



Exalted Modernis Mundi

*Illustration 2: Modernis Mundi--by Michael D. Timmerman Contact: hubiestubert@gmail.com
Illustration 1: By Michael D. Timmerman*

Exalted Modernis Mundi–

The sun was setting, casting a crimson glow across the desiccated skeleton of towers. Tetsubo watched the Realm's Own as they crossed the cracked tiles of the ruined floor, skirting the holes, casting their weapons in search of the hidden figure.

Might help if they were looking up... Tetsubo chuckled to himself. His hands slipped to the catch of his Gunklaive. The figures below spread out, the sun glinting from their SMGs. As the Realm's Own took their positions, a figure in a blazing red suit, strode forward. His jacket and tie were impeccable, his sunglasses the latest Imperial style.

Wondering when he'd show up. Tetsubo counted. Ten soldiers. One Agent. Just me. I am going to have to talk to Renard when we hook up in Lookshy. He flushed Essence through his frame, filling his limbs with the might of the Unconquered Sun. This is probably going to hurt...

Incising the air with the mudras of power, Tetsubo dropped to the floor. His Gunklaive sang through the air, filling the air with cordite. Below the soldiers began to fall, stitched with fire. The Agent was already in motion, his Anima already flaring. Even as Tetsubo dropped, he could see the Dragon Blooded's pistols fly from his jacket,, inscribing protective Charms around the Agent.

Dammit, he's fast. Tetsubo crashed into the floor, the tiles crushed into a cloud of dust. He flipped his lined coat up, and rolled away. Fire sliced into the tiles where he landed. Tetsubo's Gunklaive flashed a circle, Essence poured again, his Caste mark shining in the fading light. As he leaped, the orichalcum Daiklaive, preternatural in its precision, interposed the wide blade, shedding fire and sparks.

Snapping back to center, Tetsubo returned fire. Closing the circle, he completed the Fire Blossom Form. Above him, the Agent smiled. His pistols blazed, incandescent lines of force circled, spinning their protection. Tetsubo nodded, and raised his blade in salute. Around them, the Realm's Own lay, a few still burning.

"Not bad. Not bad at all Tetsubo-san. I've been curious since the Bronze cast the Divination Protocols." The Agent sank to the ground, slowly, his pistols still aflame.

"Glad I didn't disappoint you." Tetsubo chuckled. He continued the Fire Blossom Form, Essence rippling. "I suppose you want to dance, now?"

The Agent threw his head back and laughed. "With you? Now?" He gestured to the walls. "And deprive my brethren of their fun?"

Tetsubo spared a glance behind him. More suited figures were rising from floating platforms outside the walls. Animas flared, blasting the windows in. White suit. Blue suit. Green suit. Black Suit. Cannonade, chakram, rifle, tiger claws. Each nodded slightly, as their Animas pulsed, wreathing them in elemental fury.

"Well, I suppose I should join them, just for balance." Fire glided back to close their Circle around Tetsubo.

Tetsubo dropped his head, his lined coat snapping in the wind roaring across the room. He hefted the Gunklaive to his shoulder, and shrugged his sleeves loose. He felt the Agents' Essence flare.

Just can't be easy, can it?

~

Welcome to the Creation, Realm Year 2979, at the twilight of the Long Second Age. I present this alternate setting for Exalted as a fan of cyberpunk of steampunk, and as an exercise for the inclusion of modern themes into Exalted, without losing the magical and epic qualities that a simple transposition into a modern world would incur. It in no way means to infringe on the trademark of WW, it is not a stand alone game, and where I've borrowed, I like to give credit.

First off, let me thank The Screen Jockey, A.J. Mobely, who I have borrowed a quite a bit from his Tactics trees for my own Warfare Ability which is used in this setting. While the Ability is not the same as he uses in his game—the scope of Warfare is different than in his setting, it is borrowed from heavily, and share some Charms in common, though some have been changed a bit to fit what I feel Warfare should be. Mad props up to TSJ for the groundwork though, and for showing me the light to losing Martial Arts and Brawl as separate Abilities.

