

SCROLL OF THE MONK™

THE IMPERFECT LOTUS™



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BY LYDIA LAURENSEN, PETER SCHAEFER, DUSTIN SHAMPEL



CREDITS

Authors: Lydia Laurenson, Peter Schaefer and Dustin Shampel

Storyteller Game System Design: Mark Rein•Hagen

Developers: John Chambers and Dean Shomshak

Editors: Carl Bowen and John Chambers

Art Direction: Brian Glass

Artists: UDON (with Attila Adorjany, Omar Dogan and Chris Stevens)

Cover Art: UDON (with Chris Stevens)

Book Design: Brian Glass



1554 LITTON DR
STONE MOUNTAIN, GA
30083
USA

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LOTUS ROOTS AND BULBS

TERRESTRIAL MARTIAL ARTS

Terrestrial martial arts, the Roots of the Perfected Lotus, are Creation's most widely practiced supernatural fighting styles. Through the millennia, myriad Dragon-Bloods have practiced these arts and invented more of them. Many styles were lost in time as their proponents died in wars and cataclysms, while other styles simply went out of fashion. Who knows what instructional texts and memory crystals for lost martial arts await discovery in ancient archives, temples and tombs?

Terrestrial styles might seem weak compared to their Celestial and Sidereal counterparts, but they are mighty when compared to merely mortal skills. They also provide the Dragon-Blooded with spiritual discipline and mystic insight into themselves and their world—benefits that practitioners value almost as much as combat prowess. Gifted mortals who learn Terrestrial styles feel like they have grasped the lightning of divinity itself... until they meet a real Exalted master.

Styles from the Roots of the Perfected Lotus also tend to be simple and direct. They grant an enlightened understanding of Essence but apply that insight to otherwise conventional combat. A Terrestrial martial artist can display superhuman strength, speed, stealth, marksmanship, horsemanship or other skills. A few of these martial arts touch on more sublime concepts such as destiny or holy defense of Creation, but most of them stay firmly grounded in material phenomena and material goals.

These fighting styles also tend to be specialized. While Terrestrial styles such as the Five-Dragon Style (see *The Manual of Exalted Power—The Dragon-Blooded*, pp. 189-191) supply basic, all-purpose combat prowess, many Terrestrial styles are designed for people with particular skills, needs or backgrounds. All the various elementally aspected styles, for instance, were created by and for the Dragon-Blooded to exploit their own elemental affinities. Other styles focus on particular weapons or combat techniques.



What follows are but a few styles of Terrestrial martial arts practiced in the more remote corners of Creation:

GOLDEN EXHALATION STYLE

As most Dragon-Blooded prefer to arm themselves with variations on the traditional daiklave, some inhabitants of the South have turned that region's idiosyncratic signature weapon into the center of an odd combat style. The form weapon for Golden Exhalation Style is the firewand, which may be capped by a bayonet for close-up use. Practitioners of this martial art dance about a battlefield elegantly, swinging their bronze weapons back and forth to send snakes of flame into their enemies' faces.

Schools of this style are extremely rare outside the South, given the price of keeping one's weapon armed. Golden Exhalation Style shares an affinity with Fire Aspects, so they need not pay any elemental surcharge when using Charms of this style. This style is incompatible with armor.

Weapons and Armor: The Charms of this style can be used only with firewands or other flame-discharge weapons. Armor does not hinder the practice of this style.

ONE EYE FOLLOWS THE BIRD

Cost: 1m; **Mins:** Martial Arts 2, Essence 1;

Type: Reflexive

Keywords: Combo-OK

Duration: Until attack

Prerequisite Charms: None

Careful aim begets a better shot. Following a target with her eyes and her weapon, the Exalt uses Essence to help steady her arm and focus her sight. Invoking this Charm after three ticks of the Aim action increases the maximum bonus from aiming by three. The Exalt may then take another Aim action and gain a greater bonus to her shot. Other than increasing the maximum bonus, this Charm does not change the way the Aim action works.

MOTHER DISOBEYS FATHER

Cost: 2m; **Mins:** Martial Arts 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: One Eye Follows the Bird

When opponents are insolent, they deserve to be punished. Dragon-Blooded who know this Charm take great delight in surprising their opponents who caper and mock, thinking themselves too far away to be chastised.

A firewand attack supplemented by this Charm burns hotter and brighter than usual, doubling its range (and range increment). At Essence 4 or higher, an Exalt may spend an extra mote on this Charm to triple the attack's range instead. Targets who are familiar with firewands but not with this Charm may be taken by surprise by such a long-ranged attack.

GARDA TAKES FLIGHT

Cost: 3m; **Mins:** Martial Arts 4, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Mother Disobeys Father

In some stories, the Great Garda's wing once swept across the entirety of the South and burned it into the harsh wasteland it is now. This technique emulates that devastation.

This Charm allows a single attack to be split among multiple targets as the Exalt sweeps his firewand in an arc, catching them all in the flames. He can choose to target a number of victims equal to his Essence, but they must all be within range of the firewand blast and within a single 90-degree arc. The Exalt's player rolls a single attack and divides successes up among his targets as he wishes. Resolve each target individually.

GOLDEN EXHALATION FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2;

Type: Simple (Speed 4)

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Garda Takes Flight

Calling on her experience with the flame and firewand to protect her, the Exalt uses both as defensive tools. Her lethal soak increases by two, and she gains an additional two points of lethal soak against all types of flame. She can catch attacks of all kinds on her firewand and deflect them—she can parry with her firewand, which gains a Defense of +2 for the rest of the scene. And finally, she can use her own Essence to fuel her bursts of flame. Until the Charm ends, she can reflexively spend one mote to load her firewand rather than taking an action and using a charge of firedust to do so.

FLAME-EATER STANCE

Cost: 3m; **Mins:** Martial Arts 4, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Golden Exhalation Form

The Exalt angles his firewand so that another firewand's burst flies right down its barrel, and he uses his Essence to solidify it into the ammunition for his next shot. In order to perform this prodigious feat, his player must make a (Wits + Martial Arts) roll and get as many or more successes than the attacker's player did on her attack. If Golden Exhalation Form is active, that +2 applies to this roll. This replaces his normal defense attempt.

If his firewand is already loaded with a charge, the martial artist may fire twice on his next action, but waiting longer than that gives the Essence-charge time to dissipate. If his weapon was empty, the Essence coalesces into real firedust.

For an additional mote, the Exalt may use any fire-based attack or effect in this manner.



SALAMANDER LICKS THE POT

Cost: 4m; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Golden Exhalation Form

Carefully positioning herself, the Exalt ensures that her firewand's burst of flame will hit somebody, even if the original target manages to dodge her deadly attack. She lines up two victims before attacking, then looses her flames. If the first target successfully dodges the attack, all the attack's successes are then applied to the second target, who was behind the first.

This Charm increases the range of a firewand's attack by five yards, but only if that extra range is necessary to reach the second target.

FLAMING RIVER

BURNS THE BOAT

Cost: 4m; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 6)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms:

Flame-Eater Stance, Salamander Licks the Pot

Invoking this Charm as a last-ditch effort, the Exalt fuels his firewand with his own Essence, causing the weapon to instantly erupt with a great gout of flame. The character's player makes a (Dexterity + Martial Arts) roll. Successes on this roll act as a defense and attack.

First, the fire burst startles and distracts a melee attacker, so successes on the Martial Arts roll replace the Exalt's DV against this attack. Even if the attack would still hit, wooden weapons are destroyed by the flame (before inflicting damage).

Second, the same successes that became the DV apply as a counterattack against the attacker. Neither of these methods applies against anyone outside the firewand's range, so archers and thrown-weapon specialists can make things difficult. Even in those cases, Flaming River Burns the Boat can destroy wooden arrows and weapons before they harm the Exalt.

LIGHTNING HOOF STYLE

Few practice this style outside the Marukan Alliance. Dragon-Blooded who are not born to the Mayhiros or another influential clan often become circuit riders, powerful individuals in their own rights, or warrior-priests of

the horse-god Hiparkes. A small sect of warriors called the Lightning Hooves of Hiparkes does not guide the region's breeding programs or worship. Instead, these warriors use the gifts of their god to fight in his name, standing against those who would cast him down or deny others his worship. The Dragon-Blooded members of the Lightning Hooves created a special style of equestrian martial arts. After many years of service and demonstrated prowess at riding and combat, mortal members may receive the gift of Essence mastery in a secret rite, so they can use the style as well.

Lightning Hoof Style is elementally neutral. No Dragon-Blooded aspect needs to spend extra Essence to use its Charms.

Weapons and Armor:

Warriors who fight with this style can use spears, long spears (lances), lassoes and self or composite bows as form weapons for this style, but they may not use any other martial arts weapons with its Charms until they learn or study another style. Lightning Hoof martial artists may not wear any armor with a mobility penalty with this style, as it hinders the sort of riding these warriors practice.

Complementary Abilities: Most Charms in this style are meant to be used on

horseback. Though they can be activated on foot, they could suffer decreased effectiveness or not work at all. Because a student of this style must clearly be a consummate rider as well as a dedicated martial artist, a practitioner must have a Ride rating equal to the Martial Arts prerequisite listed for each Charm.

TWO CANNOT FALL

Cost: 2m; **Mins:** Martial Arts 2, Ride 2, Essence 1;

Type: Reflexive (Step 10)

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: None

The horse guides the rider as much as the other way around. A character can activate this Charm anytime he is about to fall from his horse, whether because he failed to control his mount or because he charged and struck a foe with his spear. Instead of falling, he remains balanced and calm on horseback.

On his action, a rider can also use this Charm to perform any single acrobatic feat on horseback without risk of falling.





For instance, he could perform a handstand on the saddle or stand on one stirrup to kick a foe in passing. The player still needs to make appropriate rolls for the character to perform difficult actions or attacks, but there's no need for a Ride roll to stay mounted or danger that he will fall off his horse. This also eliminates any penalties to the Dodge DV for riding.

If something forces the character from his horse, he can return to the saddle as a reflexive action on any tick in which he and his horse are within movement range of each other. Doing so typically involves flipping over the horse's lowered head as it runs toward the character or vaulting up onto its broad torso as it runs past.

LIGHTNING RUNS MORE SLOWLY

Cost: 2m; **Mins:** Martial Arts 3, Ride 3, Essence 1;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Two Cannot Fall

The Lightning Hooves do not fall, and they do not trot. They are gods on horseback, and when they charge, they fly. Moving for a moment at an almost impossible speed, the character urges his horse into a charge and impacts an enemy with an attack. Add three dice to the raw damage of an attack made after or during a charge.

HUNTSMAN'S MASTERY

Cost: 2m; **Mins:** Martial Arts 3, Ride 3, Essence 1;

Type: Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisite Charms: None

Marukan hunters give chase to the prey of the plains. On the back of a superior Marukan steed, they run alongside their prey, matching speeds before they wound it with an arrow. By carefully targeting the prey's weakest locations, the hunter can be sure both that the creature will bleed out quickly and that the wound will remain clean. Attacking with this Charm decreases the duration between damage due to blood loss by one minute, such that a creature with Stamina 4 suffers one level of lethal damage from bleeding after three minutes instead of four. Creatures with Stamina 1 lose one level every six actions or 30 seconds. (See p. 151 of *Exalted*.) The difficulty to close the wound and stop the bleeding (for *Exalted* closing their own wounds or for healers closing others') increases by an amount equal to the attacker's Essence. Wounds made by this attack never become infected.

LIGHTNING HOOF FORM

Cost: 5m; **Mins:** Martial Arts 4, Ride 4, Essence 2;

Type: Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Lightning Runs More Slowly, Huntsman's Mastery

Rider and mount are one. When the regal horse breaks into a gallop, the rider feels its muscles move and moves naturally close to the steed's back. Should the horse rear, the rider is already leaning forward so they both can balance. When the warrior needs to evade an arrow or turn a blade, her companion helps, and when she needs to strike an enemy down, it lends its weight. Rather than adding one to DV when on horseback, the horse and rider add two. Likewise, those suffering close combat attacks from the horse or rider reduce their DVs by two instead of just one. When firing her bow, the character adds two dice to all attacks and 50 yards to the weapon's Range.

