of this charm uses her movements to guide the battle to this end, and to her victory. By carefully timing her movements, she can open up her opponents defenses to find a weak point, and then move the dance to a moment where she may strike at that point.

After activating this charm, the characters next attack ignore 2 points of her opponent's soak. This charm may be used multiple times, and each use is cumulative, but she may not use it more than once a turn, and she may not ignore more soak than her combined Martial Arts and Performance.

The effects of this charm end after the character makes an attack, whether or not she successfully hits or does damage.

The character may not attack on a turn that she activates this charm.



BRAVE DRAGON TAUNTING STYLE

By Ikselam

This is a Terrestrial martial art.

This style doesn't work with any weapon or effect that does lethal or aggravated damage.

PUISSANT TAUNTING STANCE

Cost: 1 mote per target

Type: Reflexive

Duration: One turn

Min. Martial Arts: 2

Min. Essence: 1

Prereqs: None

The martial artist adopts a contemptuous pose, shouting out insults and making rude gestures in an attempt to goad his opponent into attacking blindly. This Charm must be activated prior to the opponent's initiative. The user makes a Charisma + Martial Arts roll, opposed by his opponent's Willpower roll. If he gains any net successes, the opponent must attack him. She may split her action, and use Charms freely, but her first action must be an attack against the Charm's user.

This Charm may be used only once per turn on any given opponent.

Example: Cheyne and Dan roll initiative. Cheyne scores 13, and Dan scores 6. Dan reflexively activates the Puissant Taunting Stance, striking a manly pose and crying manly tears as he vows vengeance upon Cheyne for killing his master and compares her unfavorably to an infant kitten. His Charisma + Martial Arts roll beats Cheyne's Willpower roll. When Cheyne's initiative arrives, she decides to split her action three ways. Her FIRST action MUST be to attack Dan; she may do whatever she feels like with her other two actions. Snarling in fury, she rushes the pink-clad martial artist, who prudently aborts to full dodge.

ROLLING TAUNT

Cost: 2 motes

Type: Supplemental

Duration: Instant

Min. Martial Arts: 3

Min. Essence: 2

Prereqs: Puissant Taunting Pose

The martial artist utilizes a special technique to roll away from enemy blows, then immediately springs back to her feet and taunts. The frustration of constantly missing somebody who's rolling around like a clown can drive even the most skilled warrior to distraction. The Rolling Taunt supplements a dodge. If the dodge is successful, the opponent suffers a -1 penalty to base initiative and all dice pools for a number of turns equal to the Exalt's Charisma. Multiple uses of this Charm are not cumulative.

Rolling Taunt is allowed to supplement reflexive dodges. Its use must be declared before the dodge is rolled.

CONTEMPTUOUS TAUNTING STRIKE

Cost: 2 motes
Type: Simple
Duration:
Min. Martial Arts: 3
Min. Essence: 2
Prereqs: Puissant Taunting Stance

Nothing is more demoralizing than realizing that an attacker has a clear shot, but chooses not to hit. Using this technique, the Exalt strikes with uncanny speed and accuracy. However, he pulls his punch (or other attack) at the last moment, instead doing something humiliating like tweaking the target's nose, lightly slapping her bottom, or tickling her. A Martial Arts attack made with Contemptuous Taunting Strike receives an attack bonus equal to the Exalt's Martial Arts. However, it does no damage and has none of its other effects (in the case of throws, holds, &c.). Instead, the target receives a dice pool penalty equal to the Exalt's Charisma on all offensive actions she makes against the Exalt during the next turn. Victims of this attack suffer no penalties to defensive actions, or actions taken against anyone besides the Exalt who used Contemptuous Taunting Strike.

BRAVE DRAGON FORM

Cost: 5 motes
Type: Simple
Duration: Scene
Min. Martial Arts: 4
Min. Essence: 2
Prereqs: Contemptuous Taunting Strike, Rolling Taunt

The martial artist infuses himself with indomitable taunting spirit, leaping and rolling around madly while shouting a continuous stream of taunts. All his attack dice pools suffer a -1 penalty while this form is active, but he receives an automatic success on any Charisma or Valor rolls. He may also add his Charisma to any Martial Arts parries he attempts -- it's difficult for enemies to take him seriously while he's capering like an idiot. If he doesn't have a parry action, he may reflexively block with Charisma alone.

This is a form Charm. It does not work with armor, or other form Charms.

DRAGON-WIND FIST

Cost: 3 motes
Type: Simple
Duration: Instant
Min. Martial Arts: 4
Min. Essence: 2
Prereqs: Brave Dragon Form

The Exalt focuses her Essence and hurls it from her hands in the form of a mighty ball of pulsating energy. At least, that's the idea. The reality is a weak puffball that fizzles out after only a short distance. The Exalt makes a Martial Arts attack with her normal dice pool, at a range of up to her permanent Essence in yards. If it hits, it does bashing damage equal to the Exalt's Valor, plus one additional point of raw damage for every two extra successes on the attack roll (round down).

CONCENTRATION-DISRUPTING TAUNTING TECHNIQUE

Cost: 5 motes
Type: Simple
Duration: Instant
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Brave Dragon Form

The martial artist can use carefully-chosen insults and ridiculous posturing to distract and annoy his opponents, sapping their will to fight. It is especially effective against other martial artists, as it may render them unable to maintain a coherent form. When this Charm is used, the target must make a Willpower check at a difficulty equal to the Exalt's Charisma. If she fails the check, she loses a point of temporary Willpower. If she is currently under the effects of

a Martial Arts form Charm, she must make an additional Willpower check, at the same difficulty, or else her form Charm immediately ends.

SPIRIT-STRENGTHENING TAUNT

Cost: 1 mote
Type: Supplemental
Duration: Instant
Min. Martial Arts: 5
Min. Essence: 2
Prereqs: Brave Dragon Form

A true warrior does not fear her enemies, gaining strength every time she leaves herself vulnerable to attack by taunting them. This Charm supplements a taunt action. Every time it is activated, the Exalt rolls her Valor and regains one mote for each success.

This Charm can supplement reflexive taunts (e.g., Puissant Taunting Stance). The user cannot regain more motes in a turn than her Charisma + Martial Arts.

LEAPING DRAGON FIST

Cost: 4 motes
Type: Supplemental
Duration: Instant
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Dragon–Wind Fist

The martial artist once again focuses her Essence, but instead of trying to project it, she uses it to propel herself upward in a leaping uppercut. She makes a Martial Arts attack as normal, but adds her Valor to its base damage. If the attack lands, it also throws the target as though he had been hit by a successful Martial Arts throw maneuver.

LEGENDARY TAUNT

Cost: 4 motes, 1 willpower
Type: Simple
Duration: Charisma in turns
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Concentration–
Disrupting Taunting Technique

The true master of the Brave Dragon Style can unleash taunts of such power that they leave enemies reeling, stunned by the Exalt's charismatic heckling... or possibly just shocked into immobility by how ridiculous he looks. Either way, the effects are pretty much the same. The

Exalt rolls Charisma + Martial Arts, versus a difficulty of the target's Temperance. Each extra success inflicts a cumulative -1 penalty to all the target's dice pools for a number of turns equal to the Exalt's Charisma score. On successive turns, the target may attempt to shake off her befuddlement by making a willpower check. This is a dice action, and is subject to the penalty imposed by the Legendary Taunting Technique. Multiple applications of the Legendary Taunt require multiple willpower checks, even if their effects are being applied simultaneously.

At no time may the total dice pool penalty inflicted by the Legendary Taunt be greater than the Exalt's Charisma + Valor. Any successes which would push the penalty above this amount produce no effect.

Example: Dan has Charisma 4, Martial Arts 5, Valor 4. He uses the Legendary Taunting Technique on Soktar the Red, who has Temperance 2. Dan rolls amazingly well and gets 6 extra successes. Soktar is now at -6 to all dice pools for the next 4 turns.

On the following turn, Dan once again unleashes the Legendary Taunt. This time, he scores 3 extra successes. Since Dan's Charisma + Valor is only 8, the third success is wasted. Soktar is at -8 to all dice pools for

the next three turns, and -2 on the fourth. However, Soktar uses one of his actions to make a willpower check, and succeeds. He neutralizes the first application of the Legendary Taunt, reducing his penalty to only -2 . He will need to make an additional check in order to shake off the second Legendary Taunt's effects.

COURAGEOUS SELF–SACRIFICE METHOD

Cost: 5 motes, 1 willpower, variable number of health levels
Type: Simple
Duration: Instant
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Spirit–Strengthening Taunt, Legendary Taunt

A truly courageous fighter is unafraid to sacrifice himself in order to weaken a foe. A skilled practitioner of the Brave Dragon Taunting Style is capable of using his own health to fuel a massive explosion of essence, burning an opponent with the righteous fire of his pure heart. This Charm may only be activated in a clinch or hold (it does not matter whether or not the Exalt initiated the clinch or hold). The Exalt sacrifices a variable number of his own health levels, up to Incapacitated (he can't actually kill himself using this Charm). For every health level he sacrifices,

the person grappling him takes one level of unsoakable lethal damage.

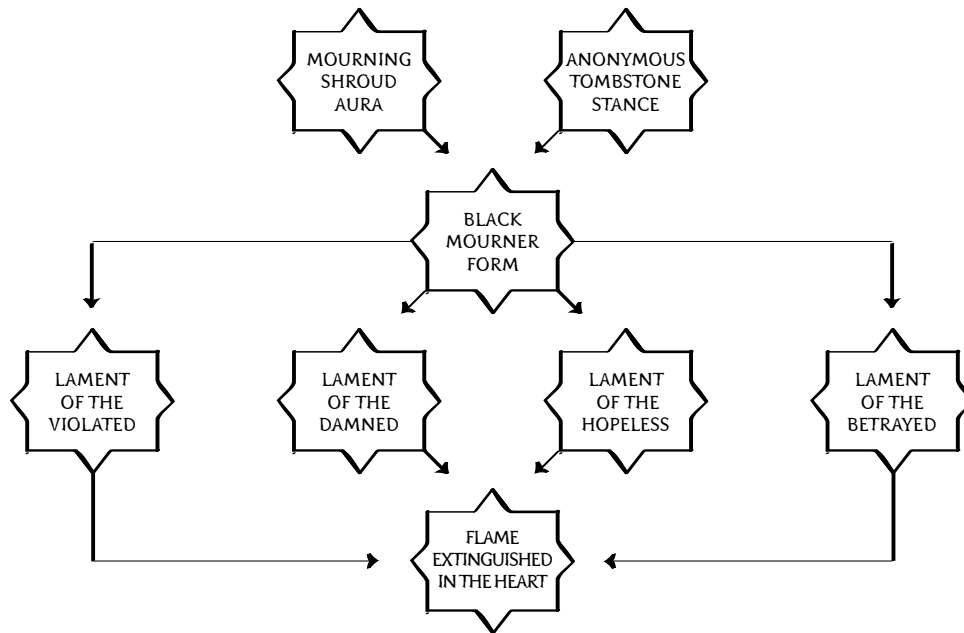
CERTAIN VICTORY RELYING ON NO–ONE BUT MYSELF FIST

Cost: 6 motes, 1 willpower
Type: Extra Action
Duration: Instant
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Courageous Self–
Sacrifice Method, Leaping Dragon
Fist

The martial artist summons up her indomitable warrior spirit, attacking her opponents with every iota of strength she has. On the turn this Charm is activated, she may take a number of actions equal to her Valor score. These actions are limited to attacks, dodges, or taunts. Actions may be used to perform a full dodge as normal, but the Exalt may not dodge the same attack twice. The Exalt may not split any of her actions in the turn she utilizes this Charm. HOWEVER, she may use any and all of her actions to activate Simple–type Charms from the Brave Dragon Style without the need for a Combo. Any other Charms (even non–Simple Brave Dragon Charms) are subject to the normal Combo rules.

Note: This is Dan's style from Street Fighter. Blame Sunjumper.

BLACK MOURNER STYLE



BLACK MOURNER STYLE

By Arudaur, CrownedSun, Four Willows Weeping, Grandmasta, LiOfOrchid, Nikink & Quendalon

This is a Celestial martial art that treats staves and flails as unarmed attacks.

MOURNING SHROUD AURA

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Martial Arts: 2
Minimum Essence: 1
Prerequisite Charms: None

Assuming the mein of a disconsolate mourner, the Abyssal becomes sympathetic and more difficult for the kind-hearted to harm. This Charm is used as a defense, before an attack is rolled. The attacker must fail a Compassion roll or lose half their dice pool to hit on that attack. Charms may be used by the target afterwards to increase the dice pool normally. This Charm may not reduce a target's dice pool below their permanent Essence.

ANONYMOUS TOMBSTONE STANCE

Cost: 3 motes per die
Duration: Instant

Type: Simple
Minimum Martial Arts: 3
Minimum Essence: 1
Prerequisite Charms: None

The Exalt unleashes a paralyzing cry, forged by the anguish of a soul forgotten, and strikes her unknowing target from the shadows. For every three motes spent, she may reduce the target's Wits + Awareness roll to detect the incoming surprise attack by one die; this may not reduce the target's pool below zero. This Charm may not be used after combat has begun, or in any situation where the prospective target is already aware of the Exalt's presence.

BLACK MOURNER FORM

Cost: 5 motes
Duration: One scene
Type: Simple
Minimum Martial Arts: 4
Minimum Essence: 2
Prerequisite Charms: Mourning Shroud Aura, and Anonymous Tombstone Stance

The Exalted takes on the dour appearance and somber attitude of a funeral mourner, his head hung low in sorrow and his limbs relaxed and seemingly devoid of any will to fight. Anyone striking the Exalt in the Black Mourner Form subtracts the practitioner's Essence rating from his attack rolls, as the creeping despair and black sorrow robs the

strength and conviction from the attackers blow. The Exalt adds his Martial Arts pool to any Performance rolls he makes during the scene, his voice taking on a haunting tone of sorrow, remorse and black despair. A character may not use more than one Martial Arts Form-type charm at a time. This Charm is incompatible with the use of armor.

LAMENT OF THE VIOLATED

Cost: 6 motes
Duration: One scene
Type: Simple
Minimum Martial Arts: 4
Minimum Essence: 3
Prerequisite Charms: Black Mourner Form

The character gives voice to a terrible wailing cry that expresses her rage against those who have hurt her and those she loves. By allowing her lament to guide her movements, she repays them with pain. When this Charm is activated, the character chooses a single instance in which one or more people, places or things that she holds dear came to harm. For the rest of the scene, the character adds her Valor to all of her attack rolls against any opponents that were involved in inflicting that harm. This bonus does not count against her normal dice pool limits. A character may not use more than one Lament-type Charm at a time.

LAMENT OF THE DAMNED

Cost: 6 motes
Duration: One scene
Type: Simple
Minimum Martial Arts: 4
Minimum Essence: 3
Prerequisite Charms: Black Mourners Form

The character emits a low, haunting groan expressing the futility of existence and the inevitable decay of all creation. The noise reverberates with Oblivion and fills the character with its devouring essence. When this Charm is activated, the character becomes aware of the end of all things. For the rest of the scene, the character adds his Conviction in automatic successes to all actions involving the destruction of non-living things. This includes all attempts at damaging objects, and explicitly allows the Exalt to parry Lethal attacks bare-handed and attack the weapons and armour of an opponent (upon a successful parry, this object breaking roll is reflexive). Thus an opponent of one who has mastered this Charm may be quickly disarmed and disrobed as their weapons and armour crumble beneath the touch of the Abyssal. As usual, artifacts of the 5MM are not subject to this Charm's power. This bonus does not count against normal dice pool limits. A character may not use more than one Lament-type Charm at a time.

LAMENT OF THE HOPELESS

Cost: 6 motes
Duration: One scene
Type: Simple
Minimum Martial Arts: 4
Minimum Essence: 3
Prerequisite Charms: Black Mourners Form

The character momentarily loses herself in introspection, reflecting for a bare moment on her own inadequacies and those of the creatures around her. She grows cold and numb, mentally retracting from the outside world, and sighs softly at the tragedy that surrounds her. For the duration of the scene, the Exalt ignores all wound penalties with a rating of her Temperance or less (for the purposes of this Charm, Incapacitated is equal to 5); in addition, she subtracts her Temperance from all Social rolls involving any degree of empathy. A character may not use more than one Lament-type Charm at a time.

LAMENT OF THE BETRAYED

Cost: 6 motes
Duration: One scene
Type: Simple
Minimum Martial Arts: 4
Minimum Essence: 3
Prerequisite Charms: Black Mourners Form

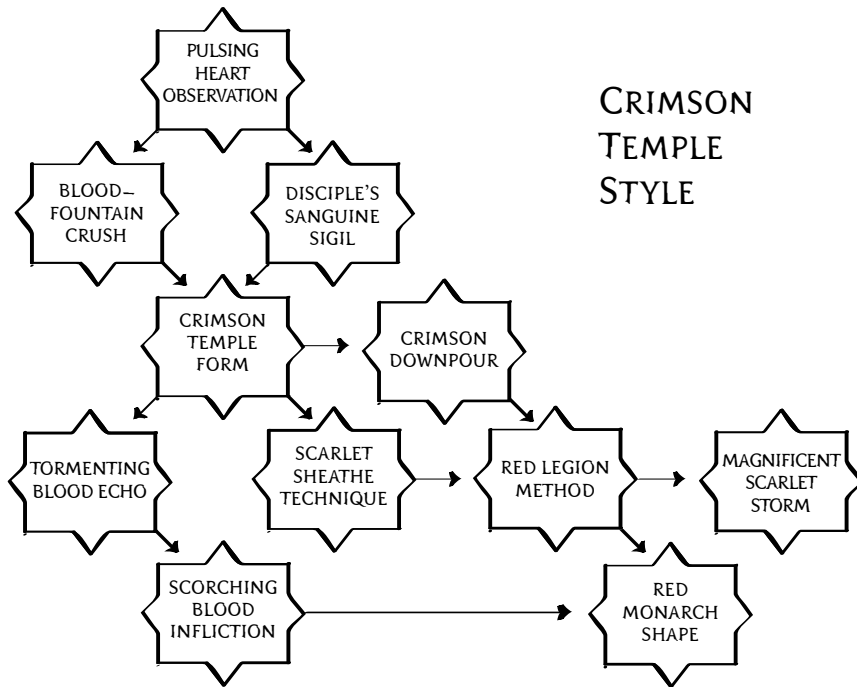
The character raises his eyes to the heavens, and cries out a gut-wrenching moan of purest agony at the injustice of untimely death, bloody tears streaming down his face. For the rest of the scene, all creatures within (Essence x feet) subtract the Abyssal's Compassion from their Willpower, to a minimum of 1. A character may not use more than one Lament-type Charm at a time.

FLAME EXTINGUISHED IN THE HEART

Cost: 5 motes, 1 Willpower
Duration: Instant
Type: Extra Actions
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Lament of the Violated, Lament of the Damned, Lament of the Hopeless, Lament of the Betrayed

The martial artist lets fly a string of heart-shattering, carefully constructed accusations, with the weight of studied tone and martial posture behind them. These have the effect of breaking the moral fiber of those they are levelled against. It is a self-fulfilling prophecy! He makes an Appearance + Martial Arts roll against as many targets as his Performance. The targets may reflexively resist with an opposed Willpower roll. For each net success, the target loses

a Virtue dot. This can't reduce the Flaw Virtue of an Exalt below 3. For mortals, this loss is permanent; for targets with awakened Essence, the lost Virtue dots return at a rate of one per day. In addition, any target that loses a Virtue dot is incapable of channelling his Virtues normally for the remainder of the scene. This does not interfere with supernatural effects such as the nature of certain Sidereal Charms.



CRIMSON TEMPLE STYLE

By Balthasar

This is a Celestial martial art. Khatars may be used freely with the charms in this cascade.

PULSING HEART OBSERVATION

Cost: 3 motes
 Duration: One scene
 Type: Simple
 Min. Martial Arts: 2
 Min. Essence: 1
 Prereqs: None

This Charm is known only by the martial artist who has gained understanding of the first step to sanguine mastery. He becomes aware of the throbbing flow of life within all beings, mortal, celestial and animal. With a small investment of Essence, he tunes to this harmony of life. All vitality becomes visible, red veins painting themselves in phantoms, hung in midair and superimposed upon their hosts. Additionally, even if it goes unseen, the presence of life is easy to detect, giving the martial artist a dull throbbing sensation strongest towards the direction in question.

The martial artist immediately feels the presence of all living things within his permanent Essence in yards, and cannot be surprised by them. Additionally, he perceives past any non-magical form of stealth automatically, should the subject be living.

DISCIPLE'S SANGUINE SIGIL

Cost: 1 mote + 2 motes per -1 penalty
 Duration: Instant
 Type: Supplemental
 Min. Martial Arts: 3
 Min. Essence: 1
 Prereqs: Pulsing Heart Observation

Calling a spiral of crimson Essence into his palm, the martial artist harnesses the energy, wreathing it about his strike. This Charm may only be used to aid unarmed blows. When he achieves contact, the disciple's palm of crimson energy explodes into the blow, splashing onto the flesh of the target and rupturing capillaries beneath its skin in a searing wave of agonizing heat. Within moments, a random but haunting blood-red sigil rises to the surface of the target's skin, leaving a crimson mark which stays for the artist's permanent Essence in days before fading into a sickly bruise. For every two extra

motes invested in this Charm, the sigil inflicts a -1 action penalty with the blow. This penalty diminishes at the rate of -1 per turn.

FourWillowsWeeping suggests: If a victim is already marked with a sigil, it only takes the investment of a little Essence to reactivate it, reducing the total cost of this Charm by 1.

BLOOD-FOUNTAIN CRUSH

Cost: 3 motes
 Duration: Instant
 Type: Supplemental
 Min. Martial Arts: 3
 Min. Essence: 1
 Prereqs: Pulsing Heart Observation

Of vital significance to this style of martial arts is the surveying of the nature of blood in the mortal frame. It is understood that, in due time, the disciple will be entirely familiar with the nature of blood and its gathering points. With this Charm, the stylist delivers a thundering blow to one of these gathering points, and relies on simple physical nature to do the rest. In addition to the pain of this strike - which deals lethal damage - the wound explodes in a spray of gore moments after the stylist has dealt his blow. The Charm's namesake is obvious, then, as the blood gushes from the wound in a bright red fountain. This bleeding continues for the Exalt's Essence in rounds, doing an additional level of

bashing damage every round until it is staunched or the Charm's effect ends. This attack is made at +2 difficulty for the disciple. If this Charm is used in a Combo with other Charms that increase the attack's difficulty, all difficulty modifiers stack.

CRIMSON TEMPLE FORM

Cost: 5 motes

Duration: One Scene

Type: Simple

Min. Martial Arts: 3

Min. Essence: 2

Prereqs: Disciple's Sanguine Sigil,
Blood-Fountain Crush

After a series of preparatory motions, the artist pulses with light, his anima flooding with deep, roiling red Essence. His eyes also glow the same hue, and his posture takes on a subtle menace that all living things dread. Assumption of this form motivates the humours within the Exalt's body, using these fluids to guide his motions in a graceful and somewhat terrible way. He moves like liquid, his blows land like thunder, and every wound he deals results in a gruesome red spray. The Exalt adds his permanent Essence to all dodge rolls made while this form is active. His unarmed attacks deal lethal damage, almost always resulting in a gushing fountain of blood. If so long as one blow lands, then the target is enveloped in agony,

doubling his present wound penalty. The final benefit of the Crimson Temple Form is also the most horrific: the blood from his unarmed strikes hovers in the air, before collecting upon the artist's wounds (if any) and sealing them up. For every two levels of lethal damage the stylist inflicts on a foe due to the effects of any Crimson Temple Charm, he heals one level of his own lethal damage. Characters may not have more than one Form Charm active at any time. This Charm is incompatible with the use of armor.