I have borrowed heavily from the **WoD: Combat** supplement for the inclusion of Fight Techniques, and while altered, the rules for Fight Techniques ultimately come from that source, altered for Exalted, but in no way do I take credit for the bulk of the work that Steven Long did for his Big Book of Beating Ass. Some of the Lunar Techniques are a reworking of Kalindo, as well as some of the other maneuvers from **Combat**, and I can take no credit for them, save for trying to piece them together in a form that makes sense for Exalted.

I'd also like to point out that several of the Firearms Charms were lifted lock, stock, and smoking barrel from **Feng Shui**—which is a licensed trademark of Atlas Games, and Robin D Laws. The changes to the gun shticks are my own, to fit the Exalted setting, and are meant as a homage to one of the best HK Action games, not as plagiarism. Any similarity of Gunklaives to any Final Fantasy is purely intentional, and I'll be the first one to admit that Pistol Whipping Prana is meant as a direct reference to **Equilibrium**, Kurt Wimmer's 2002 dystopian vision. While not a *great* film, its action sequences are as much responsible for this setting as Final Fantasy's Gunblades, Terry Gilliam's **Brazil**, any of the productions of Orwell's **1984**, Gibson and Sterling's **The Difference Engine**, Chris Baccalo's **Steampunk**, and I did look quite a bit at J. Gregory Keyes' Empires of Unreason series. If it fits a Steampunk motif, I cop to lifting things from it, again as homage to a genre that I love. If you see any similarities to Joss Whedon's **Firefly**, good, because bits of that are there as well.

Many of the ideas for Sorcery in an urban setting, a couple of the Firearms and Pilot Charms, and some of the Artifact ideas are pure **Urban Arcana**, from the nice folks at WotC. Their supplement is a source of inspiration as well, and I will admit freely to lifting some of those ideas, and suggest anyone interested in using this setting check out what they did, because the supplement is fantastic.

The Long Second Age has a lot to offer to expand the idea of Exalted as an action genre game. It is meant to encompass not only Steampunk dystopia, but Western themes as well, and I've tried to retain the mythic quality to it, while giving the setting a bit of a face lift. It doesn't mean that I dislike the original setting, but wanted to have a few games that included some high flying Exalt action with Guns and Gods. While the setting has changed, many of the old familiar places are still around. The Realm is still recognizable, and I do not attempt to take authorship for the ideas presented from the original source material.

The setting material here primarily deals with Solars. That doesn't mean that I am ignoring the Dragon Bloods, the Lunars, the Sidereals, Fair Folk, Abyssals or Alchemicals in the setting, just that I haven't done treatments for them yet. The material here is meant to give a basis for the rules sets, primarily to give expansions for Heroic Mortals with Mystech Modifications, an introduction to the changes that I made to the rules system with Fight, Warfare, and the Mana Net. I leave it as an open source for folks who would like to use the setting, and look forward to their ideas on how to expand the setting for other Exalts.

The Long Second Age is geared for Power Combat, and unless otherwise stated, the Charms and character creation rules are the same as normal. These are expansions to the Big White Book, and not meant to supersede them. I can be reached for comment or hate mail at hubiestubert@gmail.com or as Jakk Bey on the Patternspider.net forums.

Backgrounds-

Allies

Everyone knows people. This background represents those people you can call upon to help you out: friends, business partners, or some one who has similar interests and desires. Allies are truly dedicated individuals you have close bonds with.

Allies are people in their own right, with lives and interests of their own, and the relationship is a two way street. If a character *takes* and never gives, allies will desert you. They are loyal, but they won't throw their lives away, and may grow weary of repeated demands on their time and resources. Allies can also call upon you for assistance. (What, you've got a brace of Wyld Hunt Agents on your tail. I'll see if I can get a few hard Metro boyz to give your street a buzz!)

Each dot represents one Ally. (Instead of signifying multiple Allies, higher ratings can represent more a more powerful Ally.) An ally may be an agent, police officer, detective, Judicar, an old Academy chum, wealthy philanthropist, old girlfriend, apocathary, Theurgist, scholar, or the like. You should work out the details with your Storyteller, as a well developed supporting cast makes for richer roleplaying.

- One Ally of moderate power. (Equal to a starting character.)
- Two Allies, or one of significant power.
- Three Allies, or few with more power.
- Four Allies, or fewer with greater capability.
- Five Allies, or fewer with immense power.