IVORY AND LIGHTNING STRIKE

Cost: 3m; **Mins:** Martial Arts 4, Ride 4, Essence 2;

Type: Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Lightning Hoof Form

The character and his horse work together seamlessly as natural partners. When the character attacks a target, the horse follows his lead and attacks the same target at the same time. Activating this Charm as part of an attack, the character's horse attacks the same target immediately after, benefiting from any onslaught penalty the character might have inflicted. This Charm can be used only when attacking a target that is also a valid target for the horse, and it does not count as the horse's action. The Charm provides an extra action for the horse.

A MAN IS NOT A MAN

Cost: 4m; **Mins:** Martial Arts 4, Ride 4, Essence 2;

Type: Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Lightning Hoof Form

Anyone who cannot stay in the saddle does not deserve respect and is bereft of honor. Although this technique is rarely deadly, it is of great use when a warrior wishes to disgrace his enemies. Running her horse alongside her enemy's, she leaps across a distance of up to (Martial Arts) yards onto the target's horse. She then immediately grabs her foe, disentangles him from the reins and throws him to the ground before leaping back to her horse.

Leaping behind her target makes it hard for the target to wrestle with her, and sitting in the saddle makes it difficult to dodge. The target suffers a -2 penalty to either DV, unless he is using Two Cannot Fall or other Charms to make dodging easier. When the character beats her target's DV, she throws him to the ground. Regardless of whether she succeeds, she leaps back to her mount at the end of her action. At the Storyteller's discretion, falling from a horse traveling at great speed can inflict damage.



MARUKAN WARRIORS' HOSPITALITY

Cost: 4m; **Mins:** Martial Arts 4, Ride 4, Essence 2;

Type: Supplemental

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Lightning Hoof Form

Some Marukan families are known for their hospitality. They take visitors in and treat them as blood, keeping them fed and happy and close. Some say they coddle enemies even more. The warrior-priests of Hiparkes try to epitomize that aspect of Marukan culture. This Charm enhances a clinch attack made from the saddle by eliminating any environmental penalties the character would normally suffer on the attempt, especially when galloping by. Additionally, the martial artist gains one automatic success on the attempt. Lightning Hooves use this Charm as much to extract friends from danger as they do to capture their enemies.

FLYING FROM LIFE

Cost: 5m; **Mins:** Martial Arts 5, Ride 5, Essence 2;

Type: Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Ivory and Lightning Strike, A Man is Not a Man, Marukan Warriors' Hospitality

A true horseman of the plains is loath to leave his mount and companion behind, especially in battle, but there is power in this technique. Riding faster than the wind, the horse stops at the command of its master who, leaning forward, launches off his partner's back at his enemies. He gifts a target with a single strike of his spear or arrow from his bow. Should the character choose the spear, the attack has so much force that it cannot be parried without using a Charm. If he attacks with an arrow, it moves so quickly that the target cannot dodge without using a Charm. Finally, add a number of dice equal to the martial artist's Essence to the attack's raw damage.

THE PATH OF THE ARBITER STYLE

There is a bureau in the Thousand Scales, the Splendid and Just Arbiters of Purpose, that was created to find and recruit Dragon-Blooded children who Exalt in the Threshold. Once, there was a bureau member named Harim. He himself had been just such a peasant-born child, and he had grown up to fight for—and to recruit others like himself to fight for—the righteous cause of the Realm. The intense and direct Harim, however, found himself doubting the ability of the Dynasty to rule, and soon became so disgusted that he could see no moral option but to abandon his adopted land.

With him, Harim brought a moldering manual that he'd unearthed during a mission in his youth. He and his company had been sent to eliminate a group of rebels whose passion and surprising martial prowess threatened the Realm's hold on one of its richer satrapies. After the mission was concluded,

he ought properly to have turned it in to his superiors, but Harim had been impressed by the zeal of those he had been ordered to eliminate and decided to read the tome—if only to understand their ideals. It turned out to be a history book: with fervent, persuasive words, it detailed an ancient society of Old Realm Terrestrials who had sought nothing but to destroy great evils, expose great lies, and correct great injustices. He realized quickly it was also a guide to their signature philosophical style.

Harim, looking for a way to improve his fallen and corrupt Age, found the idea of such a society appealing, but did little to pursue it while he lived in the Realm beyond surreptitiously mastering the style. When he left, he finally decided to do something about it. He spent some time meditating upon the current needs of Creation, then he began his own group. Harim first gathered those he knew to be of a similar mindset, then used his considerable ability at recruitment to bring others into the fold. In an ironic, self-conscious tip of the hat to his origins, he named them the Just and Truthful Arbiters of Light, and referred to their unique martial art as the Path of the Arbiter Style. Urging his Arbiters to consider themselves outside national affiliations and power struggles, Harim encourages those in his fledgling organization to first perfect their virtue and ideals, then to judge—and act on—each situation based solely on its morality.

Those who practice the Path of the Arbiter Style only rarely study elaborate moves or intricate katas. Indeed, although she won't ignore her sheer martial skills, an Arbiter's physical training always takes a decided back seat to extended meditation and tests of faith. Anyone can be passionate, but characters with this style have been taught how to concentrate and use their passion. Each must go through a long, lone ordeal to refine her own ardor and emotional endurance, and when she returns, she must be utterly unshakable in her beliefs. Every single Arbiter

DESTINY AND THE ARBITERS

Although the Arbiters seem to most outsiders to be a tiny group that will likely never achieve anything truly great, they have not gone unnoticed by everyone. One of the major Sidereal factions has found that the Arbiters are destined to play an important part in the final fate of the returning Solar Exalted. Gathering its members and pooling their power, that faction has thrown a blessing like a sparkling net over the Arbiters, believing that it will be enough to ensure that they properly fulfill the role the Maidens have planned for them. As a result, those who have joined the Arbiters and learned the Path of the Arbiter Style may buy the Destiny Background (see pp. 151-152 of *Scroll of the Monk*) in play: the first dot costs 1 experience point, while each successive dot costs (2 x current rating). Characters can only raise their Destiny once per story.



must return clear-eyed from her own wilderness—knowing her own strength, completely certain of her capabilities, and sure enough of herself that she will not hesitate when the time comes, at last, to destroy the unrighteous.

Weapons and Armor: Not all Arbiters use the same weapon, although they all use hand-to-hand weapons. The Path of the Arbiter Style emphasizes the idea that there is no one way to serve the cause of righteousness, and each method—so long as it is honorable—should be as respected as any other. A beginning student must choose which weapon she wishes to use when she learns Meditation on the Enemy, and thenceforth, that weapon is—for her, at least—the style’s signature weapon.

The Path of the Arbiter also shows that fortitude comes from within and virtue comes from devotion to an ideal, not from wealth. A practitioner of this style cannot bulwark herself behind armor that has a Resources value greater than her Martial Arts (this value includes cost increases for magical bonuses, excellent quality, and so on; shields add 1 to this number, for this purpose only). Furthermore, all armor must display either the character’s personal crest or the crest of something that she has sworn to defend or serve.

MEDITATION ON THE ENEMY

Cost: 3m; **Mins:** Martial Arts 2, Essence 1; **Type:** Simple

Keywords: Combo-Basic

Duration: Indefinite

Prerequisite Charms: None

Old is the tradition of, “Know thy enemy,” and important for those who would pass judgment. This Charm grants a Martial Arts specialty of one die against something the Arbiter has set herself to judge. The motes must be committed in the presence of that thing—be it a person, a group, or an idea—and so long as they’re committed, the specialty remains. It acts in all ways like a normal specialty dot.

While Meditation on the Enemy is active, the martial artist may spend experience to learn the specialty dot, with training times reduced as if she had a tutor. Buying a dot in this fashion ends the Charm. If she ever succeeds in utterly eliminating her enemy, though, the character will gain the experience back.

MEDITATION ON THE HEART

Cost: 2m per die; **Mins:** Martial Arts 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Meditation on the Enemy

The Arbiter summons all of her devotion and belief into a single act of power. This Charm supplements any action for which the character channels through one of her Virtues. Dice gained through the channeling may be converted into successes at a cost of two motes per die.

THE PATH OF THE ARBITER FORM

Cost: 5m+; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Meditation on the Heart

The character’s inner radiance bulwarks her aura, and her passion shows itself in every line in her face, filling her gaze with fire. This Charm notifies Fate of the Arbiter’s current status and intentions, and thereby entirely negates the possibility of collateral damage through any accident of the character’s actions or anima (should it become relevant, this should be treated as a perfect defense against anything that could make the character cause unintended harm). It also adds her Martial Arts to the relevant pool for the purposes of calculating her Mental Defense Value.

Self-sacrifice is an integral part of true dedication. A character using the Path of the Arbiter Form may, at any time, reflexively sacrifice as many aggravated health levels as she wishes in order to instantly gain an equal number of Willpower points. This effect cannot raise her temporary Willpower pool above her permanent Willpower.

Finally, as the martial artist completes her initial posture, this Charm gathers the spiritual equipment gained through the Charms Forging the Soul-Born Sword and Forging the Armor of Integrity (see below). Once she finishes activating the Path of the Arbiter Form, she may choose to summon either or both of these items immediately and reflexively, for 5 additional motes each and 1 Willpower point.

This Form can be activated from horseback.

STUDY OF DEEPEST DEVOTION

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 2;

Type: Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: The Path of the Arbiter Form

Fortified by the certainty that she is in the right, the martial artist draws even more validation from her own greatness. For the remainder of the scene, when she performs Martial Arts stunts, they count as one level higher only for the purposes of regaining Essence or Willpower. This Charm may only be used when the character is fighting for an Intimacy or her Motivation.

SECRET OF BRIGHT-BURNING PASSION

Cost: 3m; **Mins:** Martial Arts 5, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: The Path of the Arbiter Form

When it is truly necessary, the character has learned that she can put forth absolutely everything she has to give—and more. This Charm can be used to supplement any action, including reflexive actions such as resisting mental influence.



When she spends the motes, the Arbiter may also spend up to three Willpower points at once (five if the relevant action is intended to further her Motivation). Only one of these may be used to channel through a Virtue—the rest must be spent on automatic successes or in some other normally allowable way, so long as they are all spent on a single action.

The Willpower spent through this Charm must be recovered normally. Secret of Bright-Burning Passion cannot be used to let characters spend Willpower on rolls that don't allow for its expenditure, such as damage.

DESTINY AND THE FORGING CHARMS

Fate can cause an enemy's arrow to glance off a woman's armor at the crucial moment, or cause a "chance" event to startle her horse into a necessary burst of speed that she never believed it could attain. The Destiny of an Arbiter will often manifest more directly than she could possibly imagine—within the power of her spiritual equipment. She may add her Destiny score to the relevant Virtue rating for the purposes of calculating the effective rating of her Soul-Born Sword, her Armor of Integrity or her mount (she must pick one).

Example: Harim has a Valor of 3, a Temperance of 4, a Compassion of 4, and Destiny 4. His player decides that Harim's Destiny will be most expressed in the foes he shall destroy, so he adds his Destiny to his Valor when creating Harim's Soul-Born Sword. Harim now has an effective Valor of 7 for that purpose, making his Soul-Born Sword's effective Artifact level 4.

FORGING THE SOUL-BORN SWORD

Cost: —; **Mins:** Martial Arts 5, Essence 3;

Type: Permanent, affects Form

Keywords: None

Duration: Permanent

Prerequisite Charms: Study of Deepest Devotion, Secret of Bright-Burning Passion

Bravery is one of the Arbiter's great advantages, and with this Charm, she can call forth a weapon of righteous fury directly from her own strength. With a cry, she executes a kata as though she were wielding it, and as she comes around, the weapon is in her hands. Arbiters call this the Soul-Born Sword, but in practice, it takes the form of a custom artifact version of the character's Path of the Arbiter Style signature weapon—save that it appears to be made entirely of eye-searing light.