SCARLET SHEATHE TECHNIQUE

Cost: 8 motes, 1 willpower

Duration: Instant

Type: Simple

Min. Martial Arts: 4

Min. Essence: 3

Prereqs: Crimson Temple Form

Life's blood is the frightening focus of this mystic art, and through the combination of Essence and discipline, the Exalt practicing it may supply himself with a weapon that he may flow with as easily as he does his own humours. Steel does not work, nor do any of the five magical materials supply the proper feel and balance. No, the answer to the artist's weapon problem is simple – the weapon, too, must come from the blood. This Charm begins with

an unarmed attack, dealing lethal damage, and results in a customary fountain of blood associated with this art. However, when his hand pulls back from within the blood-cloud, it draws forth from the wound a vicious looking weapon shaped of crystalline blood. This Charm is identical to the Abyssal Charm, Resplendent Shadow Blade (the weapon's distributable statistics are based on Martial Arts, not Melee), except that it is the product of a successful attack and the Exalt is still considered to be unarmed for the purposes of Crimson Temple Charms. This weapon does not aid in the attack that birthed it, though the process of drawing it from the victim's wound is an excruciating one. This weapon is always some sort of hand-to-hand weapon; it lasts for one scene, or until it is discarded by the Exalt, whereupon it shatters.

TORMENTING BLOOD ECHO

Cost: 5 motes, 1 willpower

Duration: One scene

Type: Simple

Min. Martial Arts: 4

Min. Essence: 3

Prereqs: Crimson Temple Form

For the remainder of the scene, all individuals marked by the Disciple's Sanguine Sigil Charm suffer dice of lethal damage equal to the artist's Martial Arts ability whenever they

come into contact (under any circumstance) with him through an unarmed attack, a hand-to-hand attack, or simple skin-to-skin contact. This damage ignores armor for the purposes of soak, as the Sanguine Sigil lights afire and scorches the marked character mercilessly.

CRIMSON DOWNPOUR

Cost: 5 motes

Duration: Instant

Type: Extra action

Min. Martial Arts: 4

Min. Essence: 3

Prereqs: Crimson Temple Form

Motivated by the rapid flow of his own blood, the Exalt unleashes his essence even as his life escapes him. For every level of lethal damage suffered in the round before this Charm was activated, the artist may make one additional Martial Arts attack this round, regardless of whether or not the damage has been healed already. In example, if the Exalt used Magnificent Scarlet Storm and sacrificed three health levels to it, this Charm would grant him three extra actions the next round.

MAGNIFICENT SCARLET STORM

Cost: 5 motes, 1 willpower, 1+ lethal health levels
Duration: One scene
Type: Simple
Min. Martial Arts: 4
Min. Essence: 4
Prereqs: Crimson Downpour, Scarlet Sheathe Technique

With a profound level of focus and strain, the artist flares in a powerful, bright tower of swirling red anima-light. With a howl of pain, wounds open on all major arteries and blood gushes out in controlled streams, and then the wounds seal over—preventing further blood-loss, although the injury remains. This blood is caught in the light of the anima, and hovers in weightless droplets around the artist for a moment, before coming alive and swirling around him in blinding, gory patterns, alternating between snowstorm patterns and a thin, translucent red wall. For every health level sacrificed to this Charm (minimum one), the difficulty to hit the Exalt with hand-to-hand attacks increases by one, as assailants are caught in the gruesome whirlwind of blood. The Exalt cannot sacrifice more health levels into this Charm than he has permanent Essence.

SCORCHING BLOOD INFLICTION

Cost: 8 motes
Duration: Instant
Type: Simple
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Tormenting Blood Echo

With a calm and detached air, and a quiet burst of red Essence, the Exalt gestures towards any subject within (Martial Arts * 2) yards that bears the markings of the Disciple's Sanguine Sigil Charm. Like a blood-red wave, a cascade of Essence departs the disciple's palm and arcs towards the target, hitting it unflinching. This attack cannot be dodged, only blocked, and does dice of lethal damage equal to the Exalt's Strength + Essence.

RED LEGION METHOD

Cost: 8 motes, 1 willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Magnificent Scarlet Storm

The lone-wolf nature of a Crimson Temple disciple is burdensome, at times, but not so burdensome as

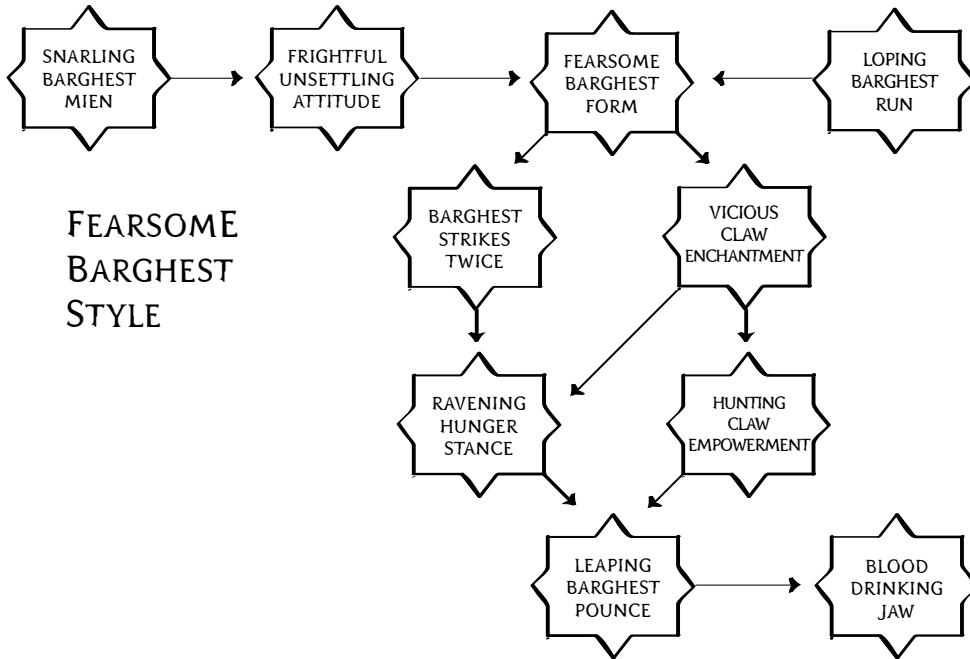
some imagine. As their dominion is life and blood, a unity of the two – even in the shadow of death – is frequently possible. By touching the brow of any still-warm corpse which has suffered more than three levels of lethal damage, and tracing a symbol of meditative script upon its brow in the corpse's own blood, the Exalt assuages his lonely status. Within one turn, an apparition shaped like a grotesque red crystal human climbs out of the body, howling its birthing pains in cacophonous alien noise. This creature has stats equal to an elite soldier extra, except that it regenerates one health level every turn if not slain outright, and it may only be slain by a weapon forged of one of the Five Magical Materials. At the end of the scene, all Red Legion creatures splash to the ground in a puddle of inert, congealing blood.

RED MONARCH SHAPE

Cost: 10 motes, 1 willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereqs: Red Legion Method, Scorching Blood Infliction

This is the highest known Charm associated with the Crimson Temple techniques, and it expands the potency of the core Form Charm, to the extent

that the disciple may only activate it by continuing the preparation of the Form Charm itself and activating this Charm immediately the turn after the Form itself is activated. The shape of the Exalt becomes entirely sanguine, dissolving into a gory skeletal shape packed beneath a translucent red gel. This Charm improves the Crimson Temple Form in many ways, letting him flow in impossible and grotesque ways – around blows, and even through blows. It grants an additional number of free dodges at the Exalt's full dodge pool per turn equal to the Exalt's Martial Arts ability, and utterly immunizes him to bashing damage. Also, the master finds that he easily recovers from even effective blows, healing lethal damage at a rate of half his permanent Essence (rounded up) per turn, as his un-congealing shape seeps back to normal proportions even after the mightiest of attacks or mishaps.



FEARSOME BARGHEST STYLE

FEARSOME BARGHEST STYLE

By Thinker

This is a Celestial martial art that treats war gauntlets and smashfists as unarmed attacks for the purposes of it's charms.

SNARLING BARGHEST MIEN

Cost: 2 motes
 Duration: Instant
 Type: Supplemental
 Min. Martial Arts: 2
 Min. Essence: 1
 Prereqs: None

This Charm allows the Exalt to take upon themselves the mien of the dreaded barghest to intimidate and unsettle their opponents. When used to supplement an intimidation roll it allows the Exalt to add their Martial Arts as bonus dice to the roll. These are considered a Martial Arts bonus and explicitly stack with all other Charm bonuses even if this would take the Character beyond their normal total.

FRIGHTFUL UNSETTLING ATTITUDE

Cost: 3 motes
 Duration: Instant
 Type: Reflexive
 Min. Martial Arts: 3
 Min. Essence: 2
 Prereqs: Snarling Barghest Mien

Extending the power of the Snarling Barghest Mien this Charm allows the Abyssal Exalted to cause an attack to falter by striking such terror into their enemies that their resolve is shattered. When employing this Charm the Abyssal Exalted may remove a number of successes from their opponents attack against them equal to their Essence score.

LOPING BARGHEST RUN

Cost: 2 motes
 Duration: Instant
 Type: Reflexive
 Min. Martial Arts: 2
 Min. Essence: 2
 Prereqs: None

Using this Charm the Exalt takes on the loping attitude of the barghest, this requires that he have at least one hand free and he must move somewhat hunched over like a barghest. Using this Charm they make take a free movement action at their normal rate, or double their normal rate if

they use it in conjunction with their normal movement. This Charm may only be activated once per Turn.

FEARSOME BARGHEST FORM

Cost: 5 motes
 Duration: One Scene
 Type: Simple
 Min. Martial Arts: 4
 Min. Essence: 2
 Prereqs: Loping Barghest Run, Frightful Unsettling Attitude

The Exalt hunches over imitating the movements of the barghest; vicious, deadly and cunning. While the character is using the Fearsome Barghest Form they may add their Martial Arts to their initiative total, and to their Dexterity trait for purposes of calculating their base movement speed. This bonus is not considered to be a Charm bonus but a natural one for the purposes of other charms that adjust the base movement rate. Additionally the Exalt may add a number of dice equal to their Essence score to all Martial Arts dice pools while this Charm is active. This Charm is not compatible with armor. A character may only have a single Form-Type Charm active at one time, if another Form Charm is activated the Fearsome Barghest Form is immediately canceled and replaced with that one.

BARGHEST STRIKES TWICE

Cost: 4 motes
Duration: Instant
Type: Extra–Action
Min. Martial Arts: 4
Min. Essence: 3
Prereqs: Fearsome Barghest Form

Attacking like a barghest enraged the character may take two Martial Arts attacks in place of one. This Charm actually consumes the Characters action witch must be to make the first attack. The two attacks are separate and must be blocked or dodged separately.

RAVENING HUNGER STANCE

Cost: 10 motes, 1 willpower
Duration: One Scene
Type: Extra–Action
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Barghest Strikes Twice, Vicious Claw Enchantment

Adopting the deadly fighting style of the Barghest for longer than an instant the Character may now take an additional Martial Arts attack each Turn for the rest of the scene in addition to their normal action. This Charm is not compatible with weapons, should the character hold a weapon its effects are canceled until the weapon is released.

VICIOUS CLAW ENCHANTMENT

Cost: 3 motes, 1 willpower
Duration: One Scene
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 2
Prereqs: Fearsome Barghest Form

The Exalt curls their fingers in imitation of the claws of the barghest and their finger nails grow unnaturally sharp, strong and long. They become weapons with the following characteristics +2 Spd, +2 Acc, +Essence Lethal Damage, +2 Def. This Charm is not compatible with weapons, though the claws are comparable with Melee, Brawl or Martial Arts Charms that are.

HUNTING CLAW EMPOWERMENT

Cost: 4 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Vicious Claw Enchantment

This Charm charges the characters hands with Essence, giving them the magical material bonus appropriate to their Exalted type. If this is not Soulsteel then the charm costs 5 motes instead of 4. While this Charm

is active the Characters barehanded attacks are fully compatible with other Charms that require the character use a weapon of a specific magical material type, so long as that is the type of material being simulated. This Charm is fully compatible with Vicious Claw Enchantment transforming the claws into the appropriate material for the rest of the scene.

LEAPING BARGHEST POUNCE

Cost: 6 motes, 1 willpower
Duration: Instant
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Hunting Claw Empowerment, Ravening Hunger Stance

Momentarily hunching down and then leaping with preternatural speed the Exalt makes a Martial Arts attack, from up to Essence x 10 yards away (They actually cross the distance and make the attack all at once). Such is the speed and viciousness of this attack that it cannot be dodged and may only be blocked by a Perfect Parry of some kind, otherwise no matter how many successes are canceled or reduced by the defenders parry the attack still lands for a simple successes. This Charm is not compatible with other Charms that require a successful hand–to–hand

attack to take effect except for other Fearsome Barghest Style Charms.

BLOOD DRINKING JAW

Cost: 10 motes, 1 willpower
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 5
Prereqs: Leaping Barghest Pounce

By channeling the hunger and blood drinking bite of the Barghest through a Martial Arts attack the Exalt may consume a portion of their opponent's very soul. If the attack is successful the target must roll their Stamina + Resistance in a contested roll against the Exalts Essence + Martial Arts. If they succeed they 'merely' take a number of dice of unsoakable aggravated damage equal to the attacking Exalts Essence score, from the tearing at their soul. If they fail then a piece of their soul is actually torn loose, they loose one unspent experience point and the attacking Exalt instantly heals a number of levels of damage of any type (except aggravated) equal to their Essence score as they consume the stolen piece of their opponents soul. If the target should not happen to have an unspent experience point, then they instead take a number of unsoakable levels of aggravated damage equal to



their opponents Essence score, this damage cannot be prevented unless the targets defenses specifically include defense against damage directly to their soul (Bottomless Depths Defense and Adamant Skin Technique are both equal ineffective). If the target wins the roll off they may opt to exchange an unspent experience point rather than take the damage, and the damage inflicted on a target who succeeds the roll off (dice rather than levels of Aggravated damage) can be blocked normally (i.e. Bottomless Depths Defense and Adamant Skin Technique both work normally). This Charm is incompatible with weapons and Charms or abilities that allow the character to deliver attacks remotely, they must actually touch their opponent for it to work.

HOUSE OF ENDINGS STYLE

By Four Willows Weeping (With thanks to NatalieD, Ben-San, BogMod, and others)

This is a Celestial Martial Art.

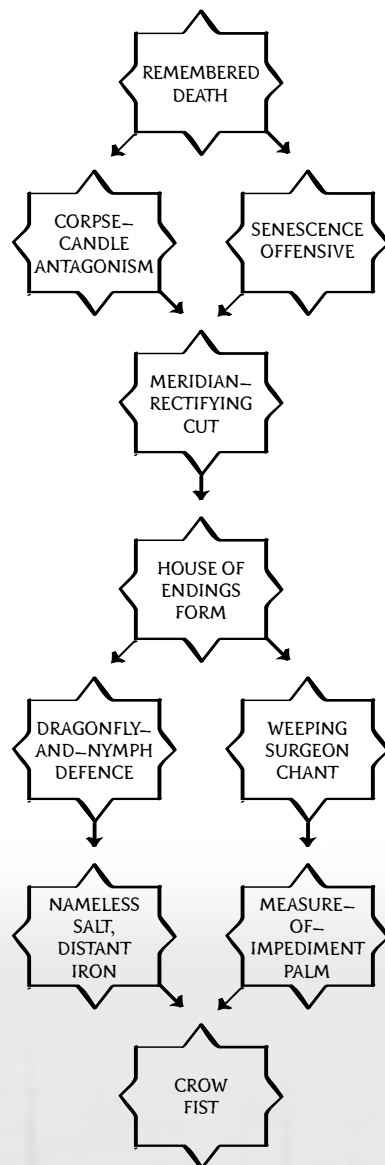
The House of Endings Style's form weapon (which it treats as an unarmed attack) is the wind-fire wheel, representing the Sword's wreath of withered flowers.

REMEMBERED DEATH

Cost: 1 mote per die
Type: Reflexive
Duration: Instant
Min. Ability: 2
Min. Essence: 1
Prereqs: None

Observing the violet weave of Destiny around him, the Sidereal remembers the moment of his demise and can act to change it. While he cannot escape inevitability, he is able to postpone his death until its properly appointed time. Drawing his attention away from a future attack, he defends himself with prescient facility. For each mote spent on this Charm, he adds 1 die to a Martial Arts parry attempt, up to a maximum of his Dexterity + Martial Arts. This Charm can create a parry from a nonexistent pool, or supplement an existing parry.

HOUSE OF ENDINGS STYLE



The martial artist's next attack suffers a dice penalty equal to one-half the number of motes spent on this Charm, rounding up. Furthermore, he can weave this defence with the Essence of the future; the Charm can be used even if he has already used a Charm this turn, but it counts as the next turn's single Charm use instead. This precludes the possibility of using a Combo next turn, however.

Optionally, instead of precluding Combo use, the Combos that include Remembered Death can be activated "preemptively", using its ability to be activated in the turn before its actually counting as a Charm use. In this case, the remainder of the Combo takes place in the next turn.

CORPSE-CANDLE ANTAGONISM

Cost: 3 motes
Type: Reflexive
Duration: Instant
Min. Ability: 3
Min. Essence: 1
Prereqs: Remembered Death

The Reckoner who knows this Charm can fly about on the guttering flames of dying lives; as they smoulder and fade, he gains speed and skill. This Charm can be activated when the Exalt makes a successful attack, but before damage is rolled. He multiplies his remaining movement for the turn

by the number of HLs inflicted by the attack. In addition, if his next dice action is an unarmed Martial Arts attack, he adds his prior target's Essence in dice to his pool, provided that the two targets are different. This bonus counts toward the maximum dice bonus from Charms, and dissipates if it is not used in one turn. This Charm is incompatible with armour.

SENESCENCE OFFENSIVE

Cost: 2 motes/turn
Type: Supplemental
Duration: Instant
Min. Ability: 3
Min. Essence: 2
Prereqs: Remembered Death

The threads of destiny stretch in every direction, even into the past and future. With this attack, the martial artist draws his target's Essence closer to old age, crippling him with the infirmities of a declining body and decaying mind. If the attack this Charm is associated with deals at least 1 HL of damage, the victim's movement speed is halved and the incremental increase of her multiple-action penalties is increased to the martial artist's Essence. These detriments persist for 1 turn per 2 motes invested in the Charm, to a maximum of the Gardener's Martial Arts.

The increment of a multiple-action penalty is ordinarily 1: a sequence of three actions is done at a penalty sequence of -3, -4, -5. Under the effects of an Essence 2 Senescence Offensive, the sequence of penalties would be -3, -5, -7.

MERIDIAN-RECTIFYING CUT

Cost: 5 motes
Type: Simple
Duration: Instant
Min. Ability: 4
Min. Essence: 2
Prereqs: Corpse-Candle Antagonism, Senescence Offensive

With a wound across the victim's Essence nodes, the martial artist reminds her how good it is to be whole, by unweaving the flows that make her incomplete. One of the non-Instant Charms the victim has active instantly ends if the Tranquillity Knife deals at least 1 HL. If the martial artist is able to perceive Essence flows, through the effects of All-Encompassing Sorcerer's Sight, Telltale Symphony, or a similar Charm, he may choose the effect to sever, but otherwise it is chosen randomly.

HOUSE OF ENDINGS FORM

Cost: 5 motes
Type: Simple
Duration: One Scene
Min. Ability: 4
Min. Essence: 3
Prereqs: Meridian-Rectifying Cut

Enacting this Form, the House of Endings adept takes on the relaxed posture of a professional killer. By allowing the destinies of Endings to guide him, he can hurry people along to their ends, gaining a damage bonus to his attacks equal to the target's current wound penalty, ignoring any wound-penalty reducing effects, such as Insensible Corpse Technique. The Sidereal's attitude of professionalism gains him the favor of the College of the Crow. Under its auspices, his attacks gain an air of fated certainty, and only those adept at escaping the strictures of Fate can avoid them. The maximum number of successes on a parry or dodge against the martial artist's unarmed Martial Arts attacks is equal to the defender's relevant Ability, plus her permanent Essence for defenders whose Essence is awakened. This favor is incompatible with effects that forcibly give the adept automatic successes on his attacks, such as the Five Jade Fury; for any given attack, the martial artist must choose which effect she benefits from.

Finally, Sidereal masters of the Colleges of Endings (those who have at least five dots in a particular College) are able to use unusual weapons with the House of Endings Style; deep initiation into the study of destiny allows them to manipulate these items in ways that reinforce the sorrowful edges of their fates. All of these unusual weapons are treated as wind-fire wheels.

Corpse: Textbooks.
Crow: Feathered cloaks.
Haywain: Sleeves of a tattered robe.
Rising Smoke: Good luck prayer strips.
Sword: Wreaths of withered flowers.

This is a Martial Arts Form-type Charm and is incompatible with other Charms of like type; should the martial artist activate another Form, this one immediately ends. This Charm is incompatible with armour.

DRAGONFLY-AND-NYMPH DEFENCE

Cost: 3 motes, 1 Willpower
Type: Simple
Duration: One Scene
Min. Ability: 4
Min. Essence: 3
Prereqs: House of Endings Form

The College of the Corpse governs

the end of lives and metamorphic creatures. With his understanding of this College, the Reckoner can transform one defence into another, escaping his end in the process - he can apply any effect that specifies a Martial Arts parry to a dodge as well, and vice versa.

NAMELESS SALT, DISTANT IRON

Cost: 5 motes, 1 Willpower
Type: Simple
Duration: One Scene
Min. Ability: 5
Min. Essence: 3
Prereqs: Dragonfly-and-Nymph Defence

Settling his anima in the constellation of the Haywain, the Exalt makes his boundaries indistinct. His weapons become misty rings in his hands, and his outline shifts and blurs. To parry these half-unseen strikes, the defender must succeed at a Perception + Awareness roll at a difficulty of the martial artist's Essence; failure indicates that she miscalculated the attack's position and her parry fails.

In addition, while this Charm is in effect, the adept's own demise is blurred, and he may continue on fighting after he is reduced to the Incapacitated Health Level, though at a -4 penalty to his dice pools, for as many turns as his Essence. This Charm is incompatible with armour.

WEEPING SURGEON CHANT

Cost: 3 motes

Type: Supplemental

Duration: Instant

Min. Ability: 4

Min. Essence: 3

Prereqs: House of Endings Form

Softly singing the 53 Names of the Sword helps the adept to craft attacks so savage that they cause the heart to quail and wives to burst into tears upon seeing their wounds. An unarmed Martial Arts attack supported by this Charm inflicts wounds that cannot be healed naturally, and when healing is assisted by magic, they are healed as wounds of the next higher level of severity, with regard both to the penalty the wound assesses and its damage type (bashing, lethal, or aggravated).

MEASURE-OF-IMPEDIMENT PALM

Cost: 7 motes

Type: Supplemental

Duration: Instant

Min. Ability: 5

Min. Essence: 3

Prereqs: Weeping Surgeon Chant

With an opened hand and the mudra of the Rising Smoke, the Exalt pushes his opponent backward along his path toward a goal, causing his

progress to break down and ruining any momentum he had collected. He makes an unarmed Martial Arts attack and determines his damage pool as normal; he may, instead of dealing damage, give an injury to the target's future. He may exchange any number of dice out of his damage pool after soak, for each die exchanged, one roll the target makes toward accomplishing a particular goal has its difficulty increased to the martial artist's Essence. This goal may be as simple as "Survive attack" or as complex and far-reaching as "Find and restore the Manse of my ancestors." This impediment manifests indiscriminately, at every available opportunity.

CROW FIST

Cost: 10 motes, 1 Willpower

Type: Simple

Duration: Instant

Min. Ability: 5

Min. Essence: 3

Prereqs: Nameless Salt,
Distant Iron and Measure-of-
Impediment Palm

Making the Superior Sign of the Crow, the master of the House of Endings shatters the illusions and dreams of his opponents. This is an unarmed Martial Arts attack that can destroy any object that exists mainly in the mind: love, ambition, a

career, an organizational structure, a problematic personality trait, and so forth. It can be used against this object itself--this is useful when dealing with relationships and organizations--or it can be used on a physical target whose mind contains the thing to be destroyed.

In the first case, the martial artist rolls his Martial Arts, adding successes equal to his Essence, at a difficulty of the highest Essence of beings that are a part of the object in question. Success indicates that the object is destroyed, though its collapse may not be immediate, especially in the case of those with high-Essence participants and particularly large structures like Dynastic succession wars or Guild influences on local economies. In general, the effects of such a collapse are felt within a radius of the martial artist's permanent Essence in miles, though collapsing a central entity supernaturally can naturally cause the collapse of things dependent on it.