Artifact

A powerful item, of high mystech power, and more importantly, the resources to keep this device on line and working. The item is a unique piece of equipment, one that has been tailored for you and your specifications.

This Background can be purchased multiple times for different pieces. Each dot indicates the Artifacts power. The item may be from a former life, stolen from a secretive Realm laboratory, but whatever it is, it will have a story behind it.

- A minor item, a charm, hearthstone, or another item that is relatively unremarkable, but useful.
- A useful item. A weapon or suit of armor, an untraceable key, or mystical program.
- A powerful weapon or suit of armor, or significant non-combat item. A souped up vehicle or notable piece of equipment.
- A remarkably powerful weapon or armor, or a non-combat item of great power. A Sky Frigate with all the whistles and bell, a legendary Battle Staff.
- A vanished Wonder of the First Age, a fully aware War Golem, a stealthed War Strider, a Daemon-Bound mirror with its own Sorcery and Library base.

Backing

This trait represents your standing in an organization—government, army, Guild, powerful criminal society, Immaculate Theurgacy. Backing is less a measure of actual capability or achievement than of perceived influence and rank. At the Storyteller's discretion, you may take Backing multiple times in different organizations. With this rank comes responsibility; if your character has high Backing, he is likely to be responsible for decisions involving a great number

of people and resources.

- A low ranking position of little authority but a fair amount of responsibility. (Get me that file, Jones!)
- A good post with most of the disagreeable duties pawned off on underlings. (Get in here, Jones, and have your secretary get me that file.)
- Mid-level rank, usually with ill defined authority and responsibility. (Jones, your team is in charge of motivating the marketing and engineering side of things. Let's see those numbers up by 50%, say by tomorrow!)
- A position of some distinction and privilege. You have access to large resources and are trusted by the elite. (Jones, nice job on the last campaign!)
- You've reached the upper ranks, a leader in your own right. (Can I get you more coffee Mr. Jones?)

Contacts

More casual than Allies, Contacts are people with whom your character has worked out a mutually beneficial arrangement. Contacts use their talents, information, and resources to help you out, but they always expect a favor in return. Services, trade, even payment, but generally of equal value to the assistance given. They won't risk themselves as far as an Ally or Follower would, but might do a bit more if the payoff were big enough. A Contact can grow into an Ally or Follower in play.

Each dot represents Major and minor Contacts. Major Contacts are primarily individuals with whom your character interacts with often. They know you personally, and can come from any walk in life, field of study, and have access to a variety of information and resources, and are willing to cut a deal. Data retrieval, a fence, a weapons dealer. Minor Contacts specialize in fields of influence, but aren't as knowledgeable or as resourceful, and they may only know you by reputation or rumor, but are willing to work something out.

Tracking down a Major Contact doesn't usually require rolling dice, but finding Minor ones does. (Bureaucracy, Larceny, Etiquette or the like.) Whether or not the Contact is willing to help is another story, that depends on the request. Of course the more people you know, the more people you can go to, if one fails.

- One Major Contact, and a few minor contacts.
- Two Major Contacts, and more minor contacts.
- Three Major Contacts, and respectable number of minor ones.
- Four Major Contacts, and a large circle of minors.
- Five Major Contacts, and minor contact virtually anywhere you look.

Familiar

Many Exalted find themselves bound to an animal or totemic companions. In many cases they are simply animals that are drawn to the Exalted's power and are little more than pets. However, in some cases, the bond is much closer, allowing the Exalted to communicate with the animal and even share it's senses. In either case, the animal draws on the character's Essence to supplement its own life and it will not age or die until the character does.

In this modern age, the character can opt for a Golem or Construct to be drawn to him as well. These artificial creations follow the same rules.

- Small animal, such as a stray dog or cat, or Construct like a Servitor, that provides little more than companionship, and perhaps warnings of danger.
- An impressive pet, such as a wolf or a hawk. A smaller pet that is preternaturally intelligent—a cat that is very clever and can understand simple instructions. It cannot speak, but it can perform simple tasks, and can communicate fairly well

through posture and expression. A customized Servitor, or minor Spirit..