The player should design whatever artifact weapon she feels is best for her Arbiter, as long as its effective level is no higher than half the character's Valor, rounded up. The weapon requires no commitment and its effective magical material bonuses are those of jade. Players and Storytellers are encouraged to keep in mind that the character has

no conscious control over the way her Soul-Born Sword manifests—it is a direct expression of her deepest emotions and ideals.

The martial artist cannot reforge her Soul-Born Sword unless her Valor score changes enough to change its effective rating, at which point the player may—if she wishes—entirely redesign the weapon from the ground up (as long as it remains the same type, of course). After it has been forged, the weapon shimmers and disappears Elsewhere, ready to be drawn through the use of the Path of the Arbiter Form.

FORGING THE ARMOR OF INTEGRITY

Cost: —; **Mins:** Martial Arts 5, Essence 3;

Type: Permanent, affects Form

Keywords: None

Duration: Permanent

Prerequisite Charms: Study of Deepest Devotion, Secret of Bright-Burning Passion

The undaunted Arbiter can defend herself solely with honor, just as she can strike with only her courage to aid her. Similarly to Forging the Soul-Born Sword, she creates a suit of armor that vanishes Elsewhere, to be recalled by the Path of the Arbiter Form. The player should design artifact armor for her character, with a maximum effective rating equal to half her Temperance, rounded up. The armor requires no commitment, and its effective magical material bonuses are those of jade.

The Armor of Integrity seems made of blazing light of the same hue as the Arbiter's Soul-Born Sword. It always bears the Arbiter's personal emblem, and it may also display the crest of a person or cause she has sworn to follow. As with Forging the Soul-Born Sword, the armor is a manifestation of deep-rooted personality traits. Its powers cannot be consciously controlled by the character, and it will keep the same form unless her Temperance score shifts enough to change its effective Artifact rating, at which point, the player can redesign it.

FORGING THE BOND OF FELLOWSHIP

Cost: —; **Mins:** Martial Arts 5, Essence 3;

Type: Permanent, affects Form

Keywords: None

Duration: Permanent

Prerequisite Charms: Study of Deepest Devotion, Secret of Bright-Burning Passion

Her heart yearning for a true companion to share her dangers and triumphs, the Arbiter sends out a mental and emotional call. Unlike her Soul-Born Sword and Armor of Integrity, the mount summoned by this Charm is a living creature; it does not go Elsewhere when the character doesn't need it, and its substance isn't spiritual. The mount is, in all ways, a normal Familiar with a dot rating equal to half the character's Compassion, rounded up.

If the Arbiter already has a mount, she may choose to either make it into a Familiar or, if it's already a Familiar, to



improve its rating up to the new one. She may also decide to bring forth another one—in this way, the character can end up with more than one Familiar.

Although she does not have to, if the martial artist's mount dies, she may use this Charm again to call a new one. If the character's Compassion score shifts enough to change the Familiar's rating, then the Familiar may gain (or lose) whichever capabilities the character's player thinks appropriate.

MEDITATION ON JUDGMENT

Cost: 2m, 2wp, 1ahl; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

Keywords: Combo-Basic, Obvious

Duration: Until discharged

Prerequisite Charms: Forging the Soul-Born Sword, Forging the Armor of Integrity, Forging the Bond of Fellowship

The Arbiter names her enemy's crimes and proclaims judgment. In her mercy, she gives the target one last chance to surrender, repent and do penance. This proclamation is a social attack with a speed of 5 ticks; it must be heard and understood, and may only exert Natural Mental Influence on the target. The character's foe is aware that the Arbiter's burning will is empowering her words, and that his fate now depends on his choice. He has until the martial artist's next action to decide, and if he tarries longer, then he will have chosen not to surrender.

If the Arbiter's enemy verbally surrenders to her and takes no offensive actions against her, then the martial artist is considered bound not to intentionally harm him as if an Eclipse Caste with an Essence score of 1 had used the Eclipse anima power to ensure it. Moreover, if the enemy's Essence is equal to or lower than the Arbiter's Essence, then he, too, is bound: He is similarly sealed into a bargain not to attack the martial artist and to mend his ways and cease the crimes with which the Arbiter has charged him. If he breaks his oath, then the effect keeping the Arbiter from harming him dissolves.

Regardless of what happens, so long as the Arbiter is not bound against assaulting the target, her next Martial Arts attack against him is empowered by her judgment. Whether the Arbiter next attacks the target of this Charm on the following action or in the following century, so long as she has kept the motes committed to this Charm, then the total external penalty on her attack roll (including any applicable DVs) will be reduced by her (Essence + Destiny). Furthermore, the strike cuts through every shred of positive fate surrounding him, doing aggravated damage.

No matter how long it has been since the Meditation on Judgment was first invoked, the magical nature of this terrible blow will be Obvious. A character who decommits the Essence to this Charm will not be disempowering the bindings on either herself or her opponent; she will merely be letting go of the power that would otherwise have enhanced her next attack.

TERRIBLE ASCENT-DRIVEN BEAST STYLE

Perhaps, an aged master of the style posits, there exists a great and terrible creature in the Far East. Many dangerous animals live in the vast jungle: crushing behemoths and mighty predators that can take this creature's life in moments, despite its own size and strength. Of necessity, then, the creature learned to ascend trees in spite of the difficulty presented by its bulk and its shape. In such locations, it could escape its predators, and from such heights, it could descend with precipitous speed upon its prey. Should this creature exist, it would represent vast agility and strength in a single beast. Inspiring is the only word for it.

Training for this style varies widely between teachers, because how does one emulate a creature one has never seen? Students spend time attuning themselves to the ebb and flow of the forest, and schools construct great artificial trees for practice. Teachers hang bronze weights on their students' arms while leaving their legs free, forcing them to grow strong and understand the feeling of great mass in tune with the flexibility of unbound feet. Some go on quests into the jungles to find the beast that instructs them. Some never return.

This style is aspected to the element of Wood, and neither Water Aspects nor Children of Sextes Jylis pay any elemental surcharge.

Weapons and Armor: The Charms of Terrible Ascent-Driven Beast Style are compatible with armor but must be used unarmed.

PARAGON OF ANIMALS VARIANT

The myth of the Terrible Ascent-Driven Beast may be a misunderstanding. Some barbarian tribes in forested regions practice martial arts much like the Terrible Ascent-Driven Beast Style, but they attribute its techniques to the animals that live around them. One tribe, for instance, calls Walking-on-the-Dragon Life Defense the Leaping Monkey Climb instead, while another tribe calls it the Nimble Squirrel Defense. Masters claim to acquire the strength, speed, agility and toughness of many creatures great and small, becoming a "paragon of animals."

Perhaps, some scholars of the martial arts speculate, a Dragon-Blooded explorer learned this barbaric art from a barbarian tribe but misunderstood what it meant to be a Paragon of Animals. Or perhaps the myth of the Terrible Ascent-Driven Beast is a deliberate myth used to teach the style to Dragon-Bloods who lack experience with creatures of the wilderness. Still, no one can say there isn't a Terrible Ascent-Driven Beast, a true Paragon of Animals that inspired the first barbaric practitioners long ago.





STAND-WITHOUT-STRENGTH INTENSITY

Cost: 1m per die; **Mins:** Martial Arts 2, Essence 1;

Type: Reflexive (Step 10)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Of all the things that make up the body, the bones are the hardest and the heaviest. Just as the massive beast need not strain against the wind, the Exalt can lock her joints and use the strength of her bones to remain upright despite attack, saving the energy of her muscles for other tasks.

Each mote spent purchases a single die toward resisting knockdown or knockback. Successfully remaining upright allows the martial artist to regain a number of motes spent on this Charm equal to her Martial Arts.

MUSCLE-WITHOUT-BONE RELAXATION

Cost: 1m per die; **Mins:**

Martial Arts 2, Essence 1;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Enormous constrictor snakes, all too common in the humid Southeastern Threshold, have such flexible skeletons that they can crush their prey with every ounce of their strength. The giant creature of the jungle can use a different method: It simply falls on its victims.

Martial artists using this technique can purchase additional dice of crushing damage in a clinch. Each die costs one mote, up to a maximum of the Exalt's Strength plus extra successes on the clinch attack or opposed grapple check. For every two levels of damage inflicted by the attack past the target's soak, the Exalt regains one mote spent on the Charm, to a maximum amount equal to her Martial Arts.

TERRIBLE ASCENT-DRIVEN BEAST FORM

Cost: 4m; **Mins:** Martial Arts 3, Essence 2;

Type: Simple (Speed 5)

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Stand-Without-Strength Intensity, Muscle-Without-Bone Relaxation

Once a student advances far enough in her training to learn this Charm, she is prepared to spend her life emu-

lating the royalty of creatures, the beast of legend. After assuming this form, the martial artist walks tall, as if there is no creature larger than himself, yet he moves with a tightrope-walker's easy grace.

With this Charm active, the Exalt's Essence lends him both mass and delicacy. He adds one die of damage to all unarmed attacks, two dice to grapple attempts and two dots to his Athletics for all purposes. When he opts to make a fierce blow (see *Exalted*, p. 158), he adds yet another die to damage. Also, his enhanced mass makes him more difficult to injure permanently, and for the rest of the scene, he adds one to his bashing and lethal soaks.



BOULDER-OF-INTENTIONS RUSH

ATTACK

Cost: 4m; **Mins:** Martial Arts 4, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Terrible Ascent-Driven Beast Form

It might sound like an avalanche, but in the mountainless jungle, that sound can be nothing but the great and terrible creature. It barrels through the forest's old and new growth to overrun and crush its prey.

Exalts mastering this Charm learn to strengthen

their legs with Essence to hurtle toward their foes with great speed. Unfortunately, the technique sacrifices accuracy for the elements of surprise and great impact. Invoking the Rush Attack allows the martial artist to move up to his unimpeded Dash speed (ignoring any penalties to movement) before attacking the enemy in the same action. The first mighty attack at the end of the charge suffers a -1 external penalty but adds (Martial Arts + Essence) to its raw damage.

WALKING-ON-THE-DRAGON LIFE DEFENSE

Cost: 5m; **Mins:** Martial Arts 4, Essence 2;

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Terrible Ascent-Driven Beast Form

One of the most fantastic and terrible aspects of the creature is its ability to escape suddenly into the heights of its jungle home. No one who bears a merely human form can expect to climb with such facility, but a martial artist can learn to mimic it.



Leaping upward to avoid an attack, the Exalt adds two to his Dodge DV. Should he successfully dodge, he effects an immediate escape. He moves upward, kicking off from any available structures (tree trunks and limbs in the forest, cliffs in the mountains, walls and lampposts in Realm cities, and so on) to propel himself into the sky. He can reach as high as $([\text{Strength} + \text{Athletics}] \times 5)$ yards in a single action, as long as structures exist that high to support him. He comes to a rest at that height at the end of the escape, assuming he has a place to stand or something to grasp. (If he doesn't, he'd better know the following Charm.)

In areas where there is nothing around to leap from or onto (open fields, the middle of training rooms and such), the martial artist gains only the benefit to his defense from this Charm.

FALLING-WITHOUT-FAEAR ASSAULT

Cost: 2m, 1wp; **Mins:** Martial Arts 4, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Terrible Ascent-Driven Beast Form

Over countless centuries, the creature turned its position of safety in the trees into an advantage over its predators and prey. Launching itself from the heights, it could crush its victims into the earth. Students of this style likewise enjoy flattening their enemies by surprising them from above.

By dropping from above, accelerating and orienting herself with Essence and skill, the martial artist plummets through the air toward her target. The Exalt takes no damage from the fall, even from prodigious heights. She adds her Essence to the attack's raw damage and to the attack's minimum damage.

The character must fall at least five yards in order to invoke this Charm. Users of the Falling-Without-Fear Assault may also activate it reflexively for only two motes. This latter usage is not an attack; it just allows the warrior to land safely after falling from a height as high as $([\text{Strength} + \text{Athletics}] \times 5)$ yards.

HELD-WITHOUT-HANDS PERFECTION

Cost: —; **Mins:** Martial Arts 5, Essence 3;

Type: Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Boulder-of-Intentions Rush Attack, Walking-on-the-Dragon Life Defense, Falling-Without-Fear Assault

Despite its great bulk, the beast is deft enough to maneuver itself and avoid the depredations of those that would harm it. Some students of the style even suggest that it uses its massive and flexible limbs to capture its meals and carry them along with it as it flees.