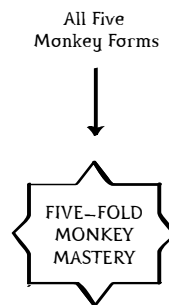
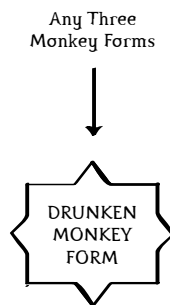
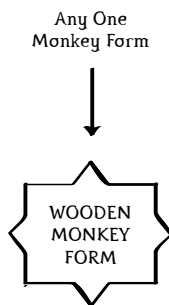
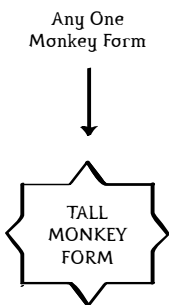
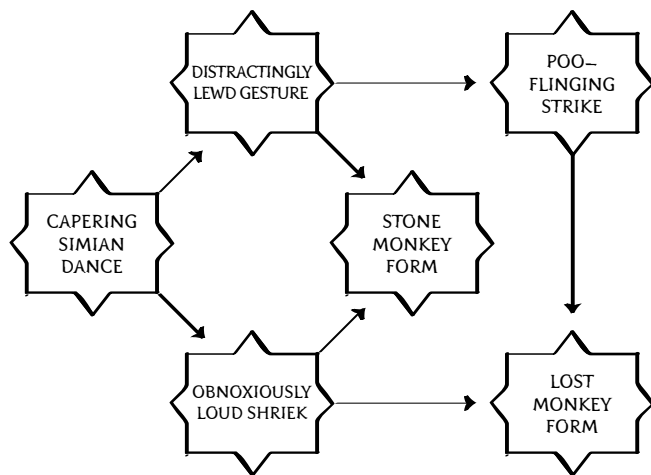
In the second, the martial artist makes an unarmed Martial Arts attack; if he deals at least 1 HL, the object in his mind is destroyed, and he also loses an appropriate Virtue dot. This can't reduce Virtues of an Exalt below the values required by the Great Curse. For mortals, this loss is permanent; for targets with awakened Essence,

the lost Virtue dots return at a rate of one per day. In addition, any target that loses a Virtue dot is incapable of channelling his Virtues normally for the remainder of the scene. This does not interfere with supernatural effects such as the nature of certain Sidereal Charms.

Finally, this attack is particularly sensitive to any declines of well-being in its target. If the House of Endings Form is active when this Charm is used against a living target, other dice penalties derived from the target's general state of ill health can contribute to the damage bonus that the Form creates, including impediments arising from maimings, poisons, and diseases, or from perturbed emotional states.



MONKEY STYLE



MONKEY STYLE

By Mapache

This is a Celestial martial art.

Monkey Style cannot be performed while wearing armor of any sort, and it is only a bare-hand style, not teaching the use of any weapons that may fail while the body remains strong.

CAPERING SIMIAN DANCE

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Martial Arts: 3
Minimum Essence: 1
Prerequisite Charms: None

One cannot hit that which is not there. That is not there which has moved. One cannot predict where will be that

which moves erratically. This did Sun Wu Kung learn from watching the play of the monkeys, as the young and fast avoided their enraged elders by speed and guile, and thus did he learn to scamper about in a way which defies fate.

The Exalt's erratic movements mimic the unpredictable dance of a monkey, making her hard to track and hit. This charm allows the Exalt to add her Martial Arts rating to a single dodge attempt (or to dodge an attack with her Martial Arts rating without using an action). Due to the need to remain mobile, this charm is incompatible with the use of armor.

OBNOXIOUSLY LOUD SHRIEK

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Martial Arts: 3
Minimum Essence: 2
Prerequisite Charms: Capering Simian Dance

The same ears which let one see without sight and track without scent can be laid low by the same mouth which can drip honeyed words into the lap of kings and raise armies with its fervor, merely by loosening one's control of the mouth to deny a foe the use of his ears. This did Sun Wu Kung learn from the rabid shrieks of the

monkeys as they attacked, and thus did he learn to disorient others so.

By unleashing a surprisingly loud high-pitched shout, the Exalt stuns an attacking foe. Reduce the attacker's die pool to one half its prior size, rounding down. This charm must be use before the attack is rolled. Armor interferes with the ability to draw in enough breath to make the shout sufficiently powerful.

DISTRACTINGLY LEWD GESTURE

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Martial Arts: 4
Minimum Essence: 1
Prerequisite Charms: Capering Simian Dance

The civilized mind is shocked to encounter gestures that display indescribable rudeness. The barbarian mind is angered by such effrontery to honor. Both are defeated when thus distracted. This did Sun Wu Kung learn from seeing monkeys raid for food and trinkets, and thus did he learn to make the sign of the genitals of the Yozis.

Symbols best left undescribed are flashed at a foe, making his very eyes sting. Rumors that Ebon Shadow style borrowed a less rude variant of



this finger position are hotly denied by its practitioners. Performed at the beginning of a turn, this charm subtracts the Exalt's Martial Arts score from a single opponent's initiative and prevents that opponent from splitting his action that turn, though the opponent may still use Extra Action and Reflexive charms as well as abort to a dodge or parry normally). If the opponent's initiative is reduced below 1 somehow, he forfeits his action entirely. Making the gesture requires that the hands be empty and the arms free to move, unencumbered by armor.

POO-FLINGING STRIKE

Cost: 3 motes
 Duration: Instant
 Type: Supplemental
 Minimum Martial Arts: 4
 Minimum Essence: 2
 Prerequisite Charms:
 Distractingly Lewd Gesture

The warrior that can fight from afar is the warrior that is harder to attack. The warrior that is willing to use any weapon at his disposal is the one who will never be without missiles to hurl at his foes. This did Sun Wu Kung learn from watching the monkeys stoop to flinging their own dung at the eyes of their enemies, and thus did he learn that resourcefulness will outsmart honor.

This charm enables the Exalt to make a single thrown attack using any improvised weapon within reach. She adds her Martial Arts rating to her Dexterity+Thrown die pool, and if the projectile hits, it will do Strength+Essence lethal damage in addition to the extra successes on the attack roll. Throwing the projectile properly cannot be done if one is holding anything else, and throwing it with sufficient force requires a degree of mobility that armor does not allow.

STONE MONKEY FORM

Cost: 5 motes
 Duration: One Scene
 Type: Simple
 Minimum Martial Arts: 4
 Minimum Essence: 3
 Prerequisite Charms: Obnoxiously Loud Shriek, Distractingly Lewd Gesture

The first of the monkeys that Sun Wu Kung befriended was the one he named Stone, for he could remain so still as to make one think he was not there, yet this guile was unneeded, for Stone was the strongest of them all and able to take any blows his opponents could muster. From him did Sun Wu Kung learn to strengthen his blows and lessen those of his foes.

The Exalt tenses her muscles to harden her flesh and focuses her

force with deadly results. For the remainder of the scene, she adds her Martial Arts rating to her bare-handed damage, which is lethal. In addition, she soaks lethal damage with her full Stamina, and both her bashing and lethal soak are increased by her Martial Arts rating. Lastly, she may use her permanent Essence to soak aggravated damage.

This is a Martial Arts form charm, and may not be used in conjunction with other Martial Arts form charms. However, if the character using this charm activates another Monkey Form charm during the same scene, at the beginning of each round she may reflexively switch at no cost to any Monkey Form charm she has activated that scene. This charm is incompatible with armor or with weapons other than projectiles employed by Poo-Flinging Strike.

LOST MONKEY FORM

Cost: 5 motes
 Duration: One Scene
 Type: Simple
 Minimum Martial Arts: 4
 Minimum Essence: 3
 Prerequisite Charms: Obnoxiously Loud Shriek, Poo-Flinging Strike

As Stone was the strongest of the band, the monkey that Sun Wu Kung named Lost was the weakest. Small but cunning, Lost fooled his foes by

running away and attacking and running away again before they could recover from their amazement. He could circle opponents faster than they could turn in place, strike when they thought he was fleeing, and move when they thought he was pinned. From did Sun Wu Kung learn to run and leap and twist like the breeze.

Rapid, frantic motions confuse the Exalt's enemies. For the remainder of the scene, she may add her Martial Arts rating to all dodge attempts, though she must still reserve an action for dodging; this charm does not provide reflexive dodges. In addition, the parry and dodge pools of all opponents defending against her attacks are halved (rounding down) prior to being rolled. Lastly, while this charm is active, the Exalt doubles her movement rate and leaping distance.

This is a Martial Arts form charm, and may not be used in conjunction with other Martial Arts form charms. However, if the character using this charm activates another Monkey Form charm during the same scene, at the beginning of each round she may reflexively switch at no cost to any Monkey Form charm she has activated that scene. This charm is incompatible with armor or with weapons other than projectiles employed by Poo-Flinging Strike.

TALL MONKEY FORM

Cost: 6 motes, 1 Willpower
Duration: One Scene
Type: Simple
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Any One Monkey Form

While Stone was strong and Lost was quick on his feet, there was another monkey who towered over even Stone and whose hands moved faster than Lost's that Sun Wu Kung named Tall. Tall's arms befit his name, and he could strike at foes while they were still a stride away, flickering out with the speed of a spark and striking with the force of a thunderclap. Tall's fiery temper was such that no one could land a blow on him without expecting quick retribution. From him did Sun Wu Kung learn to strike hard and fast and to not let aggression go unanswered.

Far-reaching hard strikes gouge the Exalt's foes with supernatural speed and attacks against her are responded to in kind. For the remainder of the scene, she adds her Martial Arts rating to her initiative total each round and damage from her unarmed strikes is lethal. In addition, whenever she is attacked, she may immediately launch a counterattack at her full Dexterity+Martial Arts die pool. This

effect may not be used against any sort of counterattack.

This is a Martial Arts form charm, and may not be used in conjunction with other Martial Arts form charms. However, if the character using this charm activates another Monkey Form charm during the same scene, at the beginning of each round she may reflexively switch at no cost to any Monkey Form charm she has activated that scene. This charm is incompatible with armor or with weapons other than projectiles employed by Poo-Flinging Strike.

WOODEN MONKEY FORM

Cost: 8 motes
Duration: One Scene
Type: Simple
Minimum Martial Arts: 4
Minimum Essence: 4
Prerequisite Charms: Any One Monkey Form

The fourth monkey Sun Wu Kung named Wooden, for his faced betrayed no emotion. Where Lost fooled foes by running away, Wooden faced them down and still gave no hint of his actions until after they had happened. Slow to anger and always in control, his fury was relentless once brought out. He struck with perfect knowledge, hitting the nerves and pressure points of his opponents,

causing them great pain and grievous wounds that took five times as long to heal. From him did Sun Wu Kung learn to measure his opponents yet not betray himself and to focus his Essence into a poison he hurled into the very souls of his foes.

Bending with the flexibility of a sapling and striking with the virulence of the most toxic of poisons, the Exalt is a force to be reckoned with. For the remainder of the scene, she adds her permanent Essence to her Martial Arts rating, and damage from her bare-handed attacks is lethal. In addition, when declaring an attack, she may pay 1 Willpower and take a level of lethal damage to channel her life force into the blow, dealing aggravated damage. If the opponent is damaged by this attack, on his next turn he loses dice equal to the number of health levels of aggravated damage taken from all his actions for the turn; this penalty is reduced by one for each turn thereafter.

This is a Martial Arts form charm, and may not be used in conjunction with other Martial Arts form charms. However, if the character using this charm activates another Monkey Form charm during the same scene, at the beginning of each round she may reflexively switch at no cost to any Monkey Form charm she has activated that scene. This charm is

incompatible with armor or with weapons other than projectiles employed by Poo-Flinging Strike.

DRUNKEN MONKEY FORM

Cost: 10 motes, 1 Willpower
Duration: One Scene
Type: Simple
Minimum Martial Arts: 5
Minimum Essence: 4
Prerequisite Charms: Any Three Monkey Forms

Last of all came a simple-seeming monkey, who loved nothing more than to sneak into the camps of men and steal their liquor, which he drank with great thirst. Dissipated though he was, none could touch him or stop his thefts. Drunkenly as he staggered about, blows missed him almost as if by chance, and he struck back from all positions and angles, at foes he could not even know were there. Only Sun Wu Kung saw through his deceptions and understood that this was the craftiest monkey of all, for he made his foes think he was powerless even as he was defeating them. From him did Sun Wu Kung learn to transcend awareness and flow through his foe's defenses like spilled water, yet hit as strongly and unobtrusively as a draught of fine liquor, making opponents so confused they knew not what from where.



Unpredictable staggering motions slip past defenses and flow around attacks. For the remainder of the scene, the Exalt adds her permanent Essence to her initiative total each round. Additionally, the difficulty of all attempts to attack her is increased by her permanent Essence. Damage from her bare-handed attacks is also increased by her permanent Essence and made lethal. When taking multiple actions in a turn, the penalty for splitting her actions is reduced by her permanent Essence (to a minimum of zero). Lastly, she suffers no penalties for fighting while prone.

This is a Martial Arts form charm, and may not be used in conjunction with other Martial Arts form charms. However, if the character using this charm activates another Monkey Form charm during the same scene, at the beginning of each round she may reflexively switch at no cost to any Monkey Form charm she has activated that scene. This charm is incompatible with armor or with weapons other than projectiles employed by Poo-Flinging Strike.

FIVE-FOLD MONKEY MASTERY

Cost: N/A
Duration: Permanent
Type: Special
Minimum Martial Arts: 5
Minimum Essence: 5
Prerequisite Charms: All Five Monkey Forms

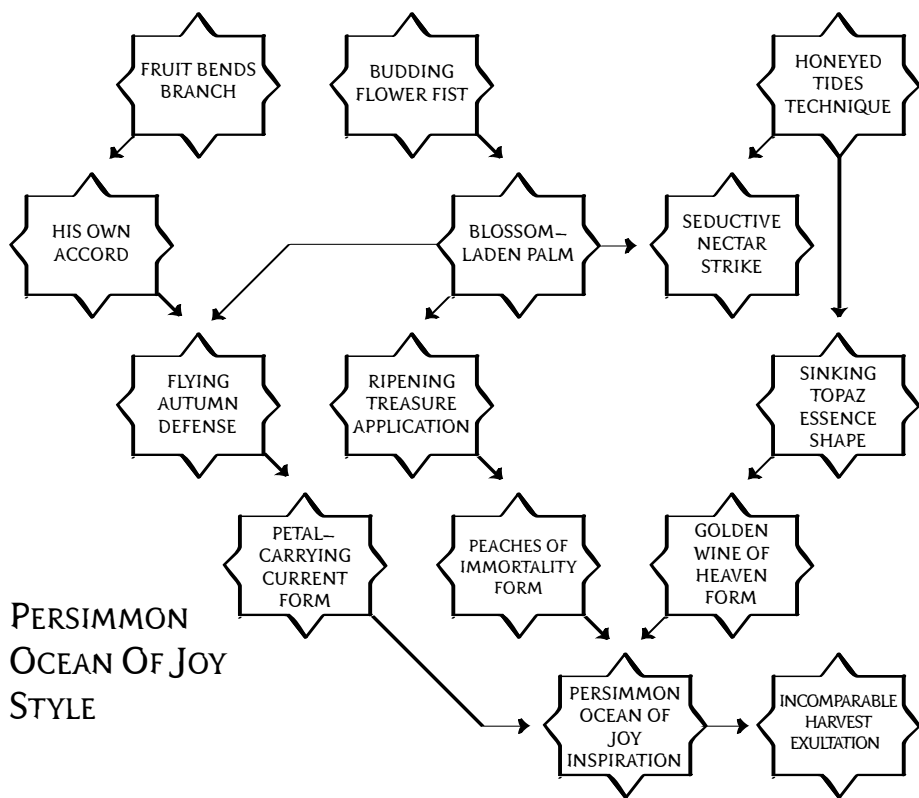
Able as each monkey was, when banded together they were unstoppable. The group was more than its components, each monkey aiding his companions and shielding their weaknesses. From this did Sun Wu Kung learn to combine only the strengths of the five monkeys, shedding their weaknesses and being each monkey only when he was the one who would defeat a foe. With this did he return from his exile and strike down those who had falsely accused him, setting right things long done wrong.

Increasing control over her own Essence and total mastery of the five Monkey Forms allows the Exalt to utilize whatever aspects of each technique are appropriate to the moment, shifting faster than the eye can follow and performing different styles with different parts of her body.

Once this charm is learned, the Exalt can have multiple Monkey Form charms active simultaneously and

gain the full benefits from all of them, not just one at a time. Each form in use must still be activated separately. If Wooden Monkey Form is active, forms that provide bonuses based on the Exalt's Martial Arts rating use the original unmodified Martial Arts rating without taking into account the bonus provided to it by Wooden Monkey Form.

The abilities granted by this charm require manipulating Essence with a level of finesse that Terrestrial Exalted are simply incapable of. They may never learn this charm by any means whatsoever.



PERSIMMON OCEAN OF JOY STYLE

By Four Willows Weeping

This is a “borderline” Celestial-rank Martial Arts style; its pinnacle reaches into the realm of advanced Martial Arts.

It treats the seven-section staff and the weighted chain as unarmed. Other Martial Arts weapons may be used with its techniques, unless

stipulated that the charm functions with unarmed attacks only.

FRUIT BENDS BRANCH

Cost: 3 motes
 Type: Reflexive
 Duration: Instant
 Minimum Martial Arts: 3
 Minimum Essence: 1
 Prerequisite Charms: None

The Exalt may parry weapons (but

not other lethal attacks) unarmed at his full pool. On a parry with any successes, the weapon is weighted down with Essence; each time it is affected by this Charm its weight (and the Strength requirement to use it) is increased by one.

HIS OWN ACCORD

Cost: 3 motes
 Type: Supplemental
 Duration: Instant
 Minimum Martial Arts: 4
 Minimum Essence: 2
 Prerequisite Charms: Fruit Bends Branch

The Exalt grapples his opponent, twisting his arm in such a way that he must be thrown or suffer a shattered joint. In addition to the damage of an unarmed Martial Arts attack, the opponent must choose whether to take a penalty to Strength equal to the Exalt’s permanent Essence (this lasts for the duration of the scene) or to be thrown forcefully away, which doubles the attacker’s damage pool before soak is applied.

FLYING AUTUMN DEFENSE

Cost: 2 motes
 Type: Reflexive
 Duration: Instant
 Minimum Martial Arts: 4
 Minimum Essence: 3

Prerequisite Charms: His Own Accord, Blossom-Laden Palm

The Exalt ripples away from an attack as leaves before the wind. The Exalt can dodge a single attack with his full Dexterity + Dodge pool. For each success on the roll, the Exalt moves a yard away from the attacker. Unless the attacker is unable to follow, however, this does not prevent the attack.

PETAL-CARRYING CURRENT FORM

Cost: 5 motes
 Type: Instant
 Duration: One Scene
 Minimum Martial Arts: 4
 Minimum Essence: 4
 Prerequisite Charms: Flying Autumn Defense

The Exalt may parry lethal attacks unarmed. In addition, when he completely parries a weapon, he may reflexively perform a disarm attempt, with extra successes on the parry adding to the disarm pool. The Exalt adds his permanent Essence to his bashing soak and initiative score. This is a Martial Arts Form Charm and follows those rules. Armor hampers movement too much for it to be compatible with this Charm.

BUDDING FLOWER FIST

Cost: 2 motes

Type: Supplemental

Duration: Instant

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: None

The name of this Charm comes from the intricate Essence plumes that trail Exalts' arms as they use it; they resemble ink falling through water or vines festooned with flowers. The Charm permits the Exalt to use Essence to put into action his knowledge of body mechanics, making his strikes precise and sure. On a successful attack, this Charm converts a number of damage dice up to the user's permanent Essence into successes automatically. The remainder of the dice must be rolled normally.

BLOSSOM-LADEN PALM

Cost: 4 motes

Type: Simple

Duration: Instant

Minimum Martial Arts: 4

Minimum Essence: 2

Prerequisite Charms: Budding Flower Fist

The Exalt activates his victim's nerve centers with a sequence of rapid strikes, filling him with pleasure. On a successful unarmed attack roll, the

Exalt's player rolls Wits+Medicine. The victim receives a penalty to his initiative equal to the number of successes rolled for a number of turns equal to the Exalt's permanent Essence. In addition, when first affected by this Charm, the target must roll Temperance or become bewildered, performing all actions at half his dice pool (rounded down and before splitting). He may try each turn on his initiative to overcome this effect. Once the character overcomes this bewilderment once, he is no longer affected by it, though the initiative penalty may remain.

RIPENING TREASURE APPLICATION

Cost: 6 motes

Type: Supplemental

Duration: Instant

Minimum Martial Arts: 5

Minimum Essence: 3

Prerequisite Charms: Blossom-Laden Palm

The Exalt lays a seemingly innocuous touch on his opponent with an Essence-wrapped fist. Damage is rolled normally, but the attack is such that it does 1 Health Level of damage after soak the moment the strike connects, then 2 Health Levels the next turn, and so on, increasing by one each turn, until it inflicts the amount of Health Levels that were

rolled. This technique can only be used unarmed.

PEACHES OF IMMORTALITY FORM

Cost: 7 motes

Type: Simple

Duration: One Scene

Minimum Martial Arts: 5

Minimum Essence: 4

Prerequisite Charms: Ripening Treasure Application

While this Charm is active, the Exalt's body glistens with the Essence of immortals. Wound penalties are halved. The costs to use the prerequisite Charms for this Form are also halved, and the Exalt may soak aggravated damage with his full lethal soak. This is a Form Charm and is incompatible with armor.

HONEYED TIDES TECHNIQUE

Cost: 4 motes

Type: Reflexive

Duration: Instant

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: None

The Exalt can exert his Essence to slow an attack to a dreamlike arc, as though it were forcing through deep water. As a result, the Exalt

can change a lethal attack against himself into bashing. This has all the implications it would seem to: the damage can be blocked barehanded without any unusual techniques, it is soaked as bashing, and so forth.

SINKING TOPAZ ESSENCE SHAPE

Cost: 2 motes

Type: Simple

Duration: Instant

Minimum Martial Arts: 4

Minimum Essence: 3

Prerequisite Charms: Honeyed Tides Technique

The Exalt performs a normal attack. He may exchange extra successes out of his damage pool to instead root the victim's Essence to the ground; for every two dice exchanged, the victim is unable to move his feet for one turn. This Charm may only be used on creatures with Essence greater than 1, and is ineffective on targets with greater Essence ratings than the character. A victim immobilized by this effect can still move with the use of Charms, but must end the turn in the same place that he began.

SEDUCTIVE NECTAR STRIKE

Cost: 3 motes
Type: Reflexive
Duration: Instant
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Honeyed Tides Technique, Blossom-Laden Palm

This Charm holds the secret of redirecting an attacker's energy; the Exalt learns to ride the power of an attack to strengthen his own without ever coming into contact with the attack he is drawing from. In response to a hand-to-hand attack, the Exalt's player may roll Dexterity + Martial Arts. If he receives at least four successes, the Exalt may perform a Martial Arts attack against someone other than the attacker, adding the attacker's extra successes to his own attack pool. This attack behaves like a counterattack – it is resolved after the attack roll but before damage, it cannot respond to or be responded to by any other counterattack Charm, and so on.

GOLDEN WINE OF HEAVEN FORM

Cost: 5 motes
Type: Simple
Duration: One Scene
Minimum Martial Arts: 5

Minimum Essence: 4
Prerequisite Charms: Sinking Topaz Essence Shape

While this Charm is active, the Exalt's Essence forms an intoxicating miasma in the air. Everyone else within Essence yards is affected by it, unless they also know Golden Wine of Heaven Form or any of the other Form Charms of Persimmon Ocean of Joy Style. Those affected receive an initiative penalty equal to the Exalt's Martial Arts and two dice from all Dexterity and Wits pools. Characters cannot use more than one martial arts Form Charm at a time. The outside-the-body Essence manipulations that this Form requires are impossible if the character is wearing armor.