- A powerful or dangerous pet—a tiger or dire wolf—or an impressive intelligent pet. If small, the pet could be as intelligent as an eight or nine year old. It can fetch items, do simple chores, but is easily distracted. Can easily communicate as if it were speaking by noises, posture, and expressions. A customized hover board with an onboard Spirit bonded to you, a Data Spirit that likes to hang out with you, a minor Elemental that isn't terribly bright, but likes you. When touching you, the "pet" can make available an additional 5 motes of Essence, treated as Peripheral. These points only regenerate when the character has regained all his own Essence. The pet can share its senses, if it is within 100 yards.
- An impressive pet that has the same properties of a small animal at 3 dots; increased intelligence, sharing of senses, and extra Essence sharing available to your character and near perfect communication. A large Golem, Data Spirit, or large Elemental, a bike or other Construct vehicle with a Spirit bonded to you.
- A powerful and dangerous pet that has the properties of a 3 dot Familiar. A free War Golem, a major Construct, a powerful Elemental, a Data Spirit that inhabits your lap top, a Spirit Bonded car or hoverbike, a Construct Warhorse, a Construct Dragonne.

Followers

Your character has assistants, steadfast companions in her journeys. These disciples are drawn to her for any number of reasons. Perhaps they're awestruck villagers, even worshipers; perhaps they're highly paid agents; perhaps they simply love your character.

Followers have some useful trade or skill—though not to the extent of Allies or Contacts—and are loyal to a fault. Such individuals can think for themselves, but they choose to stand by your character through thick and thin. Even so, poor treatment tests the patience of the most devoted individual. A follower who is constantly sent to check for ambushes is bound to move onto a less abusive relationship—if he doesn't die first. Conversely, one treated with care and respect will go to tremendous lengths for the character.

Followers should not be Exalted, but they can be humans of any origin. They should be as flawed and as real as any character. Since player and Storyteller essentially share the duty of playing a follower, both must agree on the individual's history, personality, and relationship with the character. No follower should ever be the perfect assistant, nor should he constantly save the day; he's meant to add flavor to the series, not take center stage.

- One Follower of average capability—equivalent to an extra.
- Three Followers
- Seven Followers.
- 25 Followers.
- 100 Followers.

Influence

If nothing else, Exalted are certainly persons of importance; people watch, admire, and fear them. The Influence Background reflects your character's pull and status in society. This status may derive from political office, running a business, being a religious figure, or merely the amount of power he's demonstrated. Whatever the character's specific credentials, people pay attention to his words and deeds.

Influence may be used to garner special favors from others, to promote a personal agenda in public or just to make life that much easier. Additionally, Influence may be drawn on to networks and make important connections—or to draw even more people under your character's sway. Most Exalted will eventually garner some degree of Influence, if they don't start with it.

This does not reflect your pull in a private organization, that's handled by Backing.

- Moderately influential; a figure of local note. (Yes, Mr. Jones?)
- Moderately powerful; your character swings some weight in the city-state or satrapy where he resides. (Of course, Mr. Jones!)
- Influential; your character is very important to the region close to where he resides and is noticed in neighboring states. (Could I get your ideas on the issues, Mr. Jones?) The Dragon Blooded will know of him...
- Broad personal power; your character's words carry great weight throughout the region, and he may rule a town or small city. The Wyld Hunt is only a matter of time, even in the current political climate. (Right away, Mr. Jones!)
- Vastly influential; your character rules a region or has great pull in several. Surely the Realm even now is gathering an army to annihilate him...(I can't believe it's you!)

Library

Knowledge is power in the Long Second Age, and the character has access to that knowledge are ahead of the game. This Background represents a selection of files, tomes, and books, scrolls, crystals, or infoseeds that the character has access to. Often esoteric in nature, these tomes can provide a wide array of knowledge to the character, from old code files, forgotten back doors, old passkeys, codes for old Wards, or files that have not been updated, as well as a vast variety of facts, figures, and general knowledge that can be useful. Having access to medical books, can assist the character in learning Medicine, as well as provide valuable assistance in tasks on hand.

By rolling the Library Background's rating, the character can either gain Study Points to mitigate experience point costs for gaining an Ability—each success subtracts one point needed, though Study Points can only reduce the cost to a minimum of one point. The roll can be extended to provide maximum benefit, but each roll to assist learning requires a week of study, and the rating of the Library limits the number of Study Points that a character can gain through this method.