Learning this Charm enhances its three prerequisites, allowing an Exalt to invoke each of them while controlling a clinch. In the case of Walking-on-the-Dragon Life Defense, invoking it while in either side of a grapple allows the martial artist to use his Dodge DV while grappling, but without the +2 DV bonus.

When using the other two Charms, the Exalt still needs to flurry if he wants to take a second action while controlling the grapple. Additionally, he may spend an additional two motes on either Charm in order to use his captive as a weapon, inflicting the damage from the attack upon both captive and target.

No martial artist can learn both this Charm and Beyond-the-Idol Perfection

BEYOND-THE-IDOL PERFECTION

Cost: —; **Mins:** Martial Arts 5, Essence 3;

Type: Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Boulder-of-Intentions Rush Attack, Walking-on-the-Dragon Life Defense, Falling-Without-Fear Assault

A few breakaway sifus designed their own cap to the Terrible Ascent-Driven Beast Style. They declared that the martial art succeeded too well in its goal of emulation. Deciding that such strictures limited the style's potential, these masters sought that pinnacle. Even though they respected the terrible beast's relative dexterity, they found it insufficient for a human martial artist to wield.

Learning this Charm enhances its three prerequisites and the Terrible Ascent-Driven Beast Form Charm. Each of the three prerequisite Charms has a specific movement associated with it: dashing along the ground, leaping upward or diving downward. When a master of this Charm invokes any one of those Charms, she may use any one of those three movements instead of the Charm's normal form of movement. The Essence cost, DV bonus, attack bonus and other effects remain the same, but the direction and distance of the related movement change accordingly. The Exalt may activate Walking-on-the-Dragon Life Defense to dodge upward, to dodge downward (if it is available) or to dash along the ground. Invoking Boulder-of-Intentions Rush Attack, she may gain its effects while leaping up a tree or down a cliff. When the Form Charm is active, the character adds +1 DV to its other benefits.

No martial artist can learn both this Charm and Held-Without-Hands Perfection.

Example: Great Oak Father is a master of Terrible Ascent-Driven Beast Style with Beyond-the-Idol Perfection. Encountering a warrior who challenges him, Great Oak activates Boulder-of-Intentions Rush Attack (as written) to rapidly close the distance and land the first strike. Moments later, when the challenger strikes back, Great Oak activates Walking-on-the-Dragon Life Defense. Instead of leaping into the sky when he dodges, the martial artist



chooses to dash backward instead, using the method of movement described in *Boulder-of-Intentions Rush Attack*. He can now benefit from the escape it offers even when he has nothing to support an ascent into the sky.

Noting that his opponent's armor is delaying his victory, Great Oak Father wants to use *Falling-Without-Fear Assault* to increase his minimum damage. Without gaining a significant height advantage on his opponent, Great Oak cannot use the Charm as written. Fortunately, *Beyond-the-Idol Perfection* allows Great Oak to activate the Charm and gain its benefits while using the straight dash movement from *Rush Attack*. Likewise, if the martial artist were below his opponent but wanted to use the benefits of *Rush Attack*, he could activate that Charm and then leap upward to attack using the movement from *Walking-on-the-Dragon Life Defense*.

CELESTIAL MARTIAL ARTS

Where the Terrestrial martial arts often serve a specific, concrete purpose—down-and-dirty fighting, a series of locks and grapples, strong and direct blows and the like—Celestial styles strive toward something more philosophical. Many Exalted treat learning a Celestial martial art as a religious or spiritual transformation, as the techniques imparted give the warrior profound insight into and connection with a facet of Creation or Heaven. (Not that their practitioners don't also care about beating the tar out of their foes, mind you.) The Immaculate Order provides the definitive example for both aspects of Celestial fighting arts.

Celestial styles often seek to embody a chosen ideal. Some of them take inspiration from animals, such as the Snake and Tiger Styles. Others, such as the Dreaming Pearl Courtesan Style or Silver-Voiced Nightingale Style, seek transcendence and power from some activity not usually associated with combat. Still others, such as the Righteous Devil Style, focus on a single weapon as a tool for mastering Essence and studying the nature of combat.

Once mastered, a Celestial style provides the Exalt with an enlightened and idiosyncratic understanding of the style's subject. One master of Snake Style, for instance, might treat snakes as noble guests in her home or campsite, for they are her teachers; another hunts and kills them with the same cold, predatory skill that reptiles bring to bear against each other.

What follows are four related styles of Celestial martial arts:

THE FOUR ARGUMENTS OF VIRTUE

Virtues were both the glory and the downfall of the First Age. The four Virtues are powerful occult forces woven through Creation. It should come as no surprise, then, that each Virtue inspired a powerful martial art.

Valor's illimitable energy and enthusiasm find a home in the Art of Forceful Declaration. The Art of Meditative Discussion embodies the patience and deliberation of

Temperance. The Art of Relentless Persuasion earns the victory of Conviction through refusing to fail, and the Art of Victorious Concession finds its strength in Compassion for its foes.

The Four Arguments owe their genesis to the Sonorous Discussion of Virtue, a divine debate that is older than the Empress's reign. That debate spawned this legend:

Four men spent their youths climbing the great redwood trees of the Far East. When each man reached the top of his own tree in the summer of his life, he looked across the canopy and saw, to his great chagrin, three other men looking out just as he did.

In jealousy and pride, each claimed to have mounted the tallest tree of the forest. A great argument arose, and the men are up there arguing still. They have long since grown too old to climb down from the treetops.

Similar legends exist all over the world. In the West, the story concerns two men and two women who each built the fastest ship. Even now they continue to sail into the farthest ocean, searching for the Edge of Creation to sail over it and claim victory over the others. In the South, tales are told of four men who argue over who has the greatest right to possess the peak of a volcano. They stand over it even as it prepares to erupt.

The legends are told most often to children as moralistic tales. They have also worked their way into figurative speech. "He reasons like a man in a tree," and "She's sailing for the Edge," refer to someone who argues without purpose or who won't give up even when he's obviously wrong.

GODS OF THE DEBATE

Millennia ago, four spirits met by chance at the Carnival of Meeting in Yu-Shan. Each god was great and wise in his or her realm, and each favored one of the immortal Virtues above the others.

The four entered a discussion of the Virtues on that evening. Each one argued for the superiority of the Virtue that he or she held most dear. When the Carnival drew to a close and the Unconquered Sun prepared to make his daily journey over Creation, the four returned to their duties. Each agreed to continue the discussion at the next Carnival (and the next... and the next).

Each god resolved to win the debate, and the arguments grew more pointed. Over the centuries of debate, myriad other spirits heard of the Sonorous Discussion of Virtue and came each Carnival to listen and make their own arguments. Attendance doubled, and redoubled.

As the Celestial Bureaucracy unraveled in the Second Age, many little gods felt more interest in the debate than in their posts. Even the greater gods at the center of the contest did not all remain true to their station. As the Scarlet Empress consolidated her power, the many spirits involved formed the spirit court called the Seat of Virtue.

Sayuri, the Arbiter of Judgments, always commands attention despite her short stature. She wears plain, blood-red



robes that trail upon the ground but never soil. Her golden hair floats outward behind her as though in a gentle wind. When she angers, it is whipped by an invisible tempest. Hers are the Hidden Judges of the Secret Flame, and their judgments execute her will.

In the Second Age, Sayuri remains true to the Celestial Bureaucracy. She watches over all passings of judgment, from those of kings and satraps to the decisions of magistrates and hetmans. Observing the decisions they make, she files regular reports on their probity, acuity, fairness and general excellence. Her duties also include passing judgment upon those who break the laws of Heaven, and she does so through her Hidden Judges. Although she does not openly accept any position in the Seat of Virtue, she allows the other gods to recognize her as an honored guest. In exchange for the pleasurable debate each year, Sayuri ignores the transgression of the spirit court's existence. It is her only failing.

Kokage, Master of Duels, is a giant of a being. His skin is burnished bronze that exudes a pulsing heat in time with the beating of his heart, and his ready grin reveals teeth of polished glass. Where he walks, tempers flare and single combat grows more likely as those around him grow brave. His task is to watch over formal duels across Creation, recording the agreed-to forms, the honor shown by those involved and who achieved victory and how. If asked, he sanctifies and watches over the duels of the gods and Exalted, making sure that everyone follows the rules.

Already deeply ensconced in the debate by the time the Second Age began, Kokage ceased to perform his function as Heaven's observer and moderator of duels. Kokage retired to the South for the comfort the heat gives him. He spends his time preparing for the debate at the next Carnival of Meeting, as well as training the most promising young men and women in the art of dueling.

A number of the lesser spirits that became involved in the debate followed Kokage when he retired. Those spirits work under him despite their former function, organizing and running Kokage's coliseum. Mortals and Exalts who compete there hope to catch Kokage's eye and be singled out for honor and training.

Rakka, the Assiduous Keeper of Arias and Serenades claims influence over all music and its sources, including instruments and composers. In the form he favors, Rakka appears fair-skinned and slender. His only extraordinary feature is the burst of starkly white hair he wears, chosen long ago as what he imagines a blind man sees. His clothes are always unremarkable for his era and locale, common to a wandering minstrel.

As the general resolve of the Celestial Bureaucracy deteriorated in the Second Age, Rakka found himself less interested in the preservation of all melodious sounds and more apt to save only those that tickled his fancy. His collection includes the greatest of all music from the First Age and an increasingly limited selection from the Second Age. Rakka spends much of his time wandering Creation as a

minstrel, giving impromptu performances and lessons, and spreading joy and well-being.

Where **Jyuin, the Bearer of the Eternal Silence** walks, voices fail and clamors die. No mortal may speak within her presence, and beings of power must make an effort to break the tangible silence she carries with her. Her form is inconstant. There is always a silence somewhere in the vastness of Creation, and she embodies all those silences. Any time when there is no silence anywhere in the world, Jyuin dies. She is reborn with the next silence and takes on its aspects. She currently appears as a 14-year-old girl with a confused look on her face.

Despite the state of the Celestial Hierarchy in the Second Age, Jyuin continues to bask in the beauty of the silences she observes. She has ceased passing reports, or any word whatsoever, to her superiors. Some of her partisans claim her silence is her report. She enjoys a dedication to silence rivaled by none, and in that pursuit, she has cursed mortals and regions with perfect silence. In this, she has no mercy, acting without regard for those she curses. Most often, she afflicts those she considers at fault for breaking the eternal silence, cursed as she finds her new shape.

It is well that the curses persist only as long as Jyuin keeps her shape. When the silence is broken and Jyuin dies, her curse fails as well. Unfortunately, it can often be decades, if not centuries, before Jyuin is forced to re-form.

The only time Jyuin lowers her restriction on the voices around her is at the Carnival, where she is glad of the long-lasting debate of Virtues. It's the one thing that takes her mind off the silence she cannot hear.

AUMIN OF THE TRUE HEART

The entire Seat of Virtue meets annually to continue the debate. For many of the gods, the discussion has become central to their existence, and they spend much of the rest of the year preparing for it. They practice and train their minds. They work to improve their bodies and fighting skills as well, for each Carnival's verbal debate concludes with a physical one.

The tradition of annual combat hails back to the turning of the Age. By that time, the Seat of Virtue was tightly bound to its habits. An Exalt visiting Yu-Shan for the Carnival found himself bemused, then enthralled, by the gathering of assorted gods extolling the worth of the different Virtues. He watched throughout the evening. As the debate raged, he began to pick out patterns.

A common argument struck at a debater's foundation of belief. Counterarguments turned them, drawn from well-used pools of rhetoric. The deeper the god's understanding grew of the Virtue she argued, the more powerful her claims and effective her arguments became. The very best debaters knew methods that nearly guaranteed victory over less skilled or devoted arguers.

Aumin of the True Heart was the Sidereal who looked on that day, and he left the Carnival with a strange light in



his eyes. Hiding himself away from his family, his friends and the Solars he served, he toiled as only the truly inspired can. Aumin broke his solitude only when his studies required that he consult a Solar Eclipse Caste and when he was called to participate in the Prophecy and the betrayal that saved the world.