PERSIMMON OCEAN OF JOY INSPIRATION

Cost: 2 motes
Type: Special
Duration: Special
Minimum Martial Arts: 5
Minimum Essence: 5
Prerequisite Charms: Peaches of Immortality Form, Golden Wine of Heaven Form, Petal-Carrying Current Form, one other complete Martial Arts style

This Charm may be placed in a Combo with its three immediate prerequisite Charms and no others,

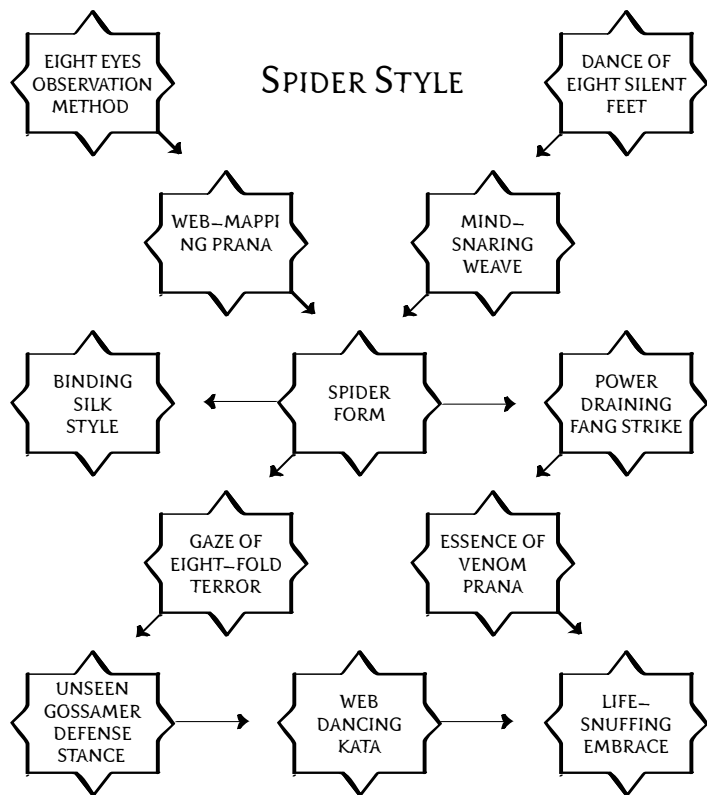
as though those three Charms had an Instant duration. A Form activated in conjunction with this Charm is compatible with other Martial Arts Form Charms, as though it were not a form at all. When a Character learns this Charm, he may choose one of its three prerequisite forms and place them in a Combo for free. This is an advanced Charm; by no means can a Terrestrial learn it.

INCOMPARABLE HARVEST EXULTATION

Cost: 7 motes, 1 Willpower
Type: Extra Actions
Duration: Instant
Minimum Martial Arts: 6
Minimum Essence: 6
Prerequisite Charms: Persimmon Ocean of Joy Inspiration

With this Charm, the Exalt is swept away by the intoxicating Essence flows he manipulates, and goes into a bacchic frenzy. The Exalt must perform his permanent Essence in unarmed attacks – or convert the additional actions to parries or dodges, which the Exalt can use later in the turn, at the cost of gaining a point of Limit per action stored in this way. Actions stored for defense can be split into cascading parries and full dodges. Any victim of one of these attacks is dazzled and bewildered by their fragrant Essence charge – for

the Exalt's Martial Arts in turns, they must roll Temperance or perform all actions at half their dice pool (rounded down and before splitting.) Unlike the bewilderment of Blossom-Laden Palm, this effect is lingering; resisting the effect only negates it for that turn.



SPIDER STYLE

By Telgar

This is a Celestial martial art.

Spider Stylists most often use their bare fists and feet in combat, but the style can be used when wearing Brawling Aids such as Cesti and Khatars.

EIGHT EYES OBSERVATION METHOD

Cost: 4 motes
 Duration: One Scene
 Type: Simple
 Min. Martial Arts: 2
 Min. Essence: 2
 Prereqs: None

Much as a spider can see attacks and prey in almost every direction around it, initiators of the Spider Style are able to harmonize their anima with their

sense of sight, gaining normal vision of everything around them. They can literally see out of the back of their heads. This improved field of vision does receive benefits from Awareness charms and other Awareness-enhancing magic or items.

WEB-MAPPING PRANA

Cost: 3 motes
 Duration: One Scene
 Type: Simple
 Min. Martial Arts: 3
 Min. Essence: 2
 Prereqs: Eight Eyes Observation Method

Spiders can feel the slightest vibrations in their web and using this charm, a Spider Stylist can feel similar vibrations in the air and ground around her, even in the essence that permeates them. While this Charm is active, the Spider Stylist is impossible to surprise. They are aware of anyone with aggressive intent inside (Essence x10) yards and are instantly alerted to any attack made against them. This charm does not allow a character to know exactly where an aggressor is or even exactly what he is doing only that one exists.

DANCE OF EIGHT SILENT FEET

Cost: 3 motes
 Duration: Instant
 Type: Supplemental

Min. Martial Arts: 2
 Min. Essence: 1
 Prereqs: None

Acrobats of incredible skill are able to vanish without notice, and Spiders are an excellent source of inspiration for those who would fight or move unseen. For 3 motes a character may add her unmodified Martial Arts score to one Athletics or Stealth roll. This Charm can be comboed with Charms of other abilities.

MIND-SNARING WEAVE

Cost: 2 motes per penalty
 Duration: Instant
 Type: Imple
 Min. Martial Arts: 3
 Min. Essence: 2
 Prereqs: Dance of Eight Silent Feet

Much as spiders trap their prey in webs of silk, a competent martial artist can trap her opponent's mind in webs of Essence. In order to capture the opponent's mind with the Weave, the martial artist makes a complex series of movements, seeming to weave her anima into a web and cast it at the target. Roll Dexterity + Athletics, the difficulty equal to the target's Essence. On a successful roll, the target loses one die from all her actions until next turn for every 2 motes spent on this Charm (up to double the user's Martial Arts).

SPIDER FORM

Cost: 6 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 4
Min. Essence: 3
Prereqs: Web—Mapping Prana,
Dance of Eight Silent Feet

Executing a series of seemingly jerky motions and adopting a somewhat hunched defensive stance, a martial artist can bring himself in closer harmony with the Spider, emulating many of its remarkable traits. For the rest of the scene, the Spider Stylist can walk on vertical or horizontal surfaces (even ceilings) without penalty. Her martial arts attacks do lethal damage instead of bashing and her Martial Arts rating is added to her Stealth and Athletics.

BINDING SILK STYLE

Cost: 4 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Spider Form

Spiders are famous for their silk webs and their method of snaring their prey in cocoons of silk before feeding. Imitating this technique is the purpose of this Charm, which

traps the target in tight bonds of Essence Thread. In order to capture a target, the character must make a normal Martial Arts attack, the damage to which is rolled normally but not applied. Instead, for every health level that would be inflicted the target loses his action for one turn and is unable to take any action. During each turn that the character is so incapacitated he takes the Martial Artists Essence score in Lethal damage due to the constricting of the Essence Web.

This attack cannot be channeled through a weapon. The character must actually hit the target with her bare hands.

GAZE OF EIGHT—FOLD TERROR

Cost: 5 motes
Duration: Special
Type: Reflexive
Min. Martial Arts: 4
Min. Essence: 3
Prereqs: Spider Form

The featureless black eyes of the spider often scare prey into unresisting paralysis. The stare of one skilled in this Charm is similarly disheartening. For as long as the Spider Stylist maintains eye contact with the victim, the person under the Gaze is unable to spend willpower or channel virtues for any reason. It is likewise impossible for one under

the effects of this Charm to activate any magic requiring the sacrifice of a Health Level or more; they are unable to muster the conviction to do so. All actions taken by the Spider Stylist using Gaze of Eight—Fold Terror are at +1 difficulty due to the requirement of maintaining eye contact. This Charm ends when the character breaks eye contact for any reason, even blinking.

UNSEEN GOSSAMER DEFENSE STANCE

Cost: 5 motes
Duration: Instant
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Gaze of Eight—fold Terror

The web of a spider is used to capture prey, but a competent Spider Stylist can use similar methods to deflect harmful attacks. A web of shimmering Essence—threads appears around the Martial Artist using this Charm, acting as a defensive shield against a single attack. The Stylist rolls her Dexterity + Martial Arts to block the attack, as well as removing a number of successes equal to her Essence from the attack roll automatically.

WEB DANCING KATA

Cost: 4 motes per action
Duration: Instant
Type: Extra Actions
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Unseen Gossamer
Defense Stance

Only the Lunar Exalted can duplicate the eight legs of the Spider, but the Exalt with this Charm gains a measure of their use as well as tapping into the quickness and speed of the Spider. For every four motes spent activating this charm, the Spider Stylist gains one extra action on the same initiative as her normal action. The absolute limit to the actions gained by this Charm is seven, all of which must be bought individually. This charm is totally incompatible with any other effect that would give the user more than eight actions.



POWER DRAINING FANG STRIKE

Cost: 4 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Spider Form

Spiders are blood-drinking creatures; waiting patiently in their webs to pull away the life force of others, and with this Charm so is the Spider Stylist. The character makes a normal Martial Arts attack, which inflicts normal damage in addition to drawing away from the victims Anima a number of motes of Essence equal to (Damage Inflicted x Victims Essence).

ESSENCE OF VENOM PRANA

Cost: 6 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 3
Prereqs: Power-Draining Fang Strike

Many people fear the bite of the Spider, due to fear of poison, even though there is generally little reason to do so. They would, in fact, be better off fearing the touch of a Spider Stylist with this Charm. Deadly to mortals and highly dangerous to the average Exalt, the character using this charm

must make a normal Martial Arts attack – his hand or Khatar crackling with vibrant green Essence. If the blow hits and any damage is rolled, the target must also roll Stamina + Resistance (with a difficulty of 3) to resist the Essence Poison. The poison deals 2 aggravated damage on a success and 6 aggravated damage on a failure. The poison's effects, a -4 penalty, last for 6 hours.

LIFE-SNUFFING EMBRACE

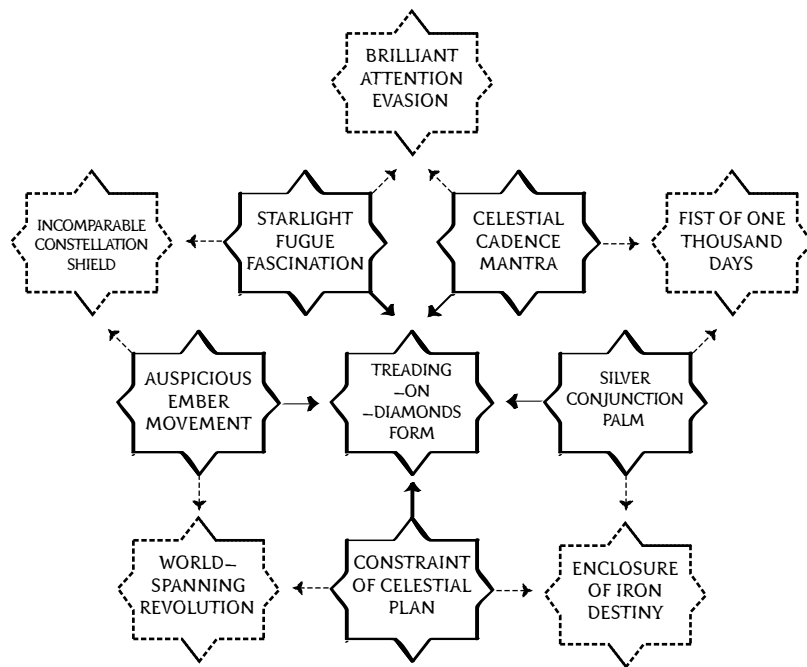
Cost: 10 motes, 1 willpower
Duration: Instant
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereqs: Essence of Venom Prana, Web-Dancing Kata

The ultimate technique of the Spider Style, Life-Snuffing Embrace is a Charm with the power to utterly destroy a living creature. In order to invoke the Embrace, the Spider Stylist must first strike her opponent, and inflict at least one level of damage. When launching the Life-Snuffing Embrace, the character's anima automatically flares and his entire body crackles with vibrant green Essence. If the attack succeeds, the victim suffers a number of dice of Aggravated Damage each turn equal to the character's Essence, which ignore the victim's armor. The damage

from this charm persists for a number of turns equal to the character's Martial Arts score.

Inanimate Creatures such as automata are not affected by this charm, but most Undead are vulnerable. Any Spirit or Fair Folk slain with this charm is forever destroyed.

TREADING-ON-DIAMONDS STYLE (STUDENT TECHNIQUES)



TREADING-ON-DIAMONDS STYLE

by Four Willows Weeping

This is a Celestial martial art.

The students of the Treading-on-Diamonds Style are proficient in the use of the flail and the weighted chain, including their artifact versions. The Style treats actions made with these weapons as unarmed. The Essence charms created by certain Charms of the Style are also treated as unarmed, but adepts cannot

ordinarily use chakrams with this Style.

This Style is designed for use with Exalted Power Combat.

STUDENT TECHNIQUES

CELESTIAL CADENCE MANTRA

Cost: 3 motes
Duration: Instant
Type: Reflexive
Min. Martial Arts: 2
Min. Essence: 1

Prereq Charms: None

The Exalted repeats a verse that aligns the rhythm of his heart and body to the pulse of the heavens. Each time he activates it, he adds 2 to his initiative for the remainder of the scene. He can add no more than his Wits+Perception in this way. Regardless of the Charm's effective duration, it can be placed in Combos as though it were Instant. This Charm may be used as many times as the user's Essence in a turn.

SILVER CONJUNCTION PALM

Cost: 2 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 2
Min. Essence: 1
Prereq Charms: None

Just like the planets, people move in patterns. This Charm allows the warrior to observe his opponents and follow those patterns, striking slowly but precisely. The Exalted changes the penalty for holding an unarmed Martial Arts attack action into a bonus. However, he cannot hold his action by more than Dexterity + Martial Arts initiative tics.

CONSTRAINT OF CELESTIAL PLAN

Cost: 5 motes
Duration: One scene
Type: Simple
Min. Martial Arts: 2
Min. Essence: 2
Prereq Charms: None

Several whirling rings of light describe themselves around the astrological warrior, calibrated with angular glyphs. The constellations of safety restrict the Exalt's motion with their orbits, but while he moves in this stately dance, he is guarded by the subtle forces of destiny. He subtracts his permanent Essence from the dice pool of all incoming attacks. Attacks reduced to 0 dice miss completely.

AUSPICIOUS EMBER MOVEMENT

Cost: 7 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 3
Min. Essence: 2
Prereq Charms: None

An adept in the grips of this Charm moves as effortlessly as an ember streaking across the sky. He doubles his movement speed, but he cannot move in straight lines – he must always travel in arcs. He also adds his Essence in dice to all Dodge actions.

STARLIGHT FUGUE FASCINATION

Cost: 5 motes, 1 Willpower
Duration: Varies
Type: Simple
Min. Martial Arts: 3
Min. Essence: 2
Prereq Charms: None

The Exalted reaches into the sky and pulls out a handful of stars. They whirl about his hands in a mesmeric pattern, binding those around him with subtle chains of harmony and bemusement. Anyone who witnesses the invocation of the Starlight Fugue Fascination or looks upon it while it is in progress must make an Essence+Willpower roll at a difficulty of the adept's Performance in order to look away. The adept conducts those entranced by the Charm in a slow dance. In game terms, they must spend at least one dice action each turn dancing along with the adept, and take multiple actions in order to do anything else. The kata continues as long as the adept keeps performing it, and it may be intertwined with other actions, but the martial artist must devote a dice action that requires no roll to maintaining it. If he fails to do this, the kata ends.

To attack the adept without being caught in the kata requires a reflexive Wits + Awareness test at a difficulty of the performer's Martial Arts (it is

with his martial skill that he ensnares victims, but his dancing ability holds their attention). For those entranced by it, taking an action that requires focused attention on another person also requires this roll; actions that would interrupt the kata have their dice pool halved.

Those who know the Starlight Fugue Fascination are immune to its effects.

TREADING—ON—DIAMONDS FORM

Cost: 5 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 4
Min. Essence: 3
Prereq Charms: Celestial Cadence Mantra, Silver Conjunction Palm, Constraint of Celestial Plan, Auspicious Ember Movement, Starlight Fugue Fascination

While this Charm is active, the adept adds half his Martial Arts (rounding up) to his Essence for purposes of determining Charm effects, and he can walk on any reflective surface – shiny silk, water, even gold leaf – as though it were stable enough to support him. He also adds his Martial Arts to his lethal and bashing soak. This is a Martial Arts Form-type Charm and is incompatible with other Forms. If another Form is activated,

this Form will immediately cease. It is incompatible with armour.

Furthermore, by obeying certain astrological taboos determined by the sign under which he was born, the Treading—on—Diamonds adept trains his Essence to be more flexible, and learns to combine his Charms in unexpected ways. These taboos are elaborations of the Resplendent trappings of the sign. This ability is conferred by the knowledge of this Charm and the performance of ritual behavior; it is not part of the active Charm effect. However, one cannot take advantage of this expanded facility while enacting a different Martial Arts Form, unless that Form is somehow compatible with others, in the manner of the Prismatic Arrangement of Creation Form. Upon learning the Form, the adept chooses one taboo to associate with each “combination Charm”; no taboo may be associated with two combinations. A combination Charm can only be invoked after the user has invoked the two Charms that compose it earlier in the scene, and only if the adept is obeying its associated taboo at that time. While the taboos are somewhat variable, and adepts admire elegant interpretations of them, the combinations below are not.

Sample Taboos:

The Ewer

Carry one hundred flowers.
Never speak but in poetry.
Walk in joy.
Let nothing come before love, not even your beloved.
Wear nothing before wearing imperfection.

The Gauntlet

Always wear fresh blood. It must never become dry.
Never have mercy if brutality will do.
Wear the uniform of an undiscovered country.
Carry an uprooted tree.
When making requests, they must be impossible or useless. Punish those who disobey you.

COMBINATION CHARMS

Celestial Cadence Mantra and Silver Conjunction Palm make:

FIST OF ONE THOUSAND DAYS

Cost: 3 motes
Duration: Instant
Type: Reflexive

The adept, with his understanding of time, automatically wins initiative against a single opponent. He must perform a Martial Arts attack against



that opponent and no other this turn. Two characters using “automatically win initiative” effects against one another roll initiative normally to determine who wins.

Silver Conjunction Palm and Constraint of Celestial Plan make:

ENCLOSURE OF IRON DESTINY

Cost: 2 motes per ring, 1 Willpower
Duration: Instant
Type: Extra Actions

The adept weaves several chakram-rings of Essence, calibrated with sigla just as those of the Constraint. He throws these at a single target as a series of normal Martial Arts attacks; they have a base damage of 0, but add Strength and extra attack successes normally. They have the same range increment as chakrams (20), but have no maximum range. The Exalt can throw them as far as he wishes, as long as he has dice remaining in his pool after range penalties are applied. Inflicting damage binds the rings into the target’s destiny; they expand to encompass him, restricting his movement. Each ring reduces all the victim’s Physical dice pools and initiative total by one for as many turns as the attacker’s Lore plus the number of HLs it dealt. The adept

can create no more rings in a single invocation of this Charm than his permanent Essence.

Constraint of Celestial Plan and Auspicious Ember Movement make:

WORLD-SPANNING REVOLUTION

Cost: 7 motes
Duration: One Day
Type: Simple

While under the effects of this Charm, the character moves like the reflection of the moon over water; he is not slowed by even the roughest terrain, and does not suffer penalties for dangerous or unstable footing. Furthermore, he adds his Essence in yards to his movement speed per turn. This effect applies before multipliers like that of the Auspicious Ember Movement.

Auspicious Ember Movement and Starlight Fugue Fascination make:

INCOMPARABLE CONSTELLATION SHIELD

Cost: 2 motes
Duration: Instant
Type: Reflexive

Ducking behind stars, the Exalted weaves a shield to block an attack. He subtracts successes equal to his Martial Arts from the attack. Sidereal initiates of the constellation they invoke can spend 1 Resplendent effect point to roll their Essence in dice and subtract the successes of this roll as well, but only under the open night sky.

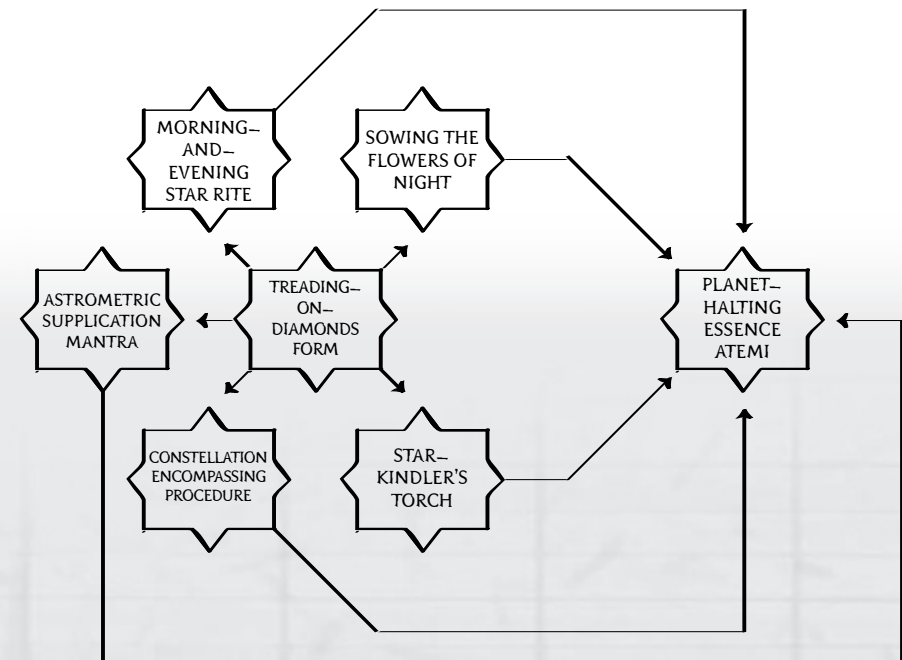
Starlight Fugue Fascination and Celestial Cadence Mantra make:

BRILLIANT ATTENTION EVASION

Cost: 2 motes
Duration: Instant
Type: Supplemental

In conjunction with an unarmed Martial Arts attack, the Exalted throws a distracting shower of stars. He rolls his Essence + Performance against the target’s Wits + Awareness; if he succeeds, then the target is ambushed by the attack.

TREADING-ON-DIAMONDS STYLE (MASTER & ULTIMATE TECHNIQUES)



MASTERY TECHNIQUES

SOWING THE FLOWERS OF NIGHT

Cost: 10 motes, 1 Willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 3
Prereq Charms: Treading-on-Diamonds Form

With an imperious gesture, the adept casts a hundred thousand faceted crystals of Essence into the air. The ground becomes darkened as though it were night above, and the crystals gleam with sharp light. The cast crystals cover a circular area (permanent Essence x 10) yards in radius. These cut into even the best-protected feet if they are not carefully dodged. Anyone on foot (including mounts) travelling more than half their base movement in a turn suffer an attack with a base dice pool of the adept's Martial Arts, +1 die per yard moved beyond the half-movement cap. This attack has a base damage of the victim's Strength, and is Lethal and piercing. Adepts who know this Charm do not suffer from its antagonistic effects; the crystals fall in a subtle pattern which they are accustomed to detect and avoid.

STAR-KINDLER'S TORCH

Cost: 7 motes, 1 Willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 3
Prereq Charms: Treading-on-Diamonds Form

The Exalted forces sparks of Essence through the palms of his hands or his weapon, making white stars fall from their surfaces. He adds his Essence to the damage of unarmed Martial Arts attacks and, explicitly, those made with form weapons of the Treading-on-Diamonds Style, and deals aggravated damage to creatures outside of Fate. His attacks become preternaturally quick; for every two points his rolled initiative exceeded that of his target, reduce the target's first defensive dice pool by one.

CONSTELLATION-ENCOMPASSING PROCEDURE

Cost: 3 motes
Duration: Instant
Type: Reflexive
Min. Martial Arts: 4
Min. Essence: 4
Prereq Charms: Treading-on-Diamonds Form

The martial artist absorbs the ordering principle of an attack,

taking care to allow it to strike him in a non-vital point. He doubles his soak and hardness against a single attack. Against Essence weaponry, the adept's manipulation of the attack can destabilize the weapon; roll his Essence against the attacker's. If the martial artist wins, then the Essence weapon comes apart in the attacker's hands; if the adept is under the auspices of the Constraint of Celestial Plan, he adds 1 to his Essence for the purposes of that Charm only for as many turns as the attacker's Essence, as the weapon is drawn into the orbiting defence.