Alternatively, the character can add his Library rating to a Lore or Investigation roll, while he has access to his Library. The Storyteller is the ultimate judge if the Library has the information to assist the character or not.

- A collection of books and sources. 5 Study Points
- A notable collection of codes or sources, and much superficial information. 10 SP
- A handful of rare and ancient codices, books, scrolls, and crystals, and a vast storehouse of mundane and common knowledge. 15 SP
- An impressive collection of esoteric and mundane lore. Many towns libraries are not so well stocked. 20 SP.
- A hoard of secrets and a sea of common knowledge, considerably better than most cities, rivaling even the Heptagram's finest's personal sources. 25 SP.

Manse

Though the power of the Exalted stems from the might of their own souls, that Essence is the same that courses through and forms the very fabric of the world. By attuning themselves to places where the world's natural magic gathers, the Exalted can draw on an almost unlimited wellspring of power, pulling energy from Creation itself to fuel their magics.

The places are called Demesnes, if they have not been harnessed by occult architecture. If their power has been focused by geomantic means, then they are known as Manses. Weak Demesnes are quite common, but the more powerful ones are increasingly rare and make attractive lairs for magical creatures. These beings range from Lunar Exalted to Fair Folk and

Spirits of great power—all capable of disputing the character's ownership.

Characters inside a Manse or Demesne to which they are attuned regain four times the level of the site per hour in Essence notes. Characters who have control over a Demesne can raise up a structure—a Manse—that channels the power of the Demesne into an object called a Hearthstone, a piece of rock crystal about the size and shape of a chicken egg. This crystal has several uses.

In its raw state, the Hearthstone causes the Exalted to regain twice the Manse's rating in Essence per hour. The Hearthstone must be touching skin to do this, and only one Hearthstone may grant the benefit at a time. During the Old Realm, Exalted typically wore their Hearthstones on headbands covering their Caste Marks, or over their hearts as amulets.

However, the benefits of Hearthstones do not end there. A Hearthstone can be set into a specially made item, as a gem is set into a piece of jewelry, to grant greater power the Exalted who bears it. The benefits vary from stone to stone, but all are beneficial, and those from powerful Manses are formidable.

To use Hearthstone in this fashion, the Exalted must first be attuned to the Manse that produced the Hearthstone. Second, the item that the Hearthstone is set must be made of one of the Five Magical Materials for the stone to have any benefits. These materials are orichalcum, moonsilver, starmetal, jade, and soulsteel.

- Level One Manse or level Two Demesne
- Level Two Manse or level Three Demesne
- Level Three Manse or level Four Demesne
- Level Four Manse or level Five Demesne
- Level Five Manse

Mentor

A mentor is many things: a patron, a teacher, defender, and friend. Your character's relationship with her mentor is different from any relationship with an Ally, Contact, or Follower. While a mentor won't always respond to your character's requests for help, he always acts in her best interests—or what he considers her best interests. A mentor-student relationship is a complex and personal association that entails responsibilities on both sides. It should be the subject of involved roleplaying.

A mentor may be a powerful Exalted, an organization as the Guild or possibly even a mighty spirit or creature of the Wyld. Depending on her capabilities and means, a mentor may teach Abilities, make information or resources available or even instruct the student in the use of Sorcery or Charms. She may also serve as your character's advocate in dealing with a particular organization or may simply show up in time to pull her out of a tight spot. It's advisable not to demand this sort of thing too often...

The rating reflects a mentor's helpfulness. A minor patron is better than none; a more significant mentor has a higher rating. Even so, a low ranking mentor can be a powerful influence to your character's growth.

- Like an older sibling, your mentor is just a bit more worldly and wise than your character.
- A figure of some note or true power, but who has little time for your character.
- A seasoned individual, your character's mentor is wise and influential.
- Canny and respected your character's mentor has significant clout, even enough to shape the course of nations.
- Your character's Mentor is potentially world shaking, and he has a great interest in your character's welfare. Beware, such a mentor surely has enemies, and those rivals will see your character as an heir, minion and a as potential target...