When the last Carnival before the Usurpation arrived, Aumin went to the flock of divinities, which, however large, occupied just a small portion of Yu-Shan's great square. Interrupting them politely, he used all the skill he knew to negotiate with them until they reached an agreement. The gods, coming from all positions and walks of divinity, agreed to look aside while the Solars were slaughtered. In return, Aumin instructed them in the Four Arguments of Virtue, his great martial creation.

The gods still practice these martial arts at the conclusion of every Sonorous Discussion. Gods fight for the right to represent their chosen Virtue, and in the end, two are chosen for each side. Although the method of combat varies from year to year—be it a free-for-all or a series of carefully moderated duels—the victor gains recognition and standing from his peers and something more. The participants agree that a victory assures some metaphysical point about the superiority of the Virtue the winner upholds, and its greater influence in Creation over the coming year.

The greatest gods involved, Sayuri and the rest, participate in the combat only once each century. Such an event is truly ground shaking, even in Yu-Shan, and it attracts crowds so large that even Yu-Shan's great square has difficulty containing them all. Otherwise, only a truly worthy challenge could convince the four great ideologues to display their mastery of Aumin's creations. The results of this centennial contest determine whose words carry the most weight in the operation of this loosely bound spirit court.

Some gods spend the seasons between Carnivals honing their eloquent fists more than their bludgeoning words. Since many of them belong to the Terrestrial Bureaucracy, knowledge of the Four Arguments of Virtue has spread throughout Creation. Only those who study the gods or esoteric martial arts are likely to know of these rare styles, and few persons within Creation practice them. One Immaculate master of the Wood Dragon Style now strives to learn the styles' mighty techniques, claiming that the Virtues are holy to Sextes Jylis. Rumors suggest that some ascetic masters of the various Arguments hide far from the Blessed Isle, but none know how much truth these tales hold or where these reclusive savants learned the styles.

THE ART OF FORCEFUL DECLARATION

City-killing hurricanes and raging forest fires best describe the elemental fury of this martial style. Practitioners of this art seem to never stop moving or attacking. They level more blows at their targets than most imagine possible. The strikes from this style rake and tear at their victims,

inflicting great wounds with usually nothing more than a warrior's bare hands.

Fighters who would learn this art must first prove they have the passion necessary and the fortitude to withstand the trouble that passion will bring them. Masters of the style do not resemble the composed and serene instructors of other martial arts. Instead, these martial artists let their emotions direct them in debate and in battle. They lash out with whatever technique comes to mind, at the foe who promises the most glory to defeat. Training includes complete and utter destruction of training dummies, fighting an undefeatable target with all of one's energy and practicing the most deadly strikes.

Debaters who advance Valor ignore the arguments of others, often to the point where their own positions become unrecoverable. They don't care, trusting that their scathing invective has already torn their opponents down to nothing.

Weapons and Armor: This style is compatible with the cestus, fighting gauntlet and khatar and their artifact equivalents, and it may be practiced in light armor.

STENTORIAN CHALLENGE

Cost: 1m; **Mins:** Martial Arts 2, Valor 2, Essence 1;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The way of Valor is bluntly direct. A valorous debater opens an argument with a quick and well-founded argument, knowing that a powerful strike will force an opponent to use his resources for an effective defense. This Charm adds the Exalt's Valor to her raw damage to any Martial Arts attack.

CHALLENGE'S ANSWER

Cost: 3m; **Mins:** Martial Arts 3, Valor 2, Essence 1;

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Until next action

Prerequisite Charms: Stentorian Challenge

A valorous debater distracts his opponents by responding to their arguments with many different points, rather than actually defending his own position. Such foolhardy responses often worsen the debate for him in the long run but surprise his opponents and leave them scrambling to refute each point.

Any attack the Exalt does not successfully parry or dodge triggers a quick strike in response. While this Charm is active, the martial artist may launch a counterattack against any foe who hits him. His counterattack dice pool equals the raw damage of the attack that triggered it, to a maximum of twice his (Dexterity + Martial Arts). The character may counterattack a given opponent only once for the duration of the Charm, and the character need not counter any attack if he does not want to. As normal, each counterattack



reduces the character's DVs by one, and it is not possible to counterattack someone else's counterattack.

VIOLENTLY ADVANCING THEORIES

Cost: 2m; **Mins:** Martial Arts 3, Valor 2, Essence 1;

Type: Reflexive

Keywords: Combo-OK

Duration: Until next action

Prerequisite Charms: None

By continuing to provide arguments without respite for her opponents, a debater can further her position as she hammers her points home. This tactic is often used when her many philosophic foes' arguments all stand separately.

After activating this Charm on her action, the martial artist may precede any of her attacks in a flurry with a full Move action. She may not take less than a half Move action before an attack. Although it is a waste of Essence in single combat, using this Charm before a flurry allows the Exalt to sprint quickly between several enemies.

Example: Sharp-Tongued Jiao has a *Dexterity of 4* and uses *Violently Advancing Theories* as she begins her attack. Normally, she may move four yards in a turn and still attack. Splitting her dice pool five ways, she can now move a maximum of 20 yards (four yards before each attack) and a minimum of 10 yards (two yards before each attack).

There must actually be a valid target to attack between each move. One may not use this Charm to strike the ground and move 20 yards in an instant.

INSTRUCTION IN SPIRIT (OR FORCEFUL DECLARATION FORM)

Cost: 6m; **Mins:** Martial Arts 4, Valor 3, Essence 2;

Type: Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Challenge's Answer, Violently Advancing Theories

Prepared to argue the merits of his chosen path until he drops, a debater of Valor masters all forms of offense. He is equally skillful at direct arguments as he is at subtle insinuations that can drive his opponents mad. And he never hesitates to make cutting points against his opponent.

While using this form, a martial artist adds a number of dice equal to his Valor dice to all offensive actions and to his bashing soak. Also, his attacks inflict lethal damage. When attacked by someone with a lower Valor score than his own, the character's frenetic, aggressive style acts as a deterrent, adding the difference in their Valor ratings to his DVs. Finally, the martial artist reduces any wound penalties by one.

RAPID REBUTTAL OF THE HARSH TONGUE

Cost: 7m; **Mins:** Martial Arts 4, Valor 3, Essence 2;

Type: Reflexive (Step 9)

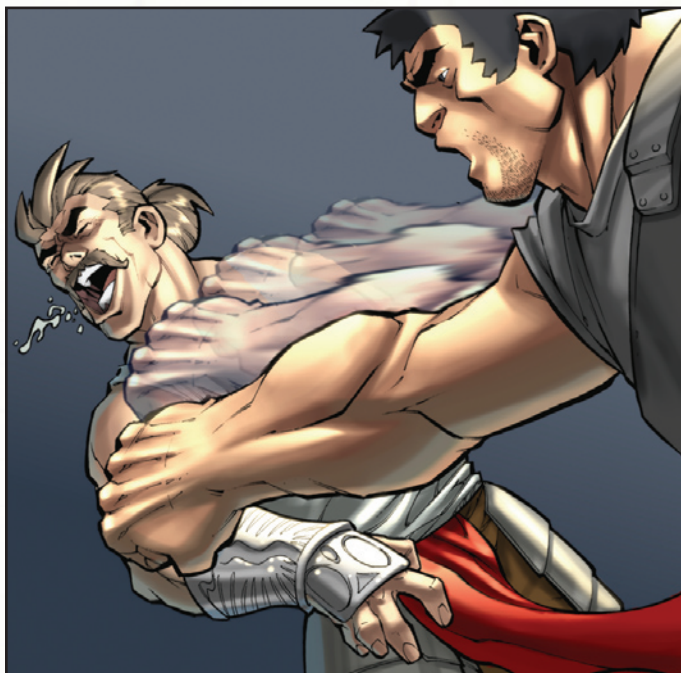
Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Instruction in Spirit

A skilled debater of Valor is always ready to respond to an opponent's arguments, not with one response but with two. Defending the qualities of her favored Virtue, she is fully able to strike down even prepared opponents with her forcefully accurate statements.

The martial artist responds to an attack with a flurry of two counterattacks, each using her full dice pool. Her second attack naturally forces an onslaught penalty on the target. She suffers a -1 DV penalty for each counterattack, per the normal flurry rules (*Exalted*, p. 143). As usual, one cannot counterattack against someone else's counterattack.



CEASELESS PROGRESSIVE ARGUMENTS

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Valor 4, Essence 3;

Type: Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Rapid Rebuttal of the Harsh Tongue

The valorous feed off their own successes. When a debater delivers an argument that strikes home, he exults and can follow up instantly with a series of further scathing remarks.

This Charm is a magical flurry with a total DV penalty of -2. Any Martial Arts attack that hits a target spawns another. As long as the martial artist continues to strike targets



successfully, he immediately follows up with another attack against any target within range. The Exalt can make no more than (Valor + Essence) attacks, but he must continue to attack as long as he can. When he misses a target, reaches the maximum number of attacks or can no longer afford the Essence for other Charms in a Combo, the flurry ends.

BITING REMARK

Cost: 5m; **Mins:** Martial Arts 5, Valor 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Instruction in Spirit

A debater strong in Valor often knows how to make cutting remarks that pierce deeply into the arguments, ideals and egos of her opponents. The points a martial artist makes with this technique are more dangerous than they appear and can tear an unsuspecting foe's foundation to shreds.

If the character's Martial Arts attack wounds his target, the character sends a surge of angry red-black Essence flowing into the injury. Biting Remark becomes Obvious only as the attack inflicts damage, meaning potential victims can't know if the Exalt used the Charm until it is too late. In Step 10 of attack resolution, damage dice from this attack that come up 10 count as two successes. Additionally, the martial artist's player rolls a dice pool equal to the number of damage successes in Step 10. If this roll garners successes equal to or greater than the target's Essence, the attack cripples the target permanently. One limb, appropriate to the description of the attack, is rendered completely useless. Only supernatural healing can return it to functionality. Even Exalted do not heal this injury naturally.

VITUPERATIVE ACCOUNT

Cost: 2m or 4m, 1wp; **Mins:** Martial Arts 5, Valor 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Biting Remark

A valorous debater's verbal assault is often ferocious enough to leave his foes defenseless, unable to recover their previous positions. For such a fiery argument to be effective, it must be brought forth from the very foundation of the debater's position.

Any attack flurry supplemented by this Charm is so unrestrained and fierce that it increases the onslaught penalty from the flurry by one. When invoking this Charm, the martial artist may spend an additional two motes and a point of Willpower to use the fury of his assault as a weapon against the target's soul. In addition to the aforementioned effects, the attack also inflicts aggravated damage and gains the Touch keyword, so it may not be performed with a weapon.

WIELDING ONE'S TONGUE

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Valor 4, Essence 3;

Type: Simple

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Ceaseless Progressive Arguments, Vituperative Account

Arguers skilled in Valor know that, to succeed in the debate, one must take up any point one can to turn the discussion to one's advantage, whether that point is integral to the foundation of one's argument or not. Such an attitude can sometimes get a debater into a tough position.

Once a martial artist activates this Charm, she may use any weapon with her Martial Arts abilities and her Martial Arts Charms, excluding any Charms with the Touch keyword. Additionally, the character can wield even the heaviest weapon in one hand. The Accuracy and Defense bonuses of the weapon are ignored—the weapon becomes too much an extension of the martial artist.

LOOSENING TONGUES

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Valor 4, Essence 4;

Type: Simple

Keywords: Combo-OK, Obvious, Touch

Duration: (Essence) actions

Prerequisite Charms: Wielding One's Tongue

A skilled debater can inflict his own habits forcibly upon others, and those unused to wielding such passion have trouble restraining it. Some, usually opponents of the style, refer to this tactic as "dragging us down to their level."

On a successful strike that inflicts at least one level of damage, the attacker's player rolls his (Valor + Essence) at a difficulty of the target's Temperance. If the attacker is successful, the victim's self control becomes a liability. Should the victim spend more motes of Essence than she has dots of Temperance in any given action, she loses one additional mote from the same pool for each dot of Valor she has, which burns off in an uncontrollable display. Regardless of which pool the motes came from (Peripheral or Personal Essence), they count toward the total that determines the halo effect of the character's anima banner. Each mote so lost also inflicts one level of unsoakable bashing damage.