ASTROMETRIC SUPPLICATION MANTRA

Cost: 7 motes
Duration: Varies
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: Treading-on-Diamonds Form

Whispering a prayer to the Maidens, the adept asks for the time to act. On the turn after he activates this Charm, he reflexively rolls his Essence, and if he succeeds, he has two independent actions. If he fails, then the Charm does not take effect and he can attempt the roll next turn. He may increase the difficulty of this Essence roll when he first activates the Charm;

for each point of increased difficulty, he receives an additional independent action. It is possible to make several successive invocations of this Charm, but they cannot produce their effect on the same turn. Once one Essence roll succeeds, the remainder automatically fail and cannot be checked again until the next turn. The independent actions this Charm provides are incompatible with Mental or Social actions; the adept cannot spend any of his dice actions on these, though he may make reflexive actions of these kinds. Furthermore, he absolutely cannot communicate, either verbally or gesturally, while taking these actions; the moment of distorted time the adept dances in is fully self-involved. The Starlight Fugue Fascination and effects derived from it are explicitly not considered forms of communication for the purposes of this Charm's effect.

MORNING-AND-EVENING STAR RITE

Cost: 5 motes
Duration: Varies
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: Treading-on-Diamonds Form

Venus shines in the sky of morning and evening both. In the same way,



the Treading-on-Diamonds adept completes an attack with its reflected counterpart in a shimmer of white Essence. Each time he suffers an attack, he may choose to make an unarmed counterattack, as per Solar Counterattack, with his full Martial Arts attack pool, but may not parry the attacks he counters in this way. If any of the counterattacks provided by this effect are successfully parried (to 0 successes), then the ceremonial symmetry is broken irreversibly, and the Charm ends. If not ended prematurely, this Charm continues for the adept's Essence in turns. Furthermore, the patterns of these attacks are fathomable by other Treading-on-Diamonds adepts; knowledge of this Charm permits the Exalt to unfailingly dodge the counterattacks it produces. This Charm can be placed in Combos regardless of its non-Instant duration.

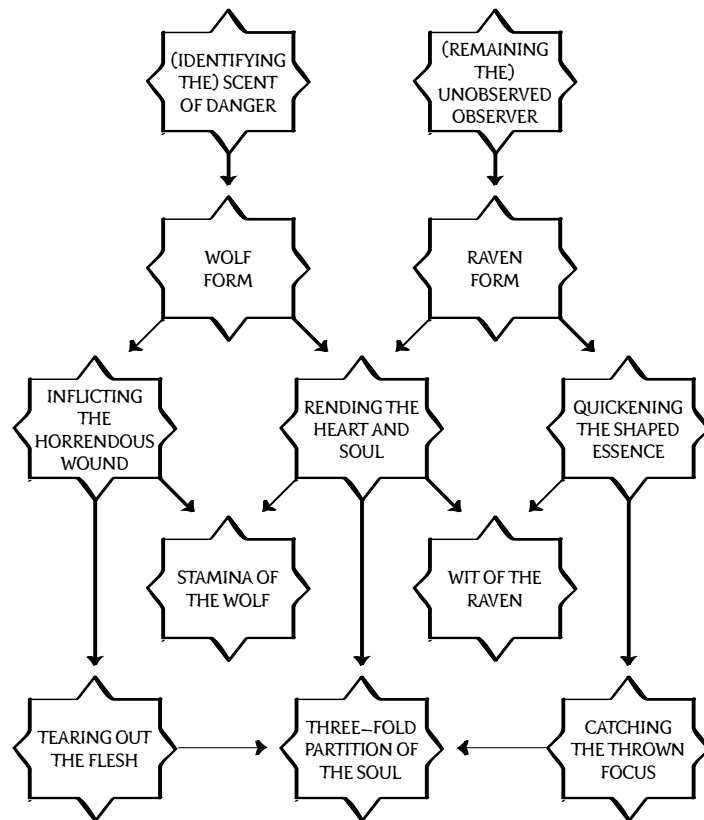
THE ULTIMATE TECHNIQUE PLANET-HALTING ESSENCE ATEMI

Cost: 5 motes (10 motes, 1 Willpower)
Duration: Instant
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereq Charms: Sowing the Flowers of Night, Star-Kindler's Torch, Constellation-Encompassing Procedure, Astrometric Supplication Mantra, Morning-and-Evening Star Rite

The Treading-on-Diamonds master understands that stillness is a kind of motion. With this strike, he can impose stillness on he whom he attacks by merging his Essence with the pattern of a particular constellation. He performs a normal unarmed Martial Arts attack, but it deals no damage. Instead, roll Essence+extra successes, opposed by the defender's Essence. For each success the adept has on this roll, the victim is immobilized for a turn. His feet are rooted to the spot, and his motions are impeded; subtract the adept's Martial Arts from the dice pool of any Physical actions the victim attempts while he is under the auspices of this Charm.

Invoking this Charm at the higher cost, the master can bind the victim into forced motion. The target, rather than being immobilized, involuntarily performs the Starlight Fugue Fascination. This has all the effects of the adept's usage of that Charm, with the exception that the victim may not end the Charm voluntarily and it uses the victim's scores rather than those of the martial artist. As with that Charm, those who know the Starlight Fugue Fascination are immune to its effects.

WOLF AND RAVEN STYLES



WOLF & RAVEN STYLES

By Mapache

This is a Celestial martial art requiring either Solar or Abyssal charms.

Attacks with knives, daggers, and katars are treated as unarmed attacks for the purposes of the following charms.

(IDENTIFYING THE) SCENT OF DANGER

Cost: 3 motes
 Duration: Scene
 Type: Reflexive
 Minimum Martial Arts: 3
 Minimum Essence: 1
 Prerequisite Charms: Five-Fold Sensory Exercise / Sensory Acuity Prana

Scent of Danger attunes the character to the Essence flows of the beings around him, enabling him to sense their emotions and motivations. He can smell fear and hatred, and know who intends to do him harm. Even enemies who have concealed themselves, such as hidden assassins, can be picked out by the threat they emanate. Nonsentient objects, such as traps, can also be detected by the emotional residue left behind by their builders. This charm will not detect truly coincidental accidents that are about to befall the character, but attacks made to look like coincidences will be noted.

If this charm is already in use when a situation would trigger Ominous Portent Method (or Surprise Anticipation Method, for a Solar), then character receives a number of turns of warning equal to his Perception, instead of just one. Although not strictly a true prerequisite, the training methods developed by the inventor of this charm depend upon the familiarity with increased perception provided by Five-Fold Sensory Exercise. A character wishing to learn this charm may substitute a similar charm, such as Sensory Acuity Prana.

(REMAINING THE) UNOBSERVED OBSERVER

Cost: 3 motes
 Duration: Scene
 Type: Simple
 Minimum Martial Arts: 3
 Minimum Essence: 1
 Prerequisite Charms: Five-Fold Sensory Exercise / Sensory Acuity Prana

By knowing how the flows of Essence carry hints of actions in the world to the senses of an observe, one can learn to avoid raising such disturbances. The user of this charm adds his Martial Arts score to all Stealth rolls made for the remainder of the scene.

Similarly to (Identifying the) Scent of Danger, the techniques developed for learning this charm are based upon understanding provided by Five-Fold Sensory Exercise, though substitutes are possible.

WOLF FORM

Cost: 5 motes

Duration: Scene

Type: Simple

Minimum Martial Arts: 4

Minimum Essence: 2

Prerequisite Charms: Identifying the Scent of Danger, Flesh–Mending Discipline / Body–Mending Meditation

The wolf is a fierce hunter, and by emulating him, the character can channel his virtues into those of the hunt. Wolves must be strong and hardy to chase down prey and slay it, keen of nose, ear, and eye, to seek out the prey where it hides, and fierce of heart to lead the pack. For the remainder of the scene, the character adds his Conviction to his Strength, his Valor to his Stamina, his Temperance to his Perception, and his Compassion to his Charisma. These bonuses count towards the maximum number of dice the character may add to his various abilities. In addition, his Martial Arts attacks do lethal damage even if he is unarmed. Wolves require mobility, but can work around restrictions. Armor may be worn with this charm, but the armor's mobility penalty is applied to all Martial Arts rolls the character makes, including attacks and parries.

This charm may be used outside of

combat as well. It is quite well suited for leading armies and presiding over court. The techniques for learning to channel virtues into the flesh require a thorough knowledge thereof, such as that gained from Flesh–Mending Discipline and similar charms.

RAVEN FORM

Cost: 5 motes

Duration: Scene

Type: Simple

Minimum Martial Arts: 4

Minimum Essence: 2

Prerequisite Charms: Remaining the Unobserved Observer, Raiton's Nimble Perch / Graceful Crane Stance

The raven can hunt when needed, but he is cunning enough not to need to do such work himself. Quick and crafty, he can trick others out of what is theirs without exerting himself. By adopting the wily bird's ways, the character may add his Conviction to his Dexterity, his Valor to his Wits, his Temperance to his Intelligence, and his Compassion to his Manipulation for the rest of the scene. Ravens are also messengers to the land of the dead, thus the character's blows can harm fleshless spirits while using this charm. Lastly, he may emulate the ability to fly in strike with a beak by using his Martial Score in place of his Thrown score when making thrown

attacks with knives and daggers. Unfortunately, the raven needs to be light and capable of motion, so no armor may be worn while using this charm.

Like its companion the wolf, this charm also has value off the battlefield. Negotiation and larceny can benefit from its power. Controlling one's virtues in such a manner first requires controlling one's body. The training techniques rely upon the balance granted by Raiton's Nimble Perch or other such charms.

QUICKENING THE SHAPED ESSENCE

Cost: 5 motes

Duration: Scene

Type: Simple

OR

Cost: 2 motes

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 4

Minimum Essence: 3

Prerequisite Charms: Raven Form

Careful study and precise manipulation of Essence allow powerful magics to be performed astoundingly quickly. When under the effects of this charm, the Exalt reduces by one the number

of turns needed to cast any spell. (For instance, a Terrestrial Circle Sorcery would complete on the turn it is cast.) This charm may be used in two different ways. For a cost of five motes, it may be activated as a simple action, and its effect will last the scene. Alternately, it can be used supplementally for only two motes with an instantaneous effect that may explicitly be placed in a combo with any Sorcery or Necromancy charm. (This second form is only useful in a combo with such a charm. By itself, it has no effect.)

CATCHING THE THROWN FOCUS

Cost: 4 motes

Duration: Instant

Type: Reflexive

Minimum Martial Arts: 5

Minimum Essence: 3

Prerequisite Charms: Quickening the Shaped Essence

An opponent who attacks is extending himself, and with proper baiting can overextend himself into a waiting trap. The Exalt adds his Martial Arts score to a single dodge attempt. For each success of his opponent's that he cancels, he steals one mote of essence from that opponent.

INFLECTING THE HORRENDOUS WOUND

Cost: 7 motes, 1 willpower
Duration: Instant
Type: Supplemental
Minimum Martial Arts: 5
Minimum Essence: 2
Prerequisite Charms: Wolf Form

A sudden outpouring of savage brutality can leave an opponent stunned and disoriented, tending to nothing but the pain his new scars are bringing him. The Exalt springs forward, adding his Martial Arts score to his initiative for the round. For each HL of damage he successfully inflicts on an opponent this turn, that opponent will be at -1 on all his die pools for the rest of the scene. This cannot reduce the opponent's die pool below his permanent Essence.

TEARING OUT THE FLESH

Cost: 10 motes, 1 willpower
Duration: Instant
Type: Supplemental
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Inflicting the Horrendous Wound

The jaws of the wolf bite and snap, tearing hunks of flesh from his prey, and filling his empty belly with the blood of his enemies. The Exalt makes

a single Martial Arts attack, adding his permanent Essence in dice to his Dexterity+Martial Arts. For each health level the attack successfully inflicts, he regains one health level himself. (This cannot heal aggravated damage.)

RENDING THE HEART AND SOUL

Cost: 8 motes, 2 willpower
Duration: Instant
Type: Supplemental
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Wolf Form, Raven Form

Cunning and strength combine to cruelly pierce the heart of an opponent, letting his very soul spill forth upon the ground to be lapped up by beast and bird alike. The Exalt makes a single Martial Arts attack. After soak, do not roll any remaining damage dice—they are all automatically successes. After the opponent takes the damage, the character steals Willpower equal to absolute value of target's new wound penalty (0, 1, 2, or 4). If the target is incapacitated or killed, the attacker steals all the target's remaining Willpower. If an effect is modifying the actual wound penalty a character is experiencing, use the base unmodified wound penalty to

determine how much Willpower is stolen.

WIT OF THE RAVEN

Cost: 1 motes + 1 willpower / Charm
Duration: Instant
Type: Reflexive
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Quickening the Shaped Essence, Rending the Heart and Soul

Preparedness is hard to beat, but improvisation is better than no plan at all. The cunning warrior can quickly assemble the ideal plan for any situation. On the turn in which this charm is invoked, the Exalt can use a number of other charms up to his permanent Essence without the use of a combo. It costs one Willpower for each charm other than Wit of the Raven.

STAMINA OF THE WOLF

Cost: 5 motes
Duration: Scene
Type: Simple
Minimum Martial Arts: 5
Minimum Essence: 3
Prerequisite Charms: Inflicting the Horrendous Wound, Rending the Heart and Soul

The wolf does not surrender. He does not give up. He does not die. He steals himself and charges his foes, focussing his anger into their destruction. When the Exalt uses this charm, he gains a number of additional -4 health levels equal to his permanent Essence, and all his wound penalties become bonuses instead (so that the new health levels are actually +4). At the end of the scene, these extra health levels disappear, but this does not heal any damage sustained, and may even kill the character if he is still bearing more damage than his normally available health levels.

If a character with this charm takes sufficient damage in combat to reduce him to incapacitated or lower, this charm will trigger reflexively at an additional cost of 1 Willpower in addition to the normal activation cost.



THREE-FOLD PARTITION OF THE SOUL

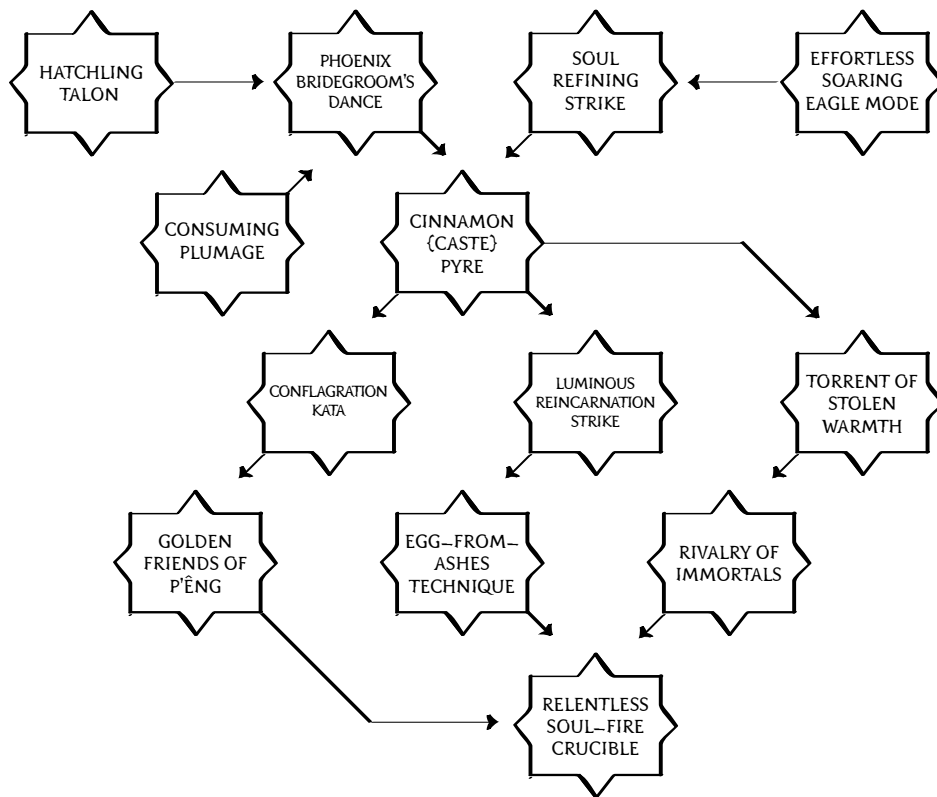
Cost: 10 motes, 1 willpower, 1 health level
Duration: Permanent Essence in Turns
Type: Extra Action
Minimum Martial Arts: 5
Minimum Essence: 4
Prerequisite Charms: Catching the Thrown Focus, Tearing out the Flesh, Rending the Heart and Soul

the soul provides unparalleled clarity, providing automatic successes equal to the character's permanent Essence on all Martial Arts rolls. These effects last a number of turns equal to the Exalt's permanent Essence before the multiple fragments of the soul need to recombine. While the Exalt is so partitioned, each of the three parts acts with its own fully independent action. All three share common essence and willpower stores, and take damage on the same track.

The body is home to both the higher and lower souls, as well as the shard of Celestial Essence that empowers the Exaltation. With great practice, masters of the art can loose their souls separately to fight alongside their body. When this charm is activated, the Hun and the Po fly forth, taking the form of ghostly versions of the character's body, which is controlled entirely by the Celestial Essence. (As such, this charm cannot be used by Terrestrials, for they have no Celestial Essence, only the Exaltation of the blood.)

The Hun's traits match those of the unarmed, unarmored character while under the influence of Raven Form. Likewise, the Po's traits are those of the bare character under Wolf Form. The body retains whatever armament it had prior to invoking the charm. Being freed of the mortal aspects of

AMBER HAWK IN FLAMES STYLE



AMBER HAWK IN FLAMES STYLE

By Four Willows Weeping

This is a Sidereal martial art.

This Style has a variable Form. For this reason, the final line of its Student's Sutra must be discovered anew each time it is learned, for it is different

for each wielder.

The Charms of this style treat the slashing sword and the tiger's claw (called the eagle's claw by stylists) as unarmed attacks, and are incompatible with other weapons.

The Student's Sutra of Immolation:
Once there was an egg...

HATCHLING TALON

Cost: 10 motes

Duration: One Scene

Type: Supplemental

Min. Martial Arts: 5

Min. Essence: 4

Prereq Charms: Any Martial Arts Form Charm

And a child broke out, with fists and beak and wings.

The Exalted twists his fingers into needle-tipped raptor's claws, and lashes out with them. The attack enhanced with this Charm, and any further Martial Arts attacks the Exalt makes this scene, deals lethal damage, and cannot be soaked by Stamina or mundane armour. Mystical armour provides half its ordinary soak. Furthermore, the Exalt is able to parry lethal damage.

CONSUMING PLUMAGE

Cost: 10 motes

Duration: One Scene

Type: Simple

Min. Martial Arts: 5

Min. Essence: 4

Prereq Charms: Any Martial Arts Form Charm

In his hunger, he bit at mother's breast

The martial artist's anima takes the shape of a fiery bird, whose incandescent wings sweep over the ground to all sides of him. These wings move sympathetically with the Exalt's actions; when the Exalt makes a Martial Arts attack, all enemies within within (permanent Essence) yards of the primary target also suffer an attack, with the same number of successes; these ancillary attacks are immaterial, and have (Valor) base damage, plus extra successes. Ancillary attacks are not modified by any special effects that apply to the originating attack. (This does in fact mean that you can't combine this Charm with Grandmother Spider Mastery to make infinite attacks in an instant.) This Charm is incompatible with armour.

PHOENIX BRIDEGROOM'S DANCE

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Min. Martial Arts: 5

Min. Essence: 5

Prereq Charms: Hatchling Talon, Consuming Plumage

Until father brought an army home to feed him.

Using this Charm, the Exalted can move at his full speed (by any means),

while attacking, once, anyone within his hand-to-hand attack range as he passes by. His movement need not be in a straight line. He moves so quickly that any counterattack is impossible, and defenders subtract his Dexterity from their defensive pools. This Charm is incompatible with armour.

EFFORTLESS SOARING EAGLE MODE

Cost: 5 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: One Martial Arts Form Charm

Soon, the child left the nest of his parents

Cutting his Essence off from the web of places and destinations, the Exalted can fly as per Eagle Wing Style. Furthermore, this disconnection protects him from ranged attacks, which know not where to go, and fly in an aimless orbit past him. Ranged attacks against the Exalted are at a penalty equal to his Martial Arts. He needs to wield a Style-appropriate weapon to channel the Essence patterns properly; if he is disarmed, he floats to the ground at a speed of 20 feet per turn. This Charm is incompatible with armour.

SOUL REFINING STRIKE

Cost: 3 motes
Duration: Instant
Type: Supplemental (Reflexive)
Min. Martial Arts: 5
Min. Essence: 5
Prereq Charms: Effortless Soaring Eagle Mode

To seek wisdom to brighten his soul.

With this attack, the Exalt burns away the material impurities in his victim's body. The attack has bonus attack and damage dice equal to 2*(the Exalt's Essence - victim's Essence). This Charm can also be used Reflexively to allow the martial artist to defend himself with his purity; he parries with his full defensive pool, and automatically deals dice of unsoakable lethal damage equal to his highest Virtue to the attacker if he is in hand-to-hand range.

This technique is particularly inimical to the dead; these beings suffer twice the amount of damage, after soak.

CINNAMON {CASTE} PYRE

Cost: 10 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 6

Prereq Charms: Phoenix Bridegroom's Dance, Soul Refining Strike, one complete Celestial Martial Art (all Charms)

What did he find?

With a vast effort, the Exalted bends his anima into the Terrestrial mode, making its flows course with strange energy. This creates an "anima flux" effect which varies based on the Caste of the user. The Cinnamon Pyre extends (permanent Essence *2) yards out from the user. This Charm is incompatible with armour.

This Charm can be learned multiple times, but the first time it is learned, it must be the version corresponding to the Exalt's Caste; subsequent versions can be other Castes of the Exalt's "type". Eclipse and Moonshadow Exalted can explicitly learn out-of-type versions of this as out-of-type Charms. All the subsequent Charms of this Style require the Exalt to have learned two versions of the Pyre; the combination of Pyres creates the Amber Hawk in Flames Form. Any two versions of Cinnamon {Caste} Pyre can be activated simultaneously to raise the Form, without a Combo; this Form, like other Martial Arts Forms, is incompatible with other Forms and will end if another Form Charm is activated. However, it is possible to spend 10 motes to reflexively

"switch" a Pyre that is active in the place of another. While the complete Amber Hawk in Flames Form is active, the Exalt is able to parry immaterial attacks, and adds her two highest Virtues to her Martial Arts attack pools.

The Elder Sutra of Immolation: *Out of ashes crawled a bird, on hands and knees, shaking dust off its tail.*

CONFLAGRATION KATA

Cost: 7 motes
Duration: Instant
Type: Reflexive
Min. Martial Arts: 6
Min. Essence: 6
Prereq Charms: Two versions of Cinnamon {Caste} Pyre

To the sun he said, "You are no better than I."

With careless speed, the Exalted slashes an incandescent cut through the air; the arcs of flame spiral out from him, striking every enemy in a straight line (permanent Essence *3) yards long. Each of these attacks is rolled independently, with the Exalted's normal attack pool; the attacks do a base damage of the Exalt's Essence + Valor, plus extra successes.

GOLDEN FRIENDS OF P'ËNG

Cost: 20 motes

Duration: One Turn

Type: Simple

Min. Martial Arts: 6

Min. Essence: 7

Prereq Charms: Conflagration

Kata

And to the birds, "You wish to be me."

The Exalt leaps into the sky, her silhouette disappearing in the brilliance of the sun or moon, or simply vanishing into the infinity of the sky. Golden birds formed of Essence rain down from the point where she vanished, and attack the enemies below her. The Exalt's player rolls Charisma + Martial Arts + Valor. Each enemy in sight is struck by several of these creatures, suffering a total of (Exalt's permanent Essence) dice of damage plus successes, which can only be soaked by Stamina. This attack cannot be parried or dodged. The Exalt reappears and lands on the place she jumped from on her next initiative.

Any being killed by this attack is incinerated totally, and a phoenix hatchling, a tiny fire elemental, emerges from the ashes. A stylist may spend 1 XP to befriend one of these hatchlings, making it into a one-dot

Familiar. An Exalt who knows this Charm may befriend as many phoenix hatchlings as his Essence, in addition to any other Familiars he can have.