Resources

Resources are a general indication of the character's financial assets, but more than just monetary wealth. Money can be gained or lost, but this Background includes such things as property, clothing and basic equipment, as well as how easily the character can acquire more. While Resources aren't entirely liquid assets, possessions can be sold to gain more money, though this will take time.

Each level conveys a standard income beyond any gear or wealth that the character may gain during play. The source of this stipend must be detailed since it may be increased or diminished during play. Wealth is listed in Realmscript.

- Small savings. You have a tiny apartment or house, may own shoddy armor, and perhaps a few animals. Possibly even a broken down flitter or carriage. You have 1 mina, 64 koku, or 60 dinars, a year, double if you liquidated everything.
- Comfortable: you have a comfortable apartment or small dwelling. You may own a suit of armor and a weapon. You may have reliable transportation. Around 1 sheckel, 128 koku, or 100 dinars annually, double if you liquidated everything.
- Affluent: you own a townhouse or prosperous farm. You probably have fine transport, and possibly even back up transport as well. You have any armor, a few weapons. Around 1 talent, 8000 koku, or 5 silver talents a year, or triple if you liquidated everything.
- Wealthy: you are very wealthy, owning at least a townhouse and a country estate. You bear the finest arms, ride the finest animals and transportation, You may even have a yacht, and more servants than you can name comfortably. You have 4 to 6 talents a year, 16,000 to 50,000 koku a year, or 20 to 30 silver talents a year, quadruple that if you liquidated everything.
- Vast Riches: You are a merchant prince, bandit king, mercenary lord or potentate. You have more riches than you know what to do with. You can command an army if you wanted to. You own at least one excellent ship—air or otherwise. An army of servants waits on you, O Prince of this Earth. You bring in 12 to 20 talents, 96,000 to 160,000 koku, or 60-100 silver talents a year, quintuple that if you liquidated everything. At least. And more if given more time.

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Renard waited. He was good at waiting. He'd been waiting a long while.

Tetsubo's late. As usual. He chewed his soya bar, watching the door. His screens were lit, the tell tale mirrors he'd placed on the streets covered all the approaches. Jeffers was watching the roof, but the link in Renard's ear was silent.

The bar was sparse. Sarimen and drinking in a corner, samisan music counterpoint to their laughter. Krieg stood by the juke, leaning on his gun case. His head nodded in time with the music, his hands were busy. Assembling some new toy to plague us with later...

Be glad when Sparks checks in again. Woman spends too much time in the Down and Under. Renard sipped his tea, and brushed the crumbs from his lap. Between Sparks and Tetsubo, we spend a lot of time sitting on our asses instead of doing something useful. Renard smiled a bit to himself. OK, maybe not nothing. Someone's got to crank out the printing presses, and someone's got to work the clinic. Not like Tetsubo or Sparks are that good at putting people back together...

"Got some movement in the south." Jeffer's voice cracked. Krieg slipped his toy back into his pocket without meeting Renard's eye. He slipped his hands to his case, and the locks snapped open with a touch. "A couple of minutes ago, had a RO overflight. Couple of hardshell. They were watching their mirrors, looking for something on the ground."

Renard checked the sarimen. Everyone was still sipping their broth or sucking down noodles. Reading the latest serials while they avoided heading home. Behind the counter, their host was stirring stock. Looks normal. Going to look like a real ass if this noodle joint turns out to be full of Agents. Not their style, but they might be learning something from hunting down in the Dirty Lowers. Renard tapped out a staccato on his boards, nosing up his glasses.

"Watch the approach. If it's Tetsubo, we might need to extract." Krieg was in place, at his table, rummaging through his case, papers and files strewn across his table, though he was careful to keep the case lid to the patrons and the door. "We're ready in here. Stay frosty."

"Frosty. Got a visual. It's Tets. He's limping, and moving fast." Jeffers voice dropped off. "Yup, he's got company. Hardshells, and they've got dogs."

Great. Renard flipped his mirrors again, and widened his net. Sure enough, the tell tales were popping up. Four teams. Working their way in towards them. Tets is leading them right to us too.

Why? Tetsubo's smarter than that. Renard kicked in his outermost pickets. Bingo.