RAGING REPORTEE

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Valor 5, Essence 4;

Type: Simple

Keywords: Obvious

Duration: One scene

Prerequisite Charms: Loosening Tongues

When a master of this style finds her stride, her arguments pierce the pitiful protests of her opponents. The remainder of the debate is likely to be hers, as her proofs become extremely sound and her logic unshakable. Or at least her opponents can't get a word in.



A truly skilled warrior of Valor will use this Charm on nearly every occasion she can, mostly because such masters are also notoriously intemperate. This Charm adds the character's Valor in extra successes to any attack she launches, making her blows quite deadly. It subtracts a like number of dice from any action not directly connected with defeating her opponents.

Martial artists under the effect of this Charm ignore wounds that would lay out anyone less dedicated to the ideal of Valor. The character reduces the effects of wound penalties by two, and this effect stacks with the effect of Instruction in Spirit. She may also reflexively spend a point of Willpower on her action in order to continue fighting even once her Incapacitated level is filled. She can do so until she runs out of Willpower or damage fills her last Dying level.

This Charm cannot add more successes to the Exalt's attacks than normally allowed when using other Charms, such as Essence Triumphant.

THE ART OF MEDITATIVE DISCUSSION

Stillness and calm set the tone for this martial art. The practitioner is starkly defensive, unnervingly stationary until the blow is upon her. Then she reveals, with defenses smooth and elegant, that she was ready long before her opponents.

Students of the art begin with many daily hours of meditation in various yoga positions. These are accompanied by a deliberately slowed form of each kata, working the students' muscles while allowing them to meditate upon each step. When a student progresses enough to learn further, her sifu asks her to define one truth of the style. Those who cannot have not spent enough time in meditation.

In discussion, a student of Temperance is quiet and patient. She builds her argument with great deliberation, giving each claim a foundation of facts and logic, only rarely challenging an opponent's assertions but defending herself calmly, when necessary. After prolonged debate, the debater's opponent tends to grow thoughtful himself, eventually to the point of forfeit.

Weapons and Armor: Students of this style learn to wield hooked swords, sais and seven-section-staves, even learning the unique combination of one hooked sword with one sai. They may also use the weapons' artifact versions. This style allows the use of armor.

CAUTIOUS COMMENTS

Cost: 2m; **Mins:** Martial Arts 2, Temperance 2, Essence 1; **Type:** Reflexive
Keywords: Combo-OK
Duration: (Temperance) actions
Prerequisite Charms: None

A philosopher of Temperance most often opens a debate by carefully asking questions that offer his position little danger. Only once he becomes familiar with his opponent's beliefs and strategy does he attempt a more direct action. By

then, he has studied the form of his opponent's arguments and knows its flaws.

This Charm increases both of the martial artist's DVs by an amount equal to his Temperance as long as he takes no attack actions or otherwise attempts to injure someone else. If he takes an offensive action, the bonus disappears. Cautious Comments cannot be activated during attack resolution. After a number of actions equal to his Temperance, the martial artist must pay the Essence cost again to maintain the protection.

WELL-TIMED WORDS

Cost: 5m; **Mins:** Martial Arts 3, Temperance 2, Essence 1; **Type:** Supplemental
Keywords: Combo-OK
Duration: Varies
Prerequisite Charms: Cautious Comments

A careful word or a gentle reminder of a forgotten fact are all the practiced debater needs to upset her opponent. Spoken at the right time, a simple statement can distract or worry her opponent enough to weaken his argument.

The martial artist attacks her opponent but need not hit. Afterward, their players roll a contested (Manipulation + Temperance) versus (the target's Valor). If the martial artist wins, her opponent loses a number of dice equal to the martial artist's Essence from any offensive action he attempts, as a Temperance not his own fights his actions from within. This Charm lasts until the victim allows the inflicted self-control time to be overrun by his natural zeal. Subtract the victim's Valor from the attacker's Temperance, to a minimum of one. After taking no offensive actions for that many consecutive actions, the victim is free of the Charm's influence.

PATIENT QUESTIONS

Cost: 2m; **Mins:** Martial Arts 3, Temperance 3, Essence 2; **Type:** Simple (Speed 4, DV -0)
Keywords: Combo-Basic, Stackable
Duration: Varies
Prerequisite Charms: Well-Timed Words

Among the debaters of the Virtues, only the philosophers of Temperance regularly ask questions. They claim it helps reveal their opponents' arguments to them and lets them more properly prepare their defenses. It irks their foes all the more that it seems to work.

Focusing on his enemies, a warrior can judge their strengths and weaknesses while they fight. After activating this Charm, he must spend a number of Guard actions equal to the opponent's permanent Essence judging an opponent; the action in which he uses this Charm counts. The Guard actions need not be consecutive. At the end of that period, the Storyteller should tell the player a strength or a weakness of his foe's combat prowess, Charms or tactics.

As an alternative to being told a strength or weakness of the opponent, the warrior may add a bonus of one



success to his attacks or +1 to his DVs against the target. The total number of bonuses may not exceed the martial artist's Essence. Only the Storyteller's judgment limits how many strengths or weaknesses he may learn. The bonus lasts the rest of the scene.

Example: Transcendent Rhetoric, a Solar practitioner of Meditative Discussion, fights Ourous, the Ravening Wolf, a Full Moon Lunar of Essence 3 who has 18 lethal and bashing soak, Hardness 12 and wields a moonsilver daiklave and related Charms. Upon activating Patient Questions and defending himself for three actions, Rhetoric learns the following: His opponent's hide and armor are far too thick to be affected by any light blows Rhetoric might inflict. It would be best either to focus his blows in one strong strike at a time or to pick up a convenient nearby sledge to lend weight to her offensive. If Rhetoric were to activate the Charm again and spend another three actions observing Ourous, he might learn that some of his opponent's most effective Charms require the use of his moonsilver weapons. Removing them, then, would significantly reduce Ourous' combat prowess. As an alternative for either of those, Rhetoric's player might request a bonus success on attack rolls and DVs with respect to Ourous, which would last the rest of the scene.

INSTRUCTION IN SELF (OR MEDITATIVE DISCUSSION FORM)

Cost: 6m; **Mins:** Martial Arts 4, Temperance 3, Essence 2;

Type: Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Patient Questions

Speaking with care and building a strong foundation against vituperation are the trademarks of the temperate debater. With mastery of the debate, she can stare down the impetuous and the insulting, putting them in their place.

For the rest of the scene, the martial artist adds her Temperance as a bonus to her DVs. She also can parry lethal attacks with her bare hands and gains a bonus equal to her Temperance to her lethal soak.

STATEMENTS OF BENT PURPOSE

Cost: 4m; **Mins:** Martial Arts 5, Temperance 3, Essence 2;

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Instruction in Self

By rephrasing an opponent's position to make it sound more like his own, the debater can use her arguments to defend himself. This tactic can be quite damaging for the opponent, who is forced to defend her foe's points to save his own.

When the character controls a grapple, he can use this Charm to swing around and insert his victim's person between himself and another attacker. The interposed individual may

apply her Parry DV against the attack in full. If the parry is not successful, the raw damage splits evenly between both grappling parties in Step 7, before applying soak. In a scrum where more than two people engage in a large grapple, the character must choose whom he uses, and only he and his victim are in danger of suffering damage from the attack. Some stunts and Charm-enhanced attacks may be proof against this defense at the Storyteller's discretion.

COMMAND OF QUIESCENCE

Cost: 4m; **Mins:** Martial Arts 5, Temperance 4, Essence 3;

Type: Supplemental

Keywords: Combo-OK, Compulsion, Stackable, Touch

Duration: Instant

Prerequisite Charms: Statements of Bent Purpose

A practiced orator for Temperance can manipulate her opponent's psyche by slipping subtle admonitions into the debate. Done once or twice, this technique can produce a distracting stutter or a disengaged train of thought. Enough of these quietly stinging words can drive even a master rhetorician into a stunned silence.

With a command of Essence and knowledge of Temperance that only a master possesses, the warrior injects a substantial amount of her calm and considering Essence into the soul of a foe. This must be done by touch, requiring a successful strike or that the two combatants be grappling. The attacker's player rolls (Martial Arts + Temperance) against a difficulty of the target's Essence. If the martial artist wins, the victim becomes reluctant to act, gaining a one-die penalty to all actions. This penalty lasts the rest of the scene and is cumulative. Once the penalty equals a target's Valor, he becomes entirely quiescent, overcome with Temperance and unable to act for the rest of the scene. For each action he considers, he immediately thinks of good reasons not to do it. A target suffering this effect takes only Inactive or Guard actions. Someone under the effects of this Charm may spend a point of Willpower in order to ignore the penalty for a number of actions equal to his Valor. He may do so reflexively on his action. If a victim of this Charm isn't acting already, he can spend Willpower only on a tick in which the target would normally renew his inactive or guarding status, but it allows him to act immediately thereafter.

HIDDEN DEFENSE

Cost: 2m; **Mins:** Martial Arts 4, Temperance 3, Essence 2;

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Instruction in Self

As a great debate rages, one never knows whence an attack might come. Anyone might declare one's primary tenet worthless or seek to undermine the foundation of one's argument, so the wise debater has a deflecting argument always at the ready to defend his beliefs.



Used in response to an attack, this Charm allows the Exalt to ignore all penalties to his Parry DV. It is still 0 if it is inapplicable. He may also parry lethal attacks barehanded, if he could not already do so. Finally, at Essence 4 or higher, the character can choose to spend a point of Willpower with this Charm in order to use his Parry DV against an unexpected attack.

ALL-ENCOMPASSING DISCUSSION

Cost: 5m; **Mins:** Martial Arts 5, Temperance 3, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Hidden Defense

A wise person knows there are wiser heads than her own. She, therefore, shares her debates with others so that she can come to the correct decision.

This Charm allows a martial artist to deflect the pointed arguments of her foes to others, weakening their foundation along the way. Against any attack, this defense cuts the attacker's successes in half (round up) before comparing them to the character's DV. A successful parry against that number means the martial artist deflects the attack—with its original number of successes—toward someone in the direction from which the attack came. Successfully dodging against the halved successes allows her to redirect the rest of the assault toward someone in the direction the attack was going. The new target must be within (Essence) yards. Should the character's defense fail, the attack hits her as if the successes had not been halved.

Martial artists use this Charm both to break up an attack among friends, making it easier to parry and to bend attacks back at their foe's allies. The deflected attack cannot target the person who launched the attack.

WHAT HAVE YOU LEARNED BARRAGE

Cost: 5m; **Mins:** Martial Arts 5, Temperance 4, Essence 4;

Type: Extra Action

Keywords: Combo-OK

Duration: Varies

Prerequisite Charms: All-Encompassing Discussion

Just as canny observation makes the character's quips more piercing, so too does patience allow his arguments to ripen before they are plucked. After a period of silence, the debater unleashes a devastating series of cutting remarks.

Invoking this Charm, the character settles down in a defensive stance to wait. What Have You Learned Barrage acts as a Guard action when used. For the next several actions, the martial artist stores away his potential to attack rather than applying it, waiting for the perfect moment. Each Guard action the character takes consecutively after activating this Charm adds one (to a base of zero) attack to his eventual flurry. Taking any action other than Guard,

whether it is to dash, aim or perform any miscellaneous task, ends the Charm without any effect. Choosing to attack releases a magical flurry of stored attacks, all at full dice pool and with a total DV penalty of -0. The character may not bank more than (Temperance + Valor) attacks using this Charm.

What Have You Learned Barrage counts as the character's Charm use for the action in which it is activated and the action in which it is released. In the intervening time, the character may use reflexive Charms for defense. When integrated into a Combo, the Combo's display appears slightly when the character activates the Charm. It burgeons slowly over his actions, bursting forth in full only when he releases his flurry. The character need not pay for any other Charms relating to the Combo until he attacks and knows for sure how many times he will do so. Finally, the Combo consumes all his Charm use until its completion, unlike using the Charm alone. From the time the character activates a Combo including this Charm to the time when he ends it, he may use only the reflexive Charms included in the Combo for his defense.