LUMINOUS REINCARNATION STRIKE

Cost: 12 motes, (1 experience point)

Duration: Instant

Type: Simple

Min. Martial Arts: 6

Min. Essence: 6

Prereq Charms: Two versions of Cinnamon {Caste} Pyre

The stars wheeled in their heavens, in their wonderment.

With this Charm, the Exalt burns out his victim's soul, in order for him to be reborn in a more virtuous life. The Exalt makes a normal Martial Arts attack. If it hits, the Exalt's victim must roll his Resistance + Essence at a difficulty of the Exalt's Essence. If he fails, he instantly dies, and his soul is immediately reincarnated in a newborn. If he succeeds, then he suffers the damage of the attack, which is enhanced by (Exalt's Essence) additional damage successes. If the victim reincarnates, the Exalt may choose to spend 1 experience point. If he does so, then he instantly knows the location and identity of the new incarnation, who is fated to

become a one-dot Ally of the Exalt in question when he grows to maturity. This Charm permits the user to have additional Allies in the same way that the previous Charm expands Familiar.

EGG-FROM-ASHES TECHNIQUE

Cost: None (12 motes, 1 experience point)

Duration: Permanent

Type: Special

Min. Martial Arts: 6

Min. Essence: 7

Prereq Charms: Luminous Reincarnation Strike

And the moon shed tears of silver and ice.

When the Exalted who knows this Charm dies, his corpse burns to a pile of ash. The next morning, he wakes up in the place he died, alive, with one Health Level; in the process the Charm is wiped from his mind and he must learn it again. He cannot use any Charms with this Charm as a prerequisite until he does so. This Charm's effect is perfect; a character who knows it cannot by any means be permanently killed. Nonetheless it does not prevent a person's final death, though Exalts who have mastered this Charm will naturally relearn the Style, without need of a tutor, when they are reborn, and recall all their

other martial knowledge in the same way.

Alternatively, the Exalted can use this as an attack on himself or another; in this form, it is an advanced variant of the Soul Refining Strike. This variation costs 12 motes and 1 XP; the recipient of the attack is burnt away, and in the ashes he reappears; in all ways he is the same as before, except these:

Age and infirmity are stripped away; if he was an adult or older when receiving this attack, he becomes an adolescent, and any nonmagical wounds, scars, etc. are healed.

Madness and illness are removed; he is purified of any derangements, Wyld effects, poisons, diseases, and so forth.

This does not restore lost Health Levels, nor will it remove magical markings like a Lunar's Tell or tattoos. It is however not a form of shapeshanging, and will work on a tattooed Lunar.

TORRENT OF STOLEN WARMTH

Cost: 12 motes (0 motes)

Duration: Instant

Type: Supplemental (Simple)

Min. Martial Arts: 6

Min. Essence: 6

Prereq Charms: Two versions of Cinnamon {Caste} Pyre

Soaking up the sunlight and drinking the waters of the moon, the bird said,

This Charm has two uses.

With the first, the Exalted steals the warmth of a victim with his touch; this is a normal Martial Arts attack, but does not deal damage as normal; instead, roll the attack's normal damage pool; for each damage success, the target loses a dot of Stamina. If a victim's Stamina is reduced to 0 by this Charm, he dies. This use costs 12 motes, which are committed until the energy so absorbed is released.

With the second version of this Charm, the committed motes are released as the Exalt creates a simulacrum of flame from the stolen heat; this simulacrum permits him to make a normal Martial Arts attack at anyone he can see, using his Perception rather than Dexterity for the attack roll, and adding any successes beyond the previous victim's Stamina on

the damage roll. This simulacrum's attack cannot be blocked or dodged. Its damage cannot be soaked by armour.

RIVALRY OF IMMORTALS

Cost: 7 motes

Duration: One Scene

Type: Reflexive

Min. Martial Arts: 6

Min. Essence: 7

Prereq Charms: Torrent of Stolen Warmth

"Dragons! Gods! I have come for you!"

Phoenix and dragon are forever rivals in the city of the gods. While this Charm is active, the Exalt adds the sum of his Virtues to all parries, attacks, and damage rolls against local gods and elementals, and half the sum of his Virtues to attacks against all other beings. He can also sense and strike gods and elementals even when they are dematerialized.

RELENTLESS SOUL-FIRE CRUCIBLE

Cost: 20 motes

Duration: One Scene

Type: Simple

Min. Martial Arts: 7

Min. Essence: 7

Prereq Charms: Golden Friends of P'êng, Egg-from-Ashes Technique, Rivalry of Immortals

Then the bird descended to the heavens, where his light filled the Celestial City from horizon to horizon.

The Exalt burns away all the dross and imperfections of his mortal self, temporarily becoming a silhouette of Essence flame. All his Attributes are raised to the same value as his Essence if they are below it. He is an immaterial form of energy, and is only vulnerable to the same kinds of attacks that affect dematerialized gods. Similarly, his attacks cannot be blocked except by defences that specifically ward off spiritual attack. This Charm is incompatible with armour.

This Charm does not affect the Physical Attributes of tattooed Lunars; instead, they simply burn with coronae of blinding intensity.

CINNAMON {CASTE} PYRE

Solar: These effects are generally Bad Things that happen to other people.

Dawn: The Exalt burns with crippling splendor. Enemies in his Pyre must make a Valor check each turn; if they fail, they temporarily lose a dot of

their highest Dawn Caste Ability. On a botch, an enemy loses a dot of every Dawn Caste Ability. Lost Ability dots return once the victim has a chance to rest and collect himself for at least a full day.

Zenith: Same as the Dawn effect, but applicable only to demons and the undead; a Zenith's Pyre also burns corpses automatically, and does one die of unsoakable lethal damage to undead within it each turn.

Twilight: Essence flows in the Twilight Pyre become too hot to touch; enemies in the Pyre suffer a die of lethal damage for every two motes of Essence they spend. This damage is soakable only by Stamina.

Night: The Night Pyre is full of suffocating smoke. Each turn, an enemy in the Pyre must make a Temperance check; failure means that he has inhaled too much smoke, and loses a dot of Stamina temporarily. A botch means he has inhaled enough to poison himself; he loses consciousness and must accumulate 5 successes on Stamina rolls, once per turn, to awaken.

Eclipse: Oathfire burns around the Eclipse. Those attacking him (regardless of whether they succeed) have an oathbreaker's curse placed upon them; it mandates as many



botches as half the Eclipse's Essence, rounding up, and one such curse is incurred per attack. Magical beings may roll their Essence in a reflexive opposed test to resist receiving the curse, but on a botch they receive one at full strength.

Abysal: These are dark reflections of the Solar effects.

Dusk: Identical to Dawn.

Midnight: Same as the Dawn effect, but applicable only to beings native to Malfeas, little gods, and elementals. Those that die in a Midnight's Pyre automatically rise as zombie extras the next turn, unless their corpses are destroyed.

Daybreak: Essence flows in the Daybreak Pyre run with agony; each time a being in the Pyre uses a Charm or Combo with a Willpower cost, he must pay twice the Willpower or suffer dice of lethal damage equal to the number of motes spent. This damage is soakable only by Stamina.

Day: The Day Pyre is a column of cold flame, filled with chilling mists. Each turn, any creature in the Pyre must make a Conviction check; failure means that some of the chill has seeped into his bones, and loses a dot of Dexterity temporarily. A botch means he has suffered frostbite;

he becomes paralyzed and must accumulate 5 successes on Dexterity rolls, once per turn, to restore himself to movement.

Moonshadow: The Moonshadow is a nemesis, one who brings vengeance for promises broken. Any being in the Pyre who attacks the Moonshadow is cursed terribly; the next attack directed toward him has its attack pool doubled and its damage pool increased by half the Moonshadow's Essence, rounding up. Magical beings may roll their Essence in a reflexive opposed test to resist receiving the curse, but on a botch they receive one at the full strength of the Moonshadow's Essence.

Sidereal: These work for you and your allies.

Journeys: The Exalt and allies in his Pyre can fly as per Effortless Soaring Eagle Mode; allies must also return to the Pyre once a turn or the effect fails for them.

Serenity: The Exalt and allies in his Pyre are supernally graceful. They dodge all incoming attacks with a base pool of Performance and automatic successes equal to permanent Essence.

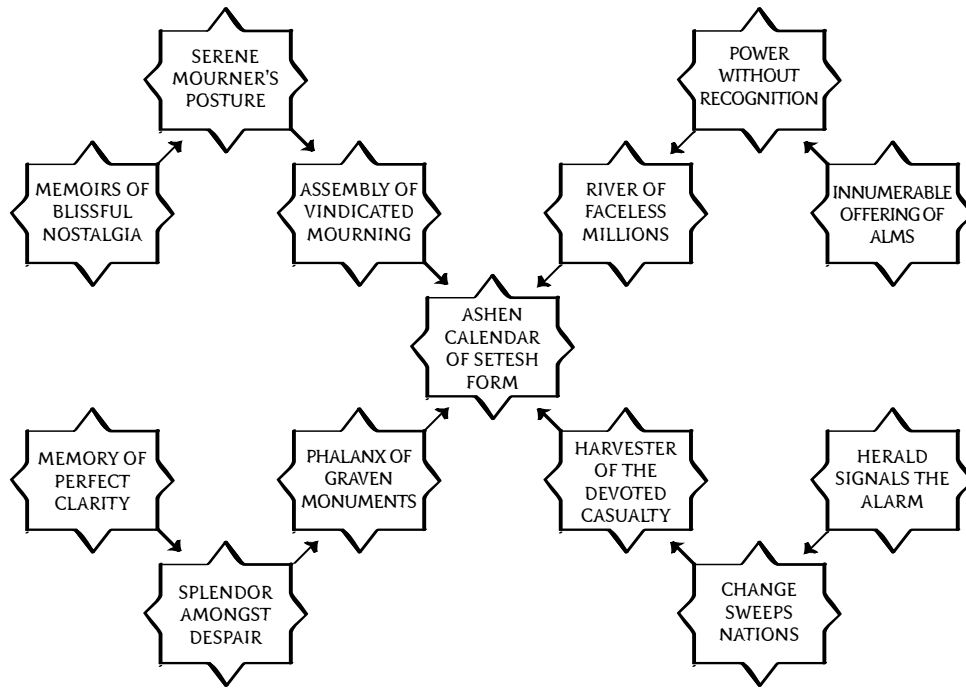
Battles: The Exalt and allies in his Pyre can attack twice a turn without

penalty. The additional attack is considered part of the same action as the first.

Secrets: Jupiter's Pyre of blinding flame makes all the attacks of the Exalt and allies in his Pyre unexpected.

Endings: The Endings Pyre celebrates the end of battles; each attack the Exalt and allies in his Pyre makes drains a point of Willpower from the victim and transfers it to the attacker.

ASHEN CALENDAR OF SETESH STYLE (STUDENT TECHNIQUES)



ASHEN CALENDAR OF SETESH STYLE

By haren (With thanks to Balthasar and Four Willows Weeping)

This is an advanced martial art created in a mockery of the Sidereal Exalted by those who have the some of the most reason to loathe them, the Deathlords.

This style is not compatible with any weapons, and none of it's Charms are compatible with armor.

All of these are forms. Each 3 hour branch can be freely combined with itself, but not with others (till the 13th hour Form Charm.) On a seperate note, while Balthasar and myself did the most, I do want to thank FourWillowsWeeping for great ideas and input.

The Student's Sutra of Oblivion: *There was a Maiden who wandered,*

for she could not bear its loss

MEMOIRS OF BLISSFUL NOSTALGIA

Cost: 5 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: None

and found herself lost in memory

The begining stance of the first hours has the user take on a posture that reminds attackers of fond and precious memories, so much, that to attack is as if to attack the very basis of those memories. Anyone attempting to strike the user with a hand to hand attack or melee weapon must make a Conviction roll each turn to strike. Even then, they add half the user's Martial Arts rating (round down) to the difficulty to attack.

SERENE MOURNER'S POSTURE

Cost: NA
Duration: Permanent
Type: Special
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Memoirs of Blissful Nostalgia

With bowed head and flowing grace, the martial artist accepts death pass into themselves, knowing that they will die one day. With flowing blood and growing wounds, they let their fears and pain pass to all warriors around them. With open arms and a song, their wisdom grants them a beauty so that those who would cause them pain, share in that same pain. They cause all enemies within (Essence x 3 yards) to suffer an addition to their wound penalty equal to that of the martial artist (who can use Charms to negate their own dice reduction without reducing the penalties of others.)

ASSEMBLY OF VINDICATED MOURNING

Cost: 15 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereqs: Serene Mourner's Posture, One complete Martial art

and so, sought out a way to hold it forever.

Those who have mastered the first hours of Setesh's Calander know that time is against the living. Death



comes for all in time, but the martial artist can grant this understanding to those around them. They understand that their coming time is an end to pain and suffering. A chance to join with loved ones beyond. This removes their desire to put off the coming death. All within (Essence x 5 yards) subtracts the martial artist's Essence in dice from any attempts to dodge or parry attacks on themselves.

INNUMERABLE OFFERING OF ALMS

Cost: 5 motes
 Duration: One Scene
 Type: Simple
 Min. Martial Arts: 5
 Min. Essence: 4
 Prereqs: None

She begged from the mighty,

With the beginning of second set of hours, the martial artist becomes as a beggar who's need inspires pity in those who have more. All beings with an essence pool attacking the user of this Charm lose half of the user's Permanent Essence (rounded up) in motes (Peripheral before Personal and round down) for each attack made against the user. The user of this charm gains these motes. For purposes of Abyssals, the motes gained with this Charm can fill pools granted by Essence Engorgement

Technique.

POWER WITHOUT RECOGNITION

Cost: NA
 Duration: Permanent
 Type: Special
 Min. Martial Arts: 5
 Min. Essence: 4
 Prereqs: Innumerable Offering of Alms

and crawled in the gutter,

With growing understanding, the Abyssal learns to feel the touch of Oblivion in all things. They also learn how to manipulate this seed of eternal death to create effects that mirror the curses of the Malfeans on those among the living, though far weaker. Any time the Abyssal makes an attack that has 6 or more dice of damage (after soak), they may choose to reflexively spend 3 motes (does not count as Charm usage) and negate the damage to cause a more spiritual damage. The martial artist rolls Permanent Essence resisted by a Virtue dependant on the curse type. There are multiple effects possible, each beyond the first requiring 1 xp to learn:

The person struck adds 1 Limit if they succeed at their defense. If not, all virtues at 3+ are considered

“primary” for the purposes of the Great Curse. For Solars, any without a flaw gains one for each over 2 (Red Rage of Compassion, Heart of Flint, Contempt of the Virtuous, or Berserk Rage). Resisted with Conviction.

The should the victim succeed at defense, the next time they try to use a background of Resources, Allies, Contacts, Followers or Backing, they must make a Temperance roll at difficulty of 2 or immediately lose a dot in the background they attempted to use as they rashly grab at their assets. Should they fail, they automatically loose a number of dots equal to the number of successes over the defense roll. Resisted with Compassion.

If the defense succeeds, the victim becomes susceptible to addiction and adds +2 to the difficulty to resist or break addictions for a week. Should they fail, the susceptibility lasts for a month, and even Charms to cure addiction fail if the victim succeeds a willpower roll (difficulty 2). Resisted with Temperance.

These are only a few possible curses, and the ST can allow others.

RIVER OF FACELESS MILLIONS

Cost: 5 motes, 1 willpower
 Duration: One Scene
 Type: Simple
 Min. Martial Arts: 5
 Min. Essence: 5
 Prereqs: Power without Recognition, One complete Martial art

and she was seen but never noticed.

With mastery of the second set of hours, the user becomes one of the faceless. They understand that all things are weak before death, unable to hold off the end. But, they also understand that since all are equally meaningless, they may take the place of another, while that one suffers their fate. With the reflexive expenditure of 5 motes, they may switch places with someone within (Essence x 5 yards) who does not have a higher Permanent Essence than them. This allows them to perfectly avoid the attack if their new position places them outside of it. It does not count as a dodge or block attempt and therefore can defend against attacks that can't be blocked or dodged.

HERALD SIGNALS THE ALARM

Cost: 5 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: None

So she took up the blade and went to war,

The begining of this path is the understanding of sacrifices. Nothing worth gain is without sacrifice. As a general places troops to attack and draw attention away from forces flanking the enemy, the martial artist can offer anyone who attacks an opening, but such is only a trap for them. The user grants a number of bonus dice to an attacker for their first attack against the user, up to the user's Martial Arts rating. For every die given, the user gains an attack die and a damage die on every attack made this turn on the person they granted the bonus to.

CHANGE SWEEPS NATIONS

Cost: NA
Duration: Permanent
Type: Special
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Herald Signals the Alarm

and gathered an army who fought for

her,

As the rich and powerful hoard food and live leisurely while they work and starve the poor near to death in times of war, you may draw energy from those around you, slowly weakening them. Those foes within 3 times Perm. Ess yards roll for fatigue every turn with half your Perm Ess (round up) as the base diff (modified by armor as normal.) Also, while there are applicable targets, you need not worry about fatigue as you live off their life. Charms that protect against fatigue reduce the need to roll to every (target's Permanent Essence) turns. This Charm doesn't affect those with higher Permanent Essence than the martial artist.

HARVESTER OF THE DEVOTED CASUALTY

Cost: 15 motes, 1 willpower, 1 health level
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereqs: Change Sweeps Nations, One complete Martial art

till all were dead and herself scarred.

With mastery, the martial artist sees the need to sometimes make sacrifices of their own, that they must move past

the limitations of a merely mortal body, even one of the Exalted. In doing so, their body disappears away leaving them as a living manifestation of their own anima. As such, they gain extended abilities since there is no body to mute their anima's effects and they gain increased physical and spiritual abilities. The growth of physical abilities can be represented in a fashion similar to Lunar Deadly Beastman Transformation Gifts. They gain one for every Permanent Essence they have. These are a representation of the character's idealized self, and therefore can not be changed, only added to. (Anima Effects detailed below)

MEMORY OF PERFECT CLARITY

Cost: 5 motes
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: None

And her pain brought wisdom,

The spirits of mortals and the sparks of the Exalted both contain many memories that are hidden or lost. Sometimes they are removed, but they live on in the Underworld and in stories. The martial artist can tap into these memories and gain both inspiration and the strength to act.

Bonus dice granted by stunts are doubled while this Charm is in action (though the essence or willpower granted does not change.) This does double dice from Signature Style.

SPLENDOR AMONGST DESPAIR

Cost: NA
Duration: Permanent
Type: Special
Min. Martial Arts: 5
Min. Essence: 4
Prereqs: Memory of Perfect Clarity

and wisdom brought her wealth and power,

The martial artist takes on the bearing of the greatest and most powerful rulers. These people had an aura of such strength as to seem invincible. All others seemed lesser and far too weak to ever cause harm to their terrible and awe-inspiring being. This aura of undefeatable glory is worn by the martial artist, guarding them in battle. They gain their Permanent Essence to all soak (like armor in that it protects against aggravated) and subtract 2 health levels of damage from all attacks. This can reduce an attack to no damage.

PHALANX OF GRAVEN MONUMENTS

Cost: 5 motes, 1 health level
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereqs: Splendor Amongst
Despair, One complete Martial art

and she bought back all that had been lost.

The martial artist can not only call upon their memories for spiritual support with mastery of this path, but also to support them in a more temporal manner. With each use of this Charm, the image of a previous life of the martial artist forms near them. This memory is bound to the current life. This summons one “clone” per use. They share the health levels, and essence pools of the original, and all are affected by a Charms that would affect one. Treat it as if the user is just in multiple places at the same time. Each use requires full attention of the soul (meaning that this charm can be used only once per turn, even with Independent Actions). Subsequent activations after the first in a scene do not require the sacrifice of more health levels. The martial artist can summon a number of clones equal to their Permanent Essence. Any attack that would strike an area with more

than one version of the user only attacks once. Though in multiple places, should one escape, all would with their shared fate.

The Master’s Sutra of Oblivion: *At last her desires and passions fulfilled,*

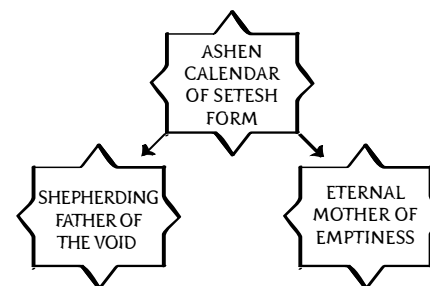
ASHEN CALENDAR OF SETESH FORM

Cost: 1 willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 6
Min. Essence: 5
Prereqs: Phalanx of Graven
Monuments, Harvester of the
Devoted Casualty,
River of Faceless Millions,
Assembly of Vindicated Mourning

the Maiden returned to home and family,

The martial artist understands that all the previous pathways were just separate faces of death. But death is more than any one of them. To understand it’s true power, all must be examined. Activating this Charm allows the user to freely mix the Charms of each previous pathway of the Ashen Calander of Setesh. This is usually seen as the final Charm of the style, but for those who have explored further there are two finishing Charms. These two Charms

ASHEN CALENDAR OF SETESH STYLE (MASTER’S TECHNIQUES)



can not be activated at the same time, as each is an exclusive view of the power of Oblivion.

SHEPHERDING FATHER OF THE VOID

Cost: 15 motes, 1 health level, 1 willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 7
Min. Essence: 7
Prereqs: Ashen Calander of Setesh Form

where her father welcomed her with a hug and took her in,

With a rending quiet, the martial artist focuses their essence on using their body as a bridge to help bring more of Creation to the Void. Every strike brings a fearsome end to existence. Where their hand or foot passes, everything ceases to be. The martial

artist’s attacks all cause aggravated damage. Objects not made of the Five Magical Materials are unable to soak damage from these strikes, and even those of the Five Magical Materials may be damaged. The damage taken by objects is multiplied by half their Permanent Essence (round down). As a wave of entropic destruction emanates from the martial artist’s strikes, all objects within (Essence x 5 yards) take this damage. Those destroyed with this Charm are devoured by the Void, body and soul (including materialized spirits). The martial artist must make an attack every Permanent Essence in turns or take an aggravated health level of damage, as the Void they summoned will not stand by with not being “filled”. The form Charm must normally be activated before this Charm can be used.

ETERNAL MOTHER OF EMPTINESS

Cost: 15 motes, 1 health level, 1 willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 7
Min. Essence: 7
Prereqs: Ashen Calander of Setesh Form

and her mother put her in bed to sleep and dream happily till the end of time.

The martial artist looks inward and finds peace in the eternal nature of the Void. They call the Void and bring it into themselves spiritually, so that like it, they are immutable, unchanging beyond their own nature. Nothing outside themselves can force change, instead being quietly absorbed into the emptiness of the Void. This Charm places them outside the purview of fate, as their presence devours the strings of fate. Assume that they have an immunity to all externally based shapechanging magic and magics that would directly alter their mind or spirit. This includes attacks that would drain Willpower, allow others to freely use their essence pool. The form Charm must normally be activated before this Charm can be used.

HARVESTER OF THE DEVOTED CASUALTY

This charm is an increased effect based on the normal anima. These effects are directly based on the anima of the Exalt in question and they can not emulate others unless they have another Charm that would do that, in which case the effect is that of all applicable anima effects.

Solar:

Dawn: The Dawn burns with inspiring and awesome might. Foes within 50 yards must make a Valor roll to not be frozen in awe. Even should they succeed, they have a minus to all Dawn rolls equal to the Dawn's Permanent Essence. On a botch, they do not run. Instead they become so awed that they begin to battle on the Dawn's side, caught up in the moment.

Zenith: All dead bodies within 10 yards automatically burn in holy fire. The distance of the anima flare attack of the Zenith is 10 yards times their Permanent Essence, becomes reflexive (meaning they can make as many attacks as they wish to pay for in a turn), and causes the target to explode in a burst of holy flame and light causing damage to all valid creatures of darkness within (Permanent Essence x 2) yards of the target.

Twilight: The Twilight's anima becomes not just a protective barrier, but a mystical mirror, reflecting attacks back towards the attacker. All health levels of damage that are negated become a damage pool with the Twilight's Martial Arts rating added to it. This damage is not soaked by armor, and only by Stamina and Charms.

Night: The Night can instinctively mute their presence gaining a automatic successes equal to their Essence on Stealth (or similar related) rolls. Also they can reflexively mute their anima banner so that it does not show. It still is at the banner level and decreases as normal, just need not show while this Charm is at work.