UNTOUCHABLE PURPOSE

Cost: 2m, 1wp; **Mins:** Martial Arts 5, Temperance 5, Essence 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Command of Quiescence, What Have You Learned Barrage

A true master of Temperance looks upon the world and knows that its distractions cannot sway him. He resists both worldly temptations and the convincing face of his opponent, no matter the costs. No argument may pierce his defense because he has already considered every reasonable objection.

Performing an impossibly simple kata, the martial artist completely blocks any single attack that targets him, including unblockable attacks. This defense carries with it the Temperance Flaw of Invulnerability. After invoking it, the character may not take any movement actions until his DV refreshes twice. (See **Exalted**, p. 194 for more information on the Four Flaws of Invulnerability.)

BEHOLDING THE COMPOSED FACE

Cost: 2wp; **Mins:** Martial Arts 5, Temperance 5, Essence 4; **Type:** Simple

Keywords: Compulsion, Obvious

Duration: Indefinite

Prerequisite Charms: Untouchable Purpose

When a philosopher achieves true serenity, she knows that Temperance is truly the Virtue of most value and worth. Her assurance brooks no argument. She may ignore the debate that rages around her, and most cease to argue in the face of her perfect composure. They step down, for they also know she is correct.



When the martial artist chooses to meditate upon the truths of the world, those around her realize the depths of her tranquility, and their hearts weep. Each time another character wishes to attack her, he must succeed at a Willpower check at a difficulty of (the character's Temperance). While using this Charm, the character may only take half Move actions and defend herself with reflexive actions and Charms. If she acts otherwise, the Charm ends.

THE ART OF RELENTLESS PERSUASION

This style reminds its foes of the immovable mountains in the South and the eternal waves of the West. Practitioners of this style appear unassailable in their chosen stance, stolid and strong, and their attacks always come with a certainty that they will eventually connect.

Students of the art train by pushing against boulders many tons more massive than they, racing deer and hares until they can win or performing their forms until they are past the point of exhaustion. Gods, their power founded on their stubborn natures, favor this style.

Debaters with great Conviction are almost impossible to sway. More than a few who choose to deny such a disputant's claims finally give up simply because the debater refuses to accept that her opponents have countered her points. It is the same in battle. Strikes of conviction sometimes succeed only because a combatant will not accept failure. Almost nothing can stop a person of great Conviction from reaching her goal... even if she's going the wrong way.

Weapons and Armor: The Art of Relentless Persuasion must be performed barehanded. Students of the style use armor in order to center and ground themselves, and practitioners lose one die from the style's Charms when they use the techniques unarmored.

QUIET RESOLVE

Cost: 2m; **Mins:** Martial Arts 2, Conviction 2, Essence 1;
Type: Reflexive (Step 7)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

One of the first things followers of Conviction learn is how to remain stolidly faithful to their chosen Virtue. They

find themselves able to ignore the impressive arguments of others, their accuracy or truth notwithstanding.

A martial artist with this Charm increases her soak against a single attack. Her bashing soak rises by an amount equal to her Conviction and her lethal soak by half that amount (rounded up).

HURRIED PROOF

Cost: 1m; **Mins:** Martial Arts 3, Conviction 2, Essence 1;
Type: Supplemental
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None



One who truly believes in his cause will hurry, when he must, to complete his task and take the next step along the road to victory. If necessary, the debater will even sacrifice his argument's efficacy to get the point across.

After activating this Charm, the martial artist may take up to his (Dexterity + Martial Arts) Move actions during the tick, as long as he attacks a target at the end of the movement. For every full Move action he makes beyond the first before he reaches his target, subtract one die from the following attack.

This Charm becomes Obvious if the martial artist takes more than two Move actions to reach his target, as he moves more quickly than anyone can believe and trails Essence.

INSTRUCTION IN DEVOTION (OR RELENTLESS PERSUASION FORM)

Cost: 4m; **Mins:** Martial Arts 3, Conviction 3, Essence 2;
Type: Simple
Keywords: Form-type
Duration: One scene
Prerequisite Charms: Quiet Resolve, Hurried Proof

Gathering about her an air of command and assurance, one who believes in the power of her own Conviction finds the foundations of her arguments invulnerable to assault. Her facts become undeniable and her priorities unquestionable. She stands tall in the knowledge that her belief is irrefutable.

A martial artist who undergoes Instruction in Devotion adds her Conviction to her bashing and lethal soak, and to



all Resistance rolls. Further, she may reflexively spend one mote to add a like amount to her aggravated soak and Hardness against any single attack.

DRIVING THE POINT HOME

Cost: 4m; **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Reflexive (Step 10)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Instruction in Devotion

When the skillful debater finds that his argument has taken effect upon his opponent, he can press the advantage for all it's worth. Re-emphasizing the point, he makes sure that his verbal foe loses as much ground as possible.

Upon the successful roll of at least one die of damage, the martial artist's player may reroll any damage dice that did not show successes, to a maximum of (Conviction x 2). Successes on that roll inflict damage as normal.

CEASELESS ARGUMENTS

Cost: 1m, 1wp; **Mins:** Martial Arts 4, Conviction 4, Essence 3; **Type:** Extra Action

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Driving the Point Home

Sometimes a debater's opponent can brush her arguments aside without admitting their purpose. Once the devotee of Conviction learns this skill, she becomes expert at pressing her point, often repeating it ad nauseam, until her opponent concedes the point or simply gives up.

This magical flurry provides another attack as long as the attack previous was unsuccessful. Each attack uses the martial artist's full dice pool and increases the onslaught penalty as normal. The martial artist may continue to attack at her full dice pool until she hits her opponent. She can make no more attempts than she has dots of Conviction, however, and each repeated attempt must be identical to the original attack.

TO THE HEART OF THE MATTER

Cost: 1+m; **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Instruction in Devotion

A cunning student of Conviction tries to see the center of another's philosophy and undermine it directly, ignoring reasoning that logically should be eliminated before attempting to refute the core beliefs.

By spending a mote on this Charm, the martial artist enables a single attack to ignore a number of points of his target's natural soak equal to his (i.e., the martial artist's) Conviction. For two motes, he can ignore a like amount of soak from armor. This condition applies equally to bashing,

lethal and aggravated soak values. Both options can stack with each other or themselves, but the Exalt can spend no more motes on this Charm than he has dots of Essence. Reducing soak from armor reduces any Hardness from that armor by a like amount.

Example: Confronted by a stone-armored automaton, Without Fear Lei augments an attack with To the Heart of the Matter. The golem's soak is 20B/16L (Stone plates, 16B/12L), and Lei's Conviction is 3. Lei may spend one mote to ignore three points of the automaton's natural soak or two motes to ignore six points of its natural soak. He could also spend two motes to ignore three points of the soak from its stone plating. As the automaton has only four points of natural soak, Lei instead spends three motes—one to ignore three points of natural soak and two more to ignore three points of armor soak. His final attack is against a soak of 14B/10L.

If the automaton had Hardness that Without Fear Lei needed to overcome, spending two motes to reduce the soak from its armor would reduce that as well.

UNDERSTANDING THE FOUNDATION

Cost: 3m; **Mins:** Martial Arts 4, Conviction 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant or one scene

Prerequisite Charms: Instruction in Devotion

Once a debater understands a foreign philosophy, she can use arguments from her own beliefs to either support or undermine those of her rivals.

The martial artist has two options when using this Charm. Most simply, she adds a number of levels of damage equal to her Conviction to her attacks against inanimate objects by letting Essence guide her strike. Alternatively, she can add that Virtue to inanimate objects' soak (and Hardness) for a full scene by touching them as she invokes the Charm, using her Essence to counter its weaknesses. In the second invocation, the martial artist must actually touch every object that she wishes to strengthen. All the objects must be close enough that she can reach them all on a single tick, and she may touch no more objects than she has dots of Dexterity.

IGNORING DENIALS OF TRUTH

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Conviction 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: To the Heart of the Matter, Understanding the Foundation

The practiced debater of Conviction can learn when to ignore certain strictures and guidelines laid upon the debate, allowing him an opportunity to freely express his arguments and make his impact before a discussion's moderator slams the rules down once more.



Essence makes things less solid, allowing the Exalt to ignore whatever inanimate objects stand between him and his target. The target of this attack gains no benefit from armor. Additionally, if there is something solid, such as a door, a wall or a window, between the martial artist and his target, the attack passes through it without affecting or being affected by it. Range for such an attack is hand-to-hand range, typically one yard.

Attacking someone through an opaque object applies a -2 external penalty for not being able to see the target. A character may reduce this penalty to -1 if he knows his target's precise location.

INCAUTIOUS POINT OF CONTENTION

Cost: 2m; **Mins:** Martial Arts 4, Conviction 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK
Duration: One action
Prerequisite Charms: Instruction in Devotion

When there is no time to create a true defense for a claim, sometimes a sham will do just as well. The debater of Conviction recognizes this and does not hesitate to use falsehoods and partial truths to accomplish her goals. This defense will not weather the fiercest analysis, however. When it falls, it falls hard, pulling the weight of lies and misdirections upon its wielder.

Weaving a complex but delicate defense with her martial skills and Essence, the Exalt adds an amount equal to her Conviction to her Parry DV against all the attacks against her in a single action. If this is enough to turn the blows, then the danger is over. When she does not successfully parry an attack, however, the conflict is resolved as though her DV had been zero the entire time—and against any later attacks, until she takes a new action.

DISARMING REBUKE

Cost: 4m; **Mins:** Martial Arts 5, Conviction 4, Essence 2;
Type: Reflexive (Step 9)
Keywords: Combo-OK, Counterattack
Duration: Instant
Prerequisite Charms: Incautious Point of Contention

Debaters with true Conviction try anything to win discussions. When a debater recognizes a particular argument that his opponent uses to great efficacy, a timely turn of phrase can render that argument useless.

With the perfect timing that only a Charm can provide, the martial artist counterattacks, performing a disarm on his attacker's weapon. Unlike usual attempts to disarm, this suffers no external penalty and adds two automatic successes to the attack roll. If the counterattack succeeds, the Exalt ends up holding the weapon. He may reflexively throw it (Strength + Athletics) yards in any direction, if he chooses.

INEFFABLE CORRECTION

Cost: 2m, 1wp; **Mins:** Martial Arts 5, Conviction 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Ceaseless Arguments, Ignoring Denials of Truth, Disarming Rebuke

A master of this martial art might find herself treading over a snake pit in the fierce arguments that fly back and forth. But she listens as she argues, and her keen mind can still find her opponent's weakest points. When he makes a mistake, however small, she will correct him. And in that moment, she will destroy him.

Her ultimate Conviction guides the Exalt's attack to the flaw in her foe's defense. Whatever Martial Arts attack she makes becomes utterly unstoppable—even when the target defends successfully, treat the attack as though it hit with one extra success. Only a perfect defense prevents her blow from landing.

THE ART OF VICTORIOUS CONCESSION

Like a gentle breeze that holds a leaf aloft, relaxed but always moving, this calm martial art can be a joy to behold. Many practice it as a healing art, sensing the flows of Essence through another and correcting them with a kind hand. The martial artist is always moving, handling his opponents' attacks as if he comforted a sick child. His defenses are soft, and his attacks are softer still. Students of this style slip into their opponents' strikes to unbalance them or use an attack's force to their own advantage.

Training for this martial art involves performing katas blindfolded through obstacles and people, never touching either, and sitting in the living Essence of the small gods. Spirits have the most difficulty learning this style, as it requires them to relearn how to interpret their perceptions of Essence and the world around them.

A compassionate debater rarely has the heart to reject an opponent's arguments outright. He merely seeks to clarify and correct, until he twists the argument to his own point of view. He lets allies make more confrontational statements. It is dangerous to call such a philosopher on his inability to defend his views, however. In short order, he will cast one's hypotheses to rubble, while apologizing for his every verbal blow. Some people need a little tough love...