Eclipse: The Eclipse can let an ally within 10 yards times their Permanent Essence feel the web of unity that is Creation. This grants the ally a number of perfect successes (they can be considered to get a success with every die they would have rolled) equal to the Eclipse's Permanent Essence for the scene. Every ally can receive this blessing once per day, and the Eclipse can grant the blessing once for free, all subsequent activations cost 10 motes.

Abysal:

Dusk: The Dusk flows with fearsome and terrible power. Foes within 50 yards must make a Valor roll to not be frozen in terror. Even should they succeed, they have a minus to all Dawn rolls equal to the Dusk's Permanent Essence. Allies within 50 yards are imbued with the power of death, knowing neither fear nor pain. They suffer no wound penalties and never fail a Valor roll.

Midnight: All dead bodies within 10 yards automatically rise to fight as normal zombie extras in the next turn. The Abysal can spend motes (which is reflexive) to raise any body within 10 yards times their Permanent Essence as a non-extra zombie, and these happen to be spiritually developed zombies; this comes from your own refinement of your Essence. Choose (perm Ess) Arcanoi from your highest Virtue, which require no more than Ess 2 and (your Virtue) to use. Your super-zombies always have these Arcanoi, and you can add a new one when your Ess goes up. Their Essence is 2, with a willpower equal to the highest virtue of Midnight, and essence pool of (20 + willpower x 5). As normal, all zombies are permanent.

Daybreak: Identical to Twilight.



Day: Identical to Night.

Moonshadow: The Moonshadow knows that the foundations of Creation are crumbling into death and Oblivion, and can cause them to crumble under a specific foe. This causes the foe to suffer a number of botches equal to the Moonshadow's Permanent Essence for the scene. Every enemy can suffer this curse once per day, and the Moonshadow can cause the curse once for free, all subsequent activations cost 10 motes.

Sidereal:

The Chosen's anima flows outward in an appropriately colored circumference filled with symbols of the constellations that allows emulation of the movement of the celestial bodies, and mirrors an aspect of their domains.

Invocation of Journeys: The Chosen's anima flows outward to (Essence x 50) yards. Within this area the foes of the Chosen find the distance they and their weapons must journey three times greater (for movement and ranged attacks).

Invocation of Serenity: The Chosen's anima flows outward to (Essence x 50) yards. The foes of the Chosen of Serenity who are within this area

find the lines between suffering and pleasure blurred. Every time they suffer any health levels of damage, they must make a Temperance roll (diff. 2) to not spend the rest of this turn and the next shuddering in sublime joy. They can only use persistent and reflexive defenses while suffering so.

Invocation of Battles: The Chosen's anima flows outward to (Essence x 50) yards. Whenever an ally is attacked while in this area, the attacker suffers an identical attack to the one they just used. Since this other attack is not considered to have come from the ally they can not counter it in any manner.

Invocation of Secrets: The Chosen's anima flows outward to (Essence x 50) yards. Within this area, the Chosen's allies can choose a foe who's secret actions of the moment are revealed to them. This foe's actions can be named by the ally's player (as long as it is reasonable to do). The foe either does this action, or can act as they wish, but at a penalty of the Chosen's Permanent Essence for that turn.

Invocation of Endings: The Chosen's anima flows outward to (Essence x 50) yards. Within this area, the Chosen's foes find their ideals challenged. They must succeed at a Conviction

roll every turn or lose a temporary willpower. If they should run out of willpower or botch the Conviction roll, they leave the battle in the safest manner possible, defending only, if possible. The most terrifying part of this is that they find themselves open to trying to resolve differences through any means other than battle.

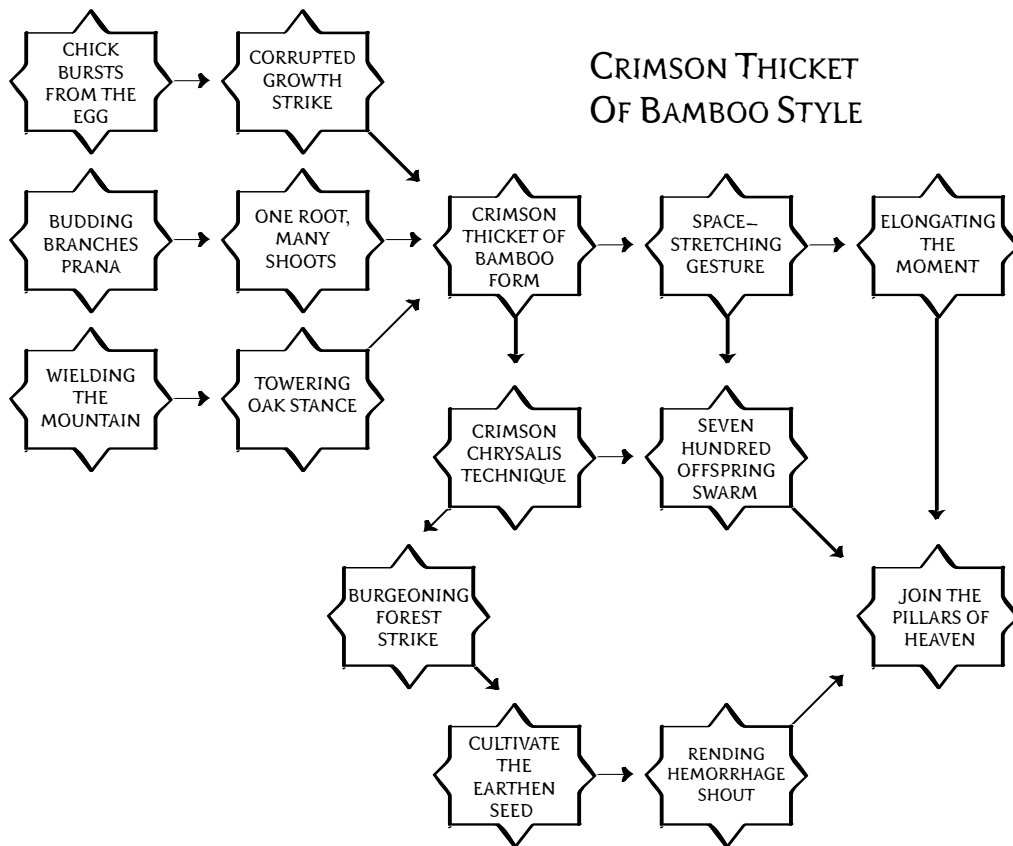
Lunar:

Full Moon: Their anima flows and surges in violent eddies. They find the body created from their anima solidified naturally seeks out to strike in dangerous and vicious ways. They may use up to two Unarmed Combat Charms without it counting towards their Charm usage for the turn. This does not mean they can use more than one simple Charm in a turn. This is a type of combo, and must follow the same rules as normal combos.

Changing Moon: The masters of shapeshifting find their new forms protean in a way that surpasses even what they normally are capable of. They do not suffer form lock from anima banner, and may use a shapechanging Charm or to become one of the forms in their library once per turn freely (no mote cost, and it does not cost an action, and does not count against Charm usage.) This is limited to only the "Shapechanging" or "Body Enhancement" groups of

Charms.

No Moon: The tendrils of Essence that can ease the use of Sorcery can just as easily become a weapon against other's attempts at the same, as the energy is drawn away. All attempts at Sorcery originating within Permanent Essence x 10 yards must pay a number of extra motes equal to two times the number of motes placed into attunement of the No Moon's anima.



CRIMSON THICKET OF BAMBOO STYLE

By Quendalon

This is a Sidereal martial art.

The Charms of this style treat staves and goremauls as unarmed attacks, and are incompatible with other weapons.

STUDENT TECHNIQUES

The Student's Sutra of Growth: *Once, there was a hairy maiden...*

CHICK BURSTS FROM THE EGG

Cost: 5 motes
 Duration: Instant
 Type: Supplemental
 Min. Martial Arts: 5
 Min. Essence: 4
 Prereq Charms: None

... hatched from an egg of stone,

By striking key pressure points, the character causes the target's organs and vital fluids to grow beyond the body's ability to contain them, with potentially explosive results.

With a successful Dexterity + Martial Arts attack, the character inflicts additional lethal damage equal to her Essence. This damage is soaked separately, and ignores armor soak. (If you are using Power Combat, this damage may be soaked down to one die.) In addition, unless the additional damage is soaked fully, the target must make a Stamina + Resistance roll against a difficulty equal to the number of health levels lost; if this roll is failed, the target's heart or brain explodes, resulting in immediate death.

CORRUPTED GROWTH STRIKE

Cost: 8 motes
 Duration: Instant
 Type: Supplemental
 Min. Martial Arts: 5
 Min. Essence: 4
 Prereq Charms: Chick Bursts from the Egg

whose body was twisted as a thorn tree.

As a diseased tree will grow awry,

its limbs gnarled and crusted with galls, so too does this Charm deform those whom it afflicts. The character makes a normal unarmed Dexterity + Martial Arts attack, which inflicts normal damage. If the attack succeeds, random parts of the target's body start to expand and warp. At the start of each turn thereafter, the target gains a cumulative -1 penalty to all dice pools; this continues for a number of turns equal to the number of successes rolled on the attack. This also reduces the victim's Appearance to 1. Tattooed Lunars cannot be affected by this Charm.

Against mortals, the effects of this Charm are generally both unavoidable and permanent. For targets that can control their Essence, each -1 penalty may be prevented or removed with a reflexive expenditure of motes equal to the attacker's permanent Essence. In addition, all effects of this Charm may be wholly remedied by Charms that mend grievous wounds and deformities, such as Bodily Regeneration Prana.

If the total penalty meted out by this Charm equals the size of the target's largest Attribute + Ability dice pool, and the target is standing on earth, sand or clay, the target metamorphoses into an elegantly twisted tree or bush. This effect is also permanent unless healed by some

effect that restores a shapeshifted target, such as Perfect Reconstruction Method.

BUDDING BRANCHES PRANA

Cost: 5 motes
Duration: One Scene
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: None

She grew swiftly beneath the sweet air of Heaven,

By striking key Essence junctures upon her shoulders, the character begins to unlock her inner potential for multiplicity. She instantly grows a number of additional arms equal to her permanent Essence. Her dice-pool penalty for multiple actions is reduced by her permanent Essence, though it cannot go below -0.

ONE ROOT, MANY SHOOTS

Cost: 10 motes, 1 Willpower, 1 health level
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: Budding Branches Prana

and other maidens gathered at her

feet.

As a whole stand of bamboo grows from a single root, the character sends forth additional bodies from the indivisible core of her Essence. With an intricate gesture, she plucks forth one of her hairs and breathes Essence into it, reshaping it into a slightly smaller duplicate of herself.

The character may not have more duplicates at any given time than her permanent Essence score. Each duplicate has all of her Attributes and Abilities, her full complement of health levels, and wields copies of her equipment. However, it cannot employ any of the character's Charms or activate any powers of copied artifacts that require activation. It knows everything its creator knows, shares her personality and goals, and serves her loyally unto death.

When a duplicate dies, it disappears along with all of its equipment. All remaining duplicates disappear at the end of the scene. As a dice action, the character may cause any number of surviving duplicates to revert to hair and return to her body; this restores the health level(s) expended in their creation.

WIELDING THE MOUNTAIN

Cost: 8 motes

Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: None

When she had mastered all the arts of humanity,

The character twirls her martial arts weapon through the kata of the Wood Dragon's Tail, filling it with vital force. The weapon expands to enormous size, yet it remains perfectly balanced and light as a feather. This increases the weapon's base damage by twice the character's permanent Essence.

TOWERING OAK STANCE

Cost: 10 motes, 1 Willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: Wielding the Mountain

she cultivated her conduct in the way of the Immortals

If one could compress a year's growth into a handful of seconds, one might observe a sapling burst up from the earth like fire from dry wood, swift and green and terrible. When the character performs the opening kata of the Towering Oak Stance, she

too grows with blazing swiftness, expanding to twice her normal height and girth. She adds her permanent Essence rating to her Strength, Stamina and base movement rate, and gains a similar number of -0 health levels. These bonus health levels are temporary in nature; they are the first to be removed when the character takes damage, and they disappear when the effects of the Charm end. Bonus health levels may not be expended to pay the health level costs to activate Charms.

CRIMSON THICKET OF BAMBOO FORM

Cost: 10 motes, 1 Willpower
Duration: One Scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereq Charms: One complete martial art (all Charms), Corrupted Growth Strike, One Root Many Shoots, Towering Oak Stance

to set herself free from death and reincarnation.

The character stands with the upright, flexible posture of the bamboo, her arms spread like new leaves, her feet strong as roots that taste the earth. Green and scarlet energies crackle around her in the colors of life and



growth. Even as the bamboo thicket grows again after being hacked or burned away, so too does the character renew herself in the face of ruinous injury.

For so long as she maintains the Crimson Thicket of Bamboo Form, the character heals all bashing damage in the instant that she receives it. She also heals one level of lethal damage per turn, or one level of aggravated damage every two turns. This only heals external sources of damage; poison damage, damage caused by disease, and health levels spent to activate Charms cannot be healed in this manner. These health levels return at the start of each turn.

Characters may not use more than one Martial Arts Form-type Charm at a time.

ADVANCED TECHNIQUES

CRIMSON CHRYSALIS TECHNIQUE

Cost: 10 motes, 1 Willpower
 Duration: One day
 Type: Simple
 Min. Martial Arts: 6
 Min. Essence: 6
 Prereq Charms: Crimson Thicket of Bamboo Form

It is the way of the caterpillar to withdraw into the chrysalis so as to be reborn as a butterfly. With a single vibrant gesture, the character weaves herself a cocoon of scarlet Essence, within which she may renew herself and emerge as something greater than she was when she began.

Upon entering the chrysalis, the character spends one full day shrouded in magical stasis. When she awakens, she comes forth fully healed from all injury, including aggravated damage, maimed or missing body parts, all mundane poisons and diseases, and spiritual diseases of the First and Second Circles. Even spiritual diseases of the Third Circle fade if she makes a successful Stamina + Medicine roll. She also regains all of her temporary Essence and Willpower.

But this is all subsidiary to the true purpose of the chrysalis as a crucible for personal growth. Upon emerging from the chrysalis, the character may spend experience points to increase any and all of her traits, with the exception of spells, permanent Essence and Sidereal Martial Arts Charms, without the need for training.

The chrysalis cannot be harmed by mundane means, but persistent attacks with magical weapons will tear through it in short order. Should the chrysalis be broken, the character

wakes immediately but gains no benefit from the time spent within.

BURGEONING FOREST STRIKE

Cost: 20 motes, 1 Willpower
 Duration: Instant
 Type: Simple
 Min. Martial Arts: 6
 Min. Essence: 7
 Prereq Charms: Crimson Chrysalis Technique

The character executes an intricate kata, then strikes the ground at her feet. A wave of scarlet energy sweeps out from that point, followed by a green wave of life as living plants erupt from the earth in a widening circle.

The character chooses a type of plant native to the area. Throughout an area with a radius of the character's permanent Essence in miles, these plants appear from the soil and grow to maturity within a single turn. If the plants are large or dense, such as trees or thorn bushes, every other character within the affected area must defend against an attack using the character's Wits + Martial Arts, which inflicts bashing damage equal to the character's permanent Essence. This attack may be parried, dodged and soaked normally.

Surfaces that do not support local plant life, like ice or solid rock, will not be affected by the Burgeoning Forest Strike. Likewise, most First Age constructions are immune to these growths. But buildings in the Second Age are more vulnerable, and the roots of shrubs and trees will pry apart the stones and timbers of all but the most stable of modern structures.

CULTIVATE THE EARTHEN SEED

Cost: 20 motes, 1 Willpower
 Duration: Instant
 Type: Simple
 Min. Martial Arts: 7
 Min. Essence: 7
 Prereq Charms: Burgeoning Forest Strike

In learning this Charm, the character masters the eighty-one patterns of growth through which inanimate matter evolves into higher forms. By combining these patterns into an elegant whole, she may bring forth new structures from the earthen womb of Creation.

The character concentrates upon the edifice that she wishes to create and strikes the ground beneath her feet. In but a moment, a stone building rises from the ground with a mighty rumble and a shower of debris. The



building may take any form that she desires, so long as none of its dimensions exceed (the Sidereal's Essence x 10) in yards. Its floor plan follows her exact design. The building will emerge within arm's length of the character or beneath her feet, at her preference. In either case, its emergence does her no harm.

If other characters happen to be standing beneath the emerging building, it slams into them with the force of a charging yeddim. This is an unblockable Perception + Martial Arts attack that always imposes knockback. It inflicts lethal damage equal to the extra successes on the attack roll + the character's permanent Essence. If the building is deliberately constructed as a weapon by roofing it with razor-sharp spires, edges and spikes, double the character's permanent Essence when determining damage.

If used on the site of an uncapped Demesne, the character may raise a Manse if she has the necessary skills. This requires the character to have the Abilities of Craft (Architecture), Lore and Occult at 4 or higher.

SEVEN HUNDRED OFFSPRING SWARM

Cost: 20 motes, 1 Willpower, 1 health level

Duration: One scene
Type: Simple
Min. Martial Arts: 6
Min. Essence: 7
Prereq Charms: Crimson Chrysalis Technique

The character breathes Essence into a tuft of her hair, transforming it into a cloud of tiny, flying replicas of herself that swarm forth at her command.

The swarm occupies an area with a radius of the character's Essence in yards. Treat it as a creature with a number of health levels of each category (-0, -1, -2, -4) equal to (Essence x 5). Its stats are otherwise equal to its creator's unmodified stats. While the swarm cannot parry, as the replicas' weapons are too small, it gets a free dodge at full pool against all attacks, and only area-effect attacks can inflict more damage on it than the attacker's Essence. The swarm gets an attack at its full Martial Arts pool on every enemy within its radius each turn; these attacks cannot be parried or dodged without Charms.

The character may not have more than one Seven Hundred Offspring Swarm active at any one time. However, the charm may be re-invoked to restore the swarm to its full allotment of health levels. The swarm disappears at the end of the scene; as a dice action, the character may cause the

swarm to revert to hair and return to her body; this restores one health level to the character.

RENDING HEMORRHAGE SHOUT

Cost: 20 motes, 1 Willpower, 1 health level
Duration: Instant
Type: Simple
Min. Martial Arts: 7
Min. Essence: 7
Prereq Charms: Seven Hundred Offspring Swarm

Injuries must be tended with care lest they grow worse, for in the fullness of time, even the tiniest of scratches may prove mortal. With a mighty roar, the character employing this Charm unleashes a wave of necrotic Essence that unlocks the potential for growth in every wound. This assault affects every other living creature within (the Sidereal's Essence x 10) yards that currently suffers from at least one health level of lethal or aggravated damage. All affected victims immediately receive a number of unsoakable health levels of lethal damage equal to the character's permanent Essence. Victims with awakened Essence may attempt a Stamina + Resistance roll, with a difficulty of the attacker's Essence, to halve the damage inflicted. Only perfect defenses can withstand the

force of the Rending Hemorrhage Shout.

SPACE-STRETCHING GESTURE

Cost: 10 motes
Duration: Instant
Type: Reflexive
Min. Martial Arts: 6
Min. Essence: 7
Prereq Charms: Crimson Thicket of Bamboo Form

The character strikes the air, distending the very distance between her and another with the Essence of growth. Until the start of the character's next turn, the distance between her and any one opponent she is aware of stretches to one mile per point of permanent Essence. The two cannot harm one another unless they have movement or attack Charms that permit them or their attacks to travel such a distance in a single round.

The spatial distortion created by this Charm is invisible and undetectable without the use of sensory Charms that perceive the flows of Essence. The characters may otherwise move and interact freely.



ELONGATING THE MOMENT

Cost: 20 motes, 2 Willpower, 2 health levels
Duration: Instant
Type: Reflexive
Min. Martial Arts: 7
Min. Essence: 7
Prereq Charms: Space–Stretching Gesture

By reaching out to the very instant of time in which she dwells, the character may infuse that moment with Essence, extending it beyond its natural span. To others, she appears to flicker from place to place like the sparkling motes of a jewel turned in the sun; she may be in more than one place at the same moment, for that moment stretches to accommodate her presence.

This Charm replaces the character's normal action with a number of fully independent actions equal to her Essence score. These actions are identical to those provided by the Charcoal March of Spiders Form. Multiple sources of fully independent actions do not stack.

JOIN THE PILLARS OF HEAVEN

Cost: 25 motes, 2 Willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 7
Min. Essence: 8
Prereq Charms: Cultivate the Earthen Seed, Elongating the Moment, Rending Hemorrhage Shout

A master of the Crimson Thicket may grow far beyond any mortal thing. With her feet upon the earth and her hair touching the clouds, she resembles little more than a mountain that has learned to walk like a mortal.

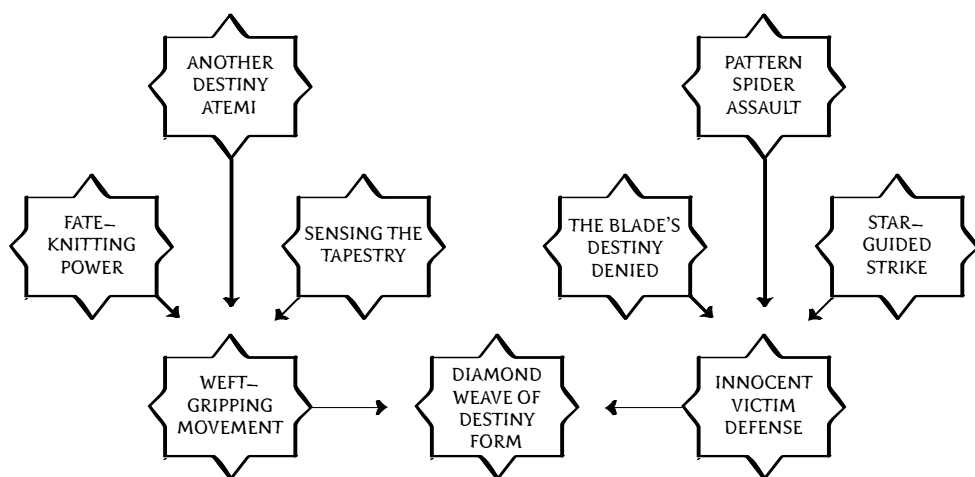
While this Charm is active, the character adds her (Essence x 10) to her Strength, Stamina and movement rate, and gains a similar number of –0 health levels. These bonus health levels are temporary in nature; they are the first to be removed when the character takes damage, and they disappear when the effects of the Charm end. Bonus health levels may not be expended to pay the health level costs to activate Charms.

The massive size provided by this Charm has its disadvantages. The character may not dodge attacks while under the influence of Join the Pillars of Heaven. In addition, the

clumsiness inherent to this size causes the character to add her permanent Essence to all multiple action penalties for the duration of the effect.

This Charm wholly supersedes Towering Oak Stance. The effects of the two Charms are not cumulative in any way.

DIAMOND WEAVE OF DESTINY STYLE (STUDENT TECHNIQUES)



DIAMOND WEAVE OF DESTINY STYLE

By Quendalon

This Style involves using Destiny as a weapon. It is a high-Essence style suitable for elder Sidereals. While the Solar Exalted may learn Charms of this Style, many of them are of little use to those who are unable to manipulate Fate after the fashion of the Sidereals. Unless otherwise specified, the Charms of this Style have no effect upon targets that exist outside of fate, nor may they be employed while the character is outside of fate.

The Charms of this style treat attacks with the fighting chain and the whip as

unarmed attacks; these represent the threads of Destiny upon the Loom of Fate. These Charms are incompatible with other weapons. Characters cannot use this Style while wearing armor.

STUDENT TECHNIQUES

The Student's Sutra of Destiny: Once, there was a maiden...

ANOTHER DESTINY ATEMI

Cost: 5 motes
Duration: Instant
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: None

Who sat upon a throne in the night sky,

The threads of Destiny shuttle back and forth across the Loom of Fate, guiding each and every thing in Creation to its proper place. The initiate of the Diamond Weave learns how to rearrange these threads with her art. With a successful unarmed strike that inflicts no damage, the character may shunt the target to a new location where, as far as anyone can discern, he had been all along, performing some act or business appropriate to the new destiny that the Sidereal has chosen for him.