Weapons and Armor: The Art of Victorious Concession can only be performed barehanded, though a practitioner may wear any sort of armor.

HEARING THE UNSPOKEN WORD

Cost: 3m; **Mins:** Martial Arts 2, Compassion 2, Essence 1;
Type: Simple (Speed 4)
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: None



Even a beginning debater of Compassion knows how to empathize with her opponents and get a feel for the state of the argument. She can discern where others stand on certain matters and how they will act, sometimes even before they do.

The martial artist can sense people in her vicinity. Anyone within a radius of $([Compassion + Essence] \times 5)$ yards cannot hide from her and cannot surprise or ambush her. She is considered aware of all entities and attacks from anyone within that range. This awareness does not give the martial artist the ability to maneuver without sight, though, as the character cannot detect walls, hidden pits and the like through this Charm. Likewise, this Charm cannot detect any creature without true sentience or with a Compassion rating of 0 (such as undead or automata).

A character can use Hearing the Unspoken Word to track people outside of battle, but it is hard to distinguish between targets using only strength of empathy or desire as a measure. Only those of great Virtue (4 or more in Compassion or Conviction) or of passionate mind stand out easily from a crowd.

Her supernatural sense also enables a practitioner to guess how people will act. When performing a Join Battle action, this Charm gives her two extra dice. Outside of battle, the martial artist's uncanny ability to discern what people have in mind reduces the difficulty of rolls to read motivation by one, and the Exalt's tendency to see through fronts and deceptions often unnerves those with whom she interacts.

SPOKEN IN KINDNESS

Cost: 1m; **Mins:** Martial Arts 3, Compassion 2, Essence 1;
Type: Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

The arguments of Compassion lend themselves to the defense of others' arguments, and sifus encourage such acts. This practice can often win friends. Sometimes, it makes enemies.

This Charm allows the martial artist to redirect an attack aimed at someone else to himself. For all purposes, including determining onslaught penalty, the attack becomes an attack on the Exalt. The character defends against the redirected attack as normal.

To help someone, the attack's original target must be within the martial artist's melee range, though he may take his normal Move action for the tick to reach someone.

INSTRUCTION IN GOOD WILL (OR VICTORIOUS CONCESSION FORM)

Cost: 5m; **Mins:** Martial Arts 4, Compassion 3, Essence 2;
Type: Simple
Keywords: Form-type
Duration: One scene
Prerequisite Charms: Hearing the Unspoken Word, Spoken in Kindness

A debater who masters Compassion knows that sometimes it is kindest to defeat an opponent quickly, for long struggles breed bitterness. She practices using blunt statements, difficult to turn aside, to undermine her foes' arguments in ways that leave them intact but unable to recover. Those who still try to argue find it more difficult to harm such a gentle soul.

A master of Compassion deals a special stunning damage with her fists, fingers, palms and feet. Treat it as bashing, but only armor can soak this damage. A character who suffers this special stunning damage doubles the effect of his wound penalties. The stunning damage heals naturally at twice the rate of normal bashing damage. Inflicting stunning damage upon a target who is Incapacitated does not inflict lethal damage or otherwise harm the target any further.

This Charm also reduces damage by one die in Step 8, after soak but before the damage is rolled. This may reduce the number of dice below the attack's minimum damage.

OPENING THE DOOR

Cost: 2m; **Mins:** Martial Arts 5, Compassion 3, Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Instruction in Good Will

In the middle of a fierce debate, to accede gently in the face of great opposition can be disarming. Such a practice can render an opponent's argument nearly harmless to one's cause. The opponent seems churlish or fanatical to onlookers, who consequently dismiss her views.

When a martial artist uses this Charm against an attack, he accepts the blow. The foe's attack hits him, but the character intercepts it before it can build up its full force, or he rolls with it. Either way, the blow is weakened. It automatically succeeds, but with only one extra success.

FLAWED DEDICATION CONSENT

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Compassion 3, Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Counterattack
Duration: Instant
Prerequisite Charms: Opening the Door

Remaining quiet, the debater lets her opponent build on a faulty foundation. When the time comes for her to counter the fool's argument, she doesn't need to do anything more than point out its basic fallacy and watch it all come tumbling down.

Invoking this Charm, the martial artist sees an attack from both her perspective and that of the attacker. This knowledge lets her identify her opponent's worst mistake and how to counter it. She parries or evades the attack, adding her Compassion score to the DV of her choice. If her defense succeeds, she immediately makes a clinch counterattack against the attacker with a dice pool equal to $(\text{Martial Arts} + \text{Compassion})$. For every point by which her DV exceeded her attacker's successes, she adds one additional die.



HONEY-COATED ADMONITIONS

Cost: 4m; **Mins:** Martial Arts 5, Compassion 3, Essence 3;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Opening the Door

Masterful orators can kill with kindness. Gentle and benign-seeming remarks can tear a foe's argument into pieces while seeming like assistance. Some opponents in the debate will stand, smiling, while their philosophies collapse around them. This method can be slow without special preparation, however.

Using this technique in battle allows the martial artist to subtract from a foe's DVs and soak values a number of successes equal to his (i.e., the martial artist's) Essence dots. The attack is rolled and carried out normally, but if it overcomes the target's parry or dodge, the attack is treated as though it had only one extra success.

SOFTENING CRUEL TIDINGS

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Compassion 3, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Instruction in Good Will

The ability to give bad news kindly can make any news less harsh, and the same principle applies to debates. One practiced in Compassion can remove the edge from a cutting remark she hears, often rendering it harmless. The edges she removes often find their way back into the discussion—to her favor.

This Charm can remove the magic behind any single attack that targets the martial artist. Any attack enhanced by a reflexive or supplemental Charm (or a Combo using them) is a valid target for this Charm. The martial artist's player rolls her (Compassion + Essence) in a resisted roll against the target's permanent Essence. If she accrues at least as many successes as her opponent, she strips away the reflexive and supplemental Charms aiding the attack. The martial artist gains the motes used to fuel the canceled Charms, to a maximum of (her Compassion x 2). These motes can only be used to fuel Compassion Charms—either those of this style or spirit Charms based on Compassion. The motes fade after 10 minutes if they are not used. Note that only spirit practitioners of this style and Eclipse or Moonshadow Caste Exalted are likely to have spirit Charms.

Successful use of this Charm does not stop the attack. For example, an Exalt who uses this Charm against an archer's Essence Arrow Attack can still be hit by an arrow. But at least the arrow does not inflict additional damage. This Charm is Obvious if any of the Charms it affects are Obvious.

SHOWERING FOES WITH FRIENDSHIP

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Compassion 4, Essence 3; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Softening Cruel Tidings

With a little careful planning, the Compassionate master can surprise his opponents with enough sympathetic arguments and friendly overtures to throw her off balance, winning a serious advantage.

The martial artist's player rolls (Compassion + Essence). Each success gives the Exalt one additional action for immediate use in this magical flurry. These are considered full actions for the purpose of performing any non-attack actions, such as stanching wounds, picking a lock or attempting to reestablish surprise. Showering Foes with Friendship may be used for offensive actions only if the action is created or supplemented by a Charm from this style or a Compassion Charm normally available only to spirits. Either option requires a Combo with Showering Foes with Friendship. This Charm may also be part of a Combo with Charms from other Abilities as long as they are not used to cause harm.

SOOTHING WORD OF WISDOM

Cost: 2m or 3m; **Mins:** Martial Arts 5, Compassion 3, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Stackable, Touch

Duration: Instant

Prerequisite Charms: Instruction in Good Will

A choice word can lift a man's spirits and soothe his troubled mind. This principle holds in debate, as a philosopher of Compassion can use her knowledge to repair the arguments of her friends. She can also help her enemies, knowing that it is hard to oppose one who does you such kindness.

Any blow struck with the Soothing Word of Wisdom heals rather than harms. On a successful strike, which need not actually inflict damage, the martial artist's power heals one level of damage. Each time the character heals an individual, however, her Essence subverts his body. Anyone affected by this Charm suffers a -1 external penalty to any attack on the martial artist's person. This penalty lasts for the rest of the scene and accumulates to a maximum equal to (the target's Compassion x 2).

Using this Charm costs two motes to heal a bashing wound and three to heal a lethal wound. It cannot heal aggravated damage. This Charm has no effect on a target who is in perfect health.

AN OATH OF PRESENCE

Cost: 3+m, 1wp; **Mins:** Martial Arts 5, Compassion 4, Essence 3; **Type:** Simple (DV -0)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Soothing Word of Wisdom



A true friend doesn't fold under pressure. The loyalty that proves one's true compassion for others requires toughness and endurance, so other people know they can rely on one in a time of travail.

This Charm increases the martial artist's bashing and lethal soak by (Compassion x 2). It also gives him the reflexive ability to heal either one point of lethal or two points of bashing damage each action at a cost of one mote. For the duration, the Exalt's image remains in the eyes of those who look upon him, as if he is more permanent than his surroundings.

LESSON OF THE ROD

Cost: 2m, 1wp; **Mins:** Martial Arts 5, Compassion 5, Essence 4; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Honey-Coated Admonitions, Showering Foes with Friendship, An Oath of Presence

Sometimes, the only way to prove one's point to the opponent is to teach by example. Only by showing him the harm he has caused so callously can the debater break down her opponent's arguments and win the day.

Once an attack connects, the Exalt invokes this Charm to share the pain with her foe. For every level of damage (not every die of damage) the martial artist suffers, her attacker suffers two unsoakable levels of special stunning damage as described by Instruction in Good Will.

LOVING ORATION

Cost: 5+m, 1+wp, 1 lhl; **Mins:** Martial Arts 5, Compassion 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Compulsion, Obvious

Duration: One scene

Prerequisite Charms: Lesson of the Rod

A speech of perfect kindness and love flows from the font of the debater's nigh-infinite compassion. All who are near him bask in his forgiveness and support, growing strong in their debate. Anyone who does not receive a bolstering word suffers a severe disadvantage in the prolonged discussion ahead.

Gentle light flows from the martial artist's palms and touches everyone nearby with his comforting influence and power. All living creatures within (his Essence x 10) yards heal one health level for every success on a (Martial arts + Compassion) roll, recovering more deadly wounds before lesser injuries. This Charm heals aggravated damage, but it must first "spend" one level of healing to change the aggravated wound level to a lethal wound level.

Example: This Charm affects Without Fear Lei after a battle that left him drained. He suffered two aggravated wounds, two lethal wounds and one bashing wound. The wash of healing gives him five levels of healing. The first four levels eliminate the two aggravated wounds: two levels to turn each of them into lethal wounds and then two more to heal them completely. The last level of healing removes one of Lei's lethal wounds. He is left with one lethal and one bashing wound.

If Lei suffered three aggravated wounds instead of two, the last level of healing would change the last aggravated wound to lethal. He would go from three aggravated, two lethal, one bashing to three lethal and one bashing.

In addition, invocation of this Charm acts as a social attack. Compare successes on the roll to the Dodge MDV of all sentient creatures within range. Targets have the opportunity to activate relevant defenses if they have not already used other Charms. Any target overwhelmed by the burst of supernal love cannot harm any other living creature until the martial artist leaves her presence or the scene ends. Someone affected by this aspect of the Charm can spend one point of Willpower to act normally for an action, and once she does so three times, she is free of the compulsion.

If he desires, the devotee of Compassion may single out people whom the Charm shall not heal. Doing so costs him one additional mote per person, and to do so at all, he must spend an additional point of Willpower to subdue his overwhelming Compassion for all things. Such a target is not subject to the social effect.

Loving Oration does not stack. A single character cannot use it repeatedly to keep healing injured people. Any damage that remains after one use must heal naturally or be healed by other Charms (including those of other practitioners of Victorious Concession).

Many rare and exotic martial arts are practiced in Creation. Within this tome are enclosed some of the rarest, arts uncommon even compared to their rarified brethren. When your Exalt's back is against the wall and all hope seems lost, these styles' unexpected techniques may be what's necessary to turn the tables. Players and Storytellers intrigued by such esoteric fighting arts should inquire within.

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ISBN-13: 978-1-58846-541-2 WW80625 \$6.99 U.S.