The chosen destiny must match the precincts of one of the Sidereal's colleges. For example, a destiny associated with the Messenger might involve bearing a message, training a hawk, or journeying to a new city. No greater detail may be set forth; the new destiny must be vague and arbitrary in nature, to allow the Pattern Spiders latitude in working the target's thread into a new place upon the Loom. The Sidereal then rolls her College + Essence. The difficulty is normally 1; however, if the destiny does not fit the target's nature

well, set the difficulty equal to the highest of the target's most relevant Virtues. A celibate monk given a destiny of carnal pleasure would set the difficulty to his Temperance, for example. If the target is deeply invested in his current activities, he may always set the difficulty equal to his Conviction. An attempt to impose an unreasonable or impossible destiny, such as assigning an illiterate peasant or a horse to design a Manse, fails outright. Success shunts the target to his new location and activity, so that it seems to all involved that the target was always there. Treat this effect in the manner of the Arcane Fate.

Note that the new destiny does not create a new identity or rewrite the target's history. Much like the Avoidance Kata Charm, it simply involves changing a recent choice on the target's part. For instance, if one gets rid of a guard by assigning the destiny of bearing a message, the message is most likely that of the arrival of intruders. Also note that the new destiny is never guaranteed to lead to the victim's death, no matter how dangerous the destiny may prove to be.

FATE–KNITTING POWER

Cost: 5 motes, 1 Willpower

Duration: One scene

Type: Simple

Min. Martial Arts: 5

Min. Essence: 4

Prereq Charms: None

Far beyond the reach of mortals.

By attuning herself to the threads of Fate, the character can manipulate the junctures that tie all things to the Tapestry. For the duration of the scene, whenever she makes a successful unarmed attack, she may spend one mote of Essence to move the target outside of fate. The target suffers the usual effects of being outside of fate. These include immunity to certain Sidereal Charm effects, as listed on page 129 of *Exalted*: the Sidereals, and immunity to ascending and descending Sidereal Astrology effects. In addition, the target cannot draw upon the benefits of the Destiny Merit while outside of fate, and may die with his Destiny still unfulfilled. The target remains outside of fate for the rest of the scene.

Alternatively, when striking a target that is already outside of fate, the character may spend one mote to bring the target inside of fate. Targets

brought into fate become vulnerable to the effects of other Diamond Weave Style Charms. This effect may be used in conjunction with other Diamond Weave Charms, so that the character brings the target inside of fate and affects her with other Charms as part of the same attack. The target remains inside of fate for the rest of the scene.

SENSING THE TAPESTRY

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Min. Martial Arts: 5

Min. Essence: 4

Prereq Charms: None

She shone like a diamond,

With a touch to the forehead, the character opens her third eye to the weave of Destiny. For the rest of the scene, she sees the shimmering patterns of the tapestry of Fate as it overlays all things. She becomes aware of the Destiny and Essence ratings of everything within her field of vision. This allows her to strike others at their most vulnerable points, where Destiny has writ weakness upon their bodies. On every attack roll she makes, she adds a number of automatic successes equal to the

target's Destiny score or permanent Essence rating, whichever is higher. In addition, she may spend a dice action to scrutinize a target's fate in order to learn more about their nature. This requires a single success on a Perception + Craft (Fate) roll, and reveals the nature of a target's Exaltation and/or Destiny, along with all of the target's Backgrounds and astrological effects. (Note: Treat the Dark Fate Flaw as equivalent to Destiny for the purpose of this Charm.)

WEFT–GRIPPING MOVEMENT

Cost: 3 motes

Duration: Instant

Type: Reflexive

Min. Martial Arts: 5

Min. Essence: 4

Prereq Charms: Another Destiny Atemi, Fate–Knitting Power, Sensing the Tapestry

And all who saw her wondered at her nature.

The character reaches into the tapestry of Fate, drawing the interconnected threads of Destiny into closer alignment. With this Charm, she may transport herself to the location of any person, place or thing that is a part of one of her

Backgrounds. If she has a Manse, she may choose to appear within its walls or in the place where she cached its Hearthstone; if she has Contacts, she can travel to any one of the associates and acquaintances she relies on for information. The exact extent of this Charm's flexibility is left up to the Storyteller to adjudicate.

Alternatively, the character may draw upon the weave of Fate to summon a person or thing that is a part of one of her Backgrounds, such as an Artifact or some of her Resources. This may be used to summon a weapon in the middle of an attack or a parry, reducing the opponent's attack or defense dice pools by her permanent Essence. If this Charm is used to summon a sentient being, that being immediately realizes the nature of the summons and may attempt to resist it; this requires a Willpower roll against a difficulty of the character's permanent Essence.

PATTERN SPIDER ASSAULT

Cost: 6 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: None

One night, a traveler walked a dark path.

The pattern spiders that labor upon the Loom of Fate have little patience for the destiny-twisting tricks of the Sidereal Exalted. When they grow irritated with Sidereal manipulations, they mark the thread of the Sidereal's destiny with the tally of their displeasure. With this Charm, the character overwhelms a target's tally, stimulating the pattern spiders to demonstrate their ire on one who may not deserve such attention. If the character makes a successful unarmed attack, the target immediately suffers from pattern bite (see page 214 of Exalted: the Sidereals). Sidereals and non-Sidereals are equally vulnerable to this effect.

THE BLADE'S DESTINY DENIED

Cost: 20 motes, 1 Willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 4

Prereq Charms: None

Though he was lost in the darkness,

The blade does not strike true because of the sharpness of its edge or the skill of its wielder. The blade strikes true because it is destined to. With this Charm, the character reorders the threads of fate around her, weaving an impenetrable mesh against which all lesser destinies blunt themselves without effect. To reach her, her enemies must struggle through a vortex of ill fortune; whether it be a slippery floor, a gust of wind, a sudden glare, or a tremor in the earth, nothing can go right for those who would do her harm. For the duration of the scene, increase the difficulty of all attacks against the character by her permanent Essence.

STAR-GUIDED STRIKE

Cost: 15 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: None

He saw her brilliance hanging overhead

Destiny gathers around the character's hand in the form of the constellation of the Sword, guiding her attack.

An unarmed attack supplemented with this Charm cannot be parried or dodged without the use of a perfect defense. If the attack hits, the character adds her Essence in dice to her damage roll.

INNOCENT VICTIM DEFENSE

Cost: 6 motes, 1 Willpower
Duration: Instant
Type: Reflexive
Min. Martial Arts: 5
Min. Essence: 4
Prereq Charms: The Blade's Destiny Denied, Pattern Spider Assault, Star-Guided Strike

And offered her his humblest thanks,

The character uses martial arts to snarl the threads of Destiny around a moment of peril. Until the start of her next action, this Charm shunts all attacks upon her into some other part of the tapestry of Fate, allowing her to totally ignore all of the effects of those attacks; this applies even against attacks from creatures outside of fate. However, some other person, place or thing suffers the damage in her stead, causing untold grief for the unwitting recipient and irritating the pattern spiders. The character immediately accrues one point of Paradox.

DIAMOND WEAVE OF DESTINY FORM

Cost: 15 motes
Duration: One scene
Type: Simple
Min. Martial Arts: 5
Min. Essence: 5
Prereq Charms: One complete martial art (all Charms), The Blade's Destiny Denied, Weft-Gripping Movement

As her brightness guided him to his destination.

The character attunes herself to the weave of Fate, so that her movements follow the demands of perfect necessity. For the duration of the scene, all of her Attribute + Ability dice pools for physical actions are converted into automatic successes. This includes dice added by Specialties, Artifacts, Charms, and other sources. In addition, the character inflicts lethal damage with unarmed attacks, may parry lethal damage unarmed, and is immune to the effects of the Wyld. Activating this Form Charm automatically brings the character inside of fate, and the character may not be brought outside of fate by any means for so long as she maintains the Form.

Characters may not use more than one Martial Arts Form-type Charm at a time.

ADVANCED TECHNIQUES

DESTINY-ALTERING STRIKE

Cost: 5 motes, 1 experience point per dot
Duration: Instant
Type: Supplemental
Min. Martial Arts: 6
Min. Essence: 6
Prereq Charms: Diamond Weave of Destiny Form

The character's fingers writhe as she strikes her opponent upon the five points where the threads of the Loom enter the body, reweaving the pattern of his destiny. This requires a successful attack roll against an unwilling subject. The character then rolls her Essence + Craft (Fate) against a difficulty of the target's Destiny or Essence, whichever is higher. If successful, every additional success past the difficulty may be used to add or subtract one dot from one of the target's Backgrounds, Merits and/or Flaws. The character need not spend every success rolled, but for each dot added or subtracted from the target, she must spend one experience point. Existing Backgrounds can be completely stripped away in this way, and new ones may be added. The sole exception is that a Dark Fate cannot be removed without the authorization of the Maidens.

The effects may take days or weeks to set in, and manifest through some natural means, as chosen by the Storyteller; an increase in Mentor may reflect a patron's growing affection for the target, while a reduction in Followers may indicate that some of the target's companions lose faith in him or perish in misadventure. For Backgrounds that cannot easily be reduced by increments, such as Artifact or Manse, the Storyteller may declare that the target receives a relevant Flaw instead, such as a rival or enemy that regularly attempts to take control of an Artifact or Manse.

When this Charm is used to reduce an opponent's Destiny or Luck, or to grant the Unluck Flaw, it is known as the Dismal Horoscope Attack. When used to grant a Dark Fate, it is called the Black Thread Binding. Modifying a Destiny or Dark Fate without authorization is a Severity 3 offense.

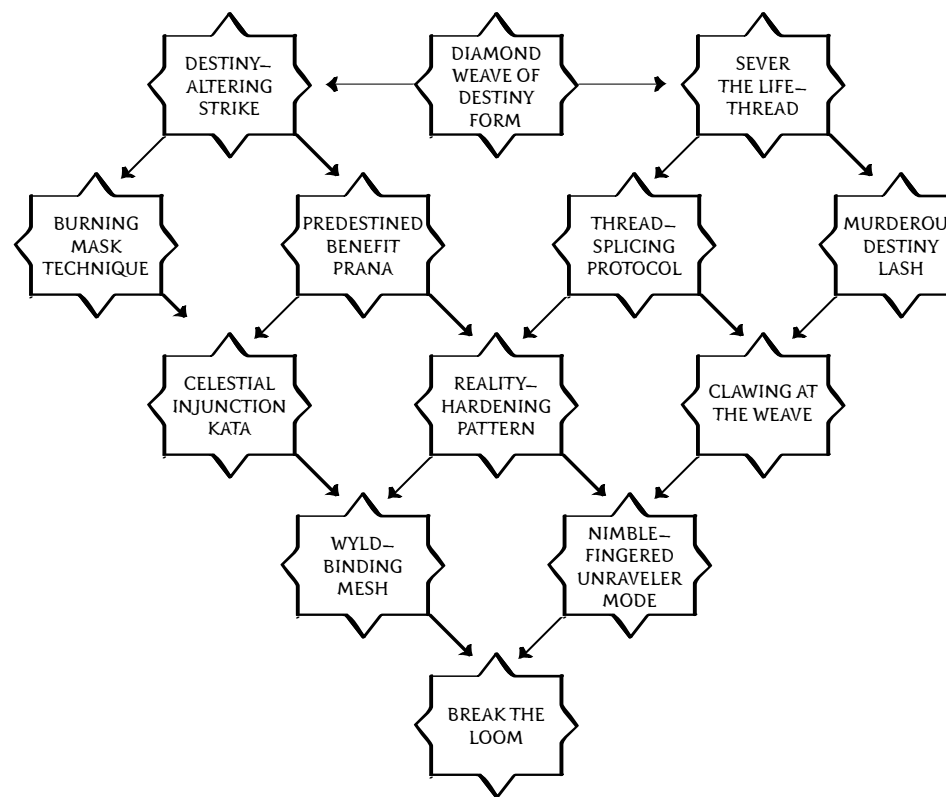
BURNING MASK TECHNIQUE

Cost: 20 motes, 1 Willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 6
Min. Essence: 7
Prereq Charms: Destiny-Altering Strike

Rare is the Sidereal who does not wear one or more resplendent destinies.

DIAMOND WEAVE OF DESTINY STYLE


(ADVANCED TECHNIQUES)



They weave these elegant masks from fate and star-stuff to aid them in matters of subtlety and stealth. A character with this Charm may put a resplendent destiny to another use; drawing deeply upon the skeins of fate that feed the Loom, she pours their power through a resplendent destiny until it burns with celestial fire.

A totemic image in the form of the

destiny's constellation towers over the character. This blazing effigy cloaks the character from harm, adding the destiny's remaining effect points to her bashing, lethal and even aggravated soak. In addition, the sudden influx of power strengthens the aspect of that destiny, adding the character's relevant College + Essence to all of her dice pools involving that College's Attribute. Lastly, she may use all of the resplendent powers of



that destiny freely without spending effect points, though she gains Paradox normally from resplendent powers that generate Paradox. All of these effects last for the rest of the scene.

The theft of raw destiny interferes with the work of the pattern spiders. As a result, the character immediately accrues one point of Paradox when she activates this Charm. In addition, a resplendent destiny cannot sustain the force of this Charm; the destiny disintegrates at the end of the scene.

PREDESTINED BENEFIT PRANA

Cost: 20 motes, 1 Willpower
Duration: Instant
Type: Simple
Min. Martial Arts: 6
Min. Essence: 7
Prereq Charms: Destiny—Altering Strike

The character reaches out to the weave of Destiny, rearranging its threads in order to facilitate some objective. She chooses a beneficial circumstance that she wishes to bring about, whether it be the arrival of needed information, the discovery of funds or sudden military support, and chooses one of her Colleges that corresponds in some way to the desired outcome. For instance, she

might choose the Musician to gather information during a temple festival in Great Forks, or the Sorcerer to receive aid from a wandering Exalt. The desired circumstance may be no more detailed than this, to allow the pattern spiders sufficient latitude to weave the change into the Loom. Certain circumstances may be too improbable to generate, at the Storyteller's discretion.

Once the circumstance and College have been chosen, the character rolls the chosen College + Essence. Each success is then allocated to a relevant Background or Backgrounds to determine the approximate value of the assistance thus provided. Even a single success guarantees that something resembling the desired outcome will occur, although perhaps not to the desired extent; one success applied to Resources will result in the discovery of funds, though probably not as much as the character would desire, and an Exalt called with a single success to Allies would either be young and inexperienced, or disinterested in offering any significant aid.

Any beneficial circumstance this Charm calls up will adhere to the precincts of the College employed.

Wealth obtained under the auspices of the Rising Smoke will take the form of grave goods, for example, and a band of friendly monks called through the Gull will belong to an itinerant order. In addition, the changes made by this Charm manifest in a natural-seeming way. As far as Creation is concerned, anyone or anything thus encountered had always been there, its existence ordained and guaranteed by the pattern spiders at the Loom. This does not create people out of nothing, but it can result in a certain amount of relocation. If a highly improbable circumstance results in such relocation, at the Storyteller's discretion, the affected individuals find themselves forgetting their prior circumstances. Treat this effect as similar to the Arcane Fate.

Unlike an actual Background, the circumstances generated by this Charm are neither permanent nor guaranteed to be entirely helpful. Wealth can be spent or stolen, artifacts can be lost or destroyed, and new friends can be alienated or killed. For the moment, however, the character is almost certain to benefit from whatever comes to her aid.

CELESTIAL INJUNCTION KATA

Cost: 20 motes, 1 Willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 7
Min. Essence: 7
Prereq Charms: Burning Mask Technique, Predestined Benefit Prana

The character assumes the wrathful stance of one of the twenty-five constellations and performs that constellation's Sign of Injunction. Starry lights flash outward in all directions to brand others with the Sign. When the character declares the use of this Charm, she chooses any College that she possesses and makes an attack roll against every opponent within (Essence x 10) yards. This attack cannot be dodged, and it may only be blocked by Charm-enhanced defenses. All targets struck by the lights are branded with the cold blaze of the Injunction.

For the duration of the scene, all targets afflicted by the Injunction loses a number of dots from the constellation's Ability equal to the character's rating in its College. If this reduces a target's Ability score below the minimum needed to use a Charm, he loses access to that Charm and to any Combos containing that Charm until the end of the scene.

SEVER THE LIFE-THREAD

Cost: 15 motes
Duration: Instant
Type: Supplemental
Min. Martial Arts: 6
Min. Essence: 6
Prereq Charms: Diamond Weave of Destiny Form

The Sidereal Exalted have many ways in which to alter another's destiny. Some methods are infinitely subtle, while others are brutally direct. With this Charm, the character changes another's destiny in the most straightforward way possible: the target is destined to die this very instant. If the character makes a successful unarmed attack, the target must reflexively roll Conviction + Resistance against a difficulty equal to the character's permanent Essence. On a failure, the target dies instantly.

MURDEROUS DESTINY LASH

Cost: 20 motes, 1 Willpower
Duration: One scene
Type: Simple
Min. Martial Arts: 6
Min. Essence: 7
Prereq Charms: Sever the Life-Thread

The character reaches into a victim's chest in a flare of Essence, ripping

forth the target's destiny for use as a weapon. On a successful unarmed attack, the character rolls Strength + Craft (Fate) against a difficulty of the target's Essence. If this roll is successful, the target dies instantly, and the character draws forth the target's destiny in the form of a whip of radiant smoke, its hue determined by the flavor of the target's soul. Treat this as a fighting chain with the following stats:

Speed equals the target's Destiny + Essence + (Valor x 2).

Accuracy equals the target's Destiny + Essence + (Temperance x 2).

Damage equals the target's Destiny + Essence + (Conviction x 2).

Defense equals the target's Destiny + Essence + (Compassion x 2).

Rate equals the Sidereal's Essence.

Dark Fate may be substituted for Destiny in calculating stats for the lash. The destiny lash cannot be dodged or blocked without the use of Charms, and it ignores non-magical armor soak. At the end of the scene, the destiny lash fades and vanishes, dispersing back into the universal Essence.

THREAD-SPLICING PROTOCOL

Cost: 20 motes, 1 Willpower, 1 experience point per point of the target's permanent Essence
Duration: Instant
Type: Reflexive
Min. Martial Arts: 6
Min. Essence: 7
Prereq Charms: Sever the Life-Thread

It is a well-known fact that no power in Creation can bring the dead back to life. Those who pass on are doomed to ghostly existence or reincarnation. Resurrection is impossible.

The Sidereal Exalted know that this is not entirely true. Due to snags in the Tapestry of Fate, sometimes a person dies and yet continues to live on, a paradox that must be resolved in order to maintain the stability of Creation. Masters of the Diamond Weave learn the techniques by which one may bring such a paradox to pass. In the same turn in which a person dies, the character may use this Charm to splice a freshly spun destiny from the Loom onto the victim's own life-thread. This requires a successful Wits + Craft (Fate) roll against a difficulty of the victim's Destiny or Essence, whichever is higher. Success means the recipient lives on past his own death, although the manner in which this miracle manifests varies, at the Storyteller's

discretion: the victim's wounds may heal without explanation or prove to be less severe than anticipated; he may wake up the next morning in his own bed or on a beach five hundred miles away, fully healed; or he may simply step into the room, unharmed, to look down in horror upon his own corpse. The character may use this Charm on herself.

The pattern spiders object strenuously to this sort of meddling. Whenever the character invokes this Charm, she immediately gains a point of Paradox. Using this Charm without authorization is a Severity 3 offense.

CLAWING AT THE WEAVE

Cost: 20 motes, 1 Willpower
Duration: Instant
Type: Simple
Min. Martial Arts: 7
Min. Essence: 7
Prereq Charms: Murderous Destiny Lash, Thread-Splicing Protocol

Honing her power to a brilliant edge, the character lashes out at the weave of Fate. She makes a single unarmed attack against all targets within a straight path up to (Essence x 100) yards long anywhere within her line of sight. Everyone and everything within three yards of this path suffers the effects of the attack. As this assault



strikes directly at the threads of destiny, it cannot be warded by mere mortal defenses; it cannot be dodged or blocked, and ordinary soak and hardness are useless. Anyone struck by the attack may only soak with their Destiny + Essence. This affects inanimate objects as well, except those forged from the Five Magical Materials. The damage caused by this attack can take many forms, from the mysterious reappearance of old wounds to blood spurting from eyes, mouth and nose. Objects may fall into neatly severed pieces, decompose, explode, or simply fade from existence. Victims slain by the attack generally show no wounds at all, dying without a mark on their bodies.

This Charm may be directed at a single target instead. This version of the Charm, known as Clawing At the Thread, only costs 5 motes and 1 Willpower.

REALITY–HARDENING PATTERN

Cost: 20 motes, 1 Willpower
 Duration: One scene
 Type: Reflexive
 Min. Martial Arts: 7
 Min. Essence: 7
 Prereq Charms: Predestined
 Benefit Prana, Thread–Splicing
 Protocol

While destiny may seem a fragile and gossamer thing to the Exalted, it holds most of Creation in a grip like iron. It is only the actions of creatures outside of fate and the use of awakened Essence that disturb the elegant patterns laid down by the august weavers of the Loom. The elder Sidereal learns the methods by which the weave of destiny may be reinforced against such meddling.

The character strums the threads of fate like a mandolin's strings, establishing harmonics that resist the workings of Essence. She rolls her Essence + Craft (Fate). Each success increases by two the cost for her opponents to invoke Charms, sorcery, and any other uses of Essence for the rest of the scene. This cost increase also applies to persistent effects, which fail immediately unless the additional cost is paid for each. The character and her allies are unaffected. The Reality–Hardening Pattern affects an area up to (Essence x 100) yards in radius.

WYLD–BINDING MESH

Cost: 20 motes, 2 Willpower
 Duration: Instant
 Type: Simple
 Min. Martial Arts: 7
 Min. Essence: 8
 Prereq Charms: Celestial
 Injunction Kata, Reality–
 Hardening Pattern

The fabric of reality thins and frays at the edge of Creation. The more tattered it grows, the more the Wyld flows in to fill the gaps. With this Charm, the character pulls fistfuls of unpatterned fate from the Loom and casts them in torrents across the Wyld, solidifying the grip of Creation over the borderlands. She rolls Intelligence + Craft (Fate). For every three successes, she reduces the strength of the Wyld by one level within a radius of her Essence in miles. Pure Chaos becomes Deep Wyld, which becomes the Middlemarches, which becomes the Bordermarches, which becomes the solidity of Creation. Even one success halts the progress of all Wyld storms within the area of effect, and brings all Fair Folk within the area inside of fate for one day.

The effects of the Wyld–Binding Mesh are permanent, but not irreversible. The affected regions are neither more nor less resistant to the gnawing of chaos than any other part of Creation. They still bear the marks of chaos in the form of bizarre geographical formations and the like, but are otherwise as normal as can be expected for lands salvaged from the grip of the Wyld. While the pattern spiders approve of the stabilizing of

Wyld lands, but dislike the theft of raw destiny from the Loom. The character immediately accrues one point of Paradox whenever she invokes this Charm.

NIMBLE–FINGERED UNRAVELER MODE

Cost: 20 motes, 2 Willpower
 Duration: One scene
 Type: Simple
 Min. Martial Arts: 7
 Min. Essence: 8
 Prereq Charms: Reality–
 Hardening Pattern, Clawing At the
 Weave

The character's fingers sharpen to impossible fineness as she reaches between the threads of Essence to unweave her enemies from existence. For the rest of the scene, all of the character's unarmed attacks inflict aggravated damage. In addition, she does not roll for damage; all of her damage dice are converted into automatic successes. Any beings she kills and any objects she destroys are utterly unmade, and their existence is forgotten. Treat this effect as equivalent to the Arcane Fate.



BREAK THE LOOM

Cost: 30 motes, 3 Willpower

Duration: Instant

Type: Simple

Min. Martial Arts: 8

Min. Essence: 8

Prereq Charms: Wyld–Binding

Mesh, Nimble–Fingered

Unraveler Mode

The ultimate technique of the Diamond Weave has been used but a handful of times since the style's inception thousands of years ago. A corona of diamond fire bursts around the character as she reaches up into the very fabric of Creation and tears it asunder. The character rolls Strength + Craft (Fate). Success results in a Wyld storm that boils out across an area whose approximate radius in miles equals the number of successes rolled. Once created, the Wyld storm is outside of the character's control; it may expand or contract, move off in one direction or another, simmer with minor transformations or dissolve into purest chaos, sputter out in moments or linger on for centuries. The character immediately accrues five points of Paradox whenever she invokes this Charm. Using this Charm without authorization is a Severity 5 offense.