"Jeffers. Leave the Hardshells alone. Shift up a couple of blocks. We've got bogies. Big ones. Lots of Essence loaded for bear. Got multiple mana sigs, lots of Sorcery mojo. I'd say we've got more trouble coming than the Realm's Own. Get ready to cover Tet's six. I'm betting someone just loosed up a bunch of Blood Apes on this neighborhood. Bastards don't care that there are people living down here. Hardshells are going to get hosed when those Demons get going. I'm more worried about the Agents who just cordoned off this neighborhood. Krieg and I are going to fall back to the sewers, and meet you and Tetsubo at the Beta site." Renard swept up his boards and snapped his mirrors shut.

Case in hand, Renard laid a couple of jade coins on the counter. "Yara-san, looks like a storm's coming. Might be a good idea to close that door. Winds blowing in from the south."

Yara looked up and nodded. He wasn't a bright man, but he had the sense to take a hint, and was already slipping doors shut. Renard uncapped a salt shaker and tossed a handful across the door frame. Yara locked his eyes, and muttered under his breath, but he hurried to light incense.

Krieg was already in the alley. Renard followed, sprinkling salt across the backdoor threshold, and muttering a quick prayer to the Sun to protect Yara and his patrons.

Just hope the Big UC's listening. Renard hitched his bag on his shoulder, and ran.

Abilities

The following are the changes to the existing Abilities, and new Abilities that have developed in the Long Second Age.

Dawn

Archery

As normal.

Fight-

Fighting takes several forms. Fists, feet, weapons. All forms of close combat are encompassed by this ability, all styles. The fighter chooses his favored style—based either on Strength or Dexterity, and most Fight rolls will be based on that Attribute. Storytellers may adjudicate that some maneuver or stunts may require a roll based on another Attribute—such as parrying a thrown weapon, anticipating an opponent’s next move, or the like, but most will be based on your favored Attribute. Brute force and brawlers will favor Strength, lithe martial artists will favor Dexterity, but Storytellers may judge that some martial arts may favor Strength, as do some weapons, and some informally trained street fighters may favor Dexterity. Existing Brawl, Melee, and Martial Arts Charms are all applicable to this Ability. Storytellers may require a certain level of Fight to use some specialized weapons, but for the most part, Fight encompasses the level of competence with mixing it up. Each level of Fight allows the character to choose one Technique—with or without a weapon, and the details are contained in the Fight section.

Specialties: Kicks, Locks, Sword, Axes, Disarms, Two Weapons

Standard: Punch a man standing in front of you.

Challenging: Parry a fleche from a trained swordsman.

Legendary: Cut a wine bottle in two without shattering it.

Thrown

As normal.

Warfare-

The Dawn Caste are the Generals of the Solars, and Warfare is their specialty. It is the ability to plan and execute campaigns, from small squad tactics, to planning out the details of camp layouts, artillery and other strategic unit placement, to logistics and supply lines. It isn’t Leadership, it is the Art of War. Leadership will inspire men to fight, but Warfare is the nitty gritty ability to execute battles, large and small. Warfare encompasses not only the tactical knowledge of planning the best placement for an ambush, but also the practical knowledge of weapons specs and operation.

Specialties: Ambushes, Artillery, Small Units, Guerilla Tactics, Sieges

Standard: Planning an ambush with days of preparation with good intelligence.

Challenging: Taking a squad of newbies against a Legion cadre.

Legendary: Defending the Alamo, and keeping your men alive to tell the tale.

Firearms-

Knowledge in the use of modern arms. Firearms. Fire Wands. Lightning Staves. All forms of modern arms. This ability allows you to service, clean, and evaluate the weapons as well as use them in combat.

Specialties: Pistol, Rifle, Two Guns, Wands, Staves, Autofire.

Standard: Hit a target that is standing still at 50 paces.

Challenging: Hit a target moving at 50 paces, in the rain.

Legendary: Hit a target running, at 100 paces, in the rain, blindfolded.

Zenith

Endurance

As normal

Performance As normal.
Presence As normal.
Resistance As normal.
Survival As normal.

Twilight
Craft As normal.
Investigation As normal.
Lore As normal.
Medicine As normal.
Occult As normal.

Night
Athletics As normal.
Awareness As normal.
Dodge As normal.
Larceny As normal.
Stealth As normal.

Eclipse
Bureaucracy As normal.
Linguistics As normal.
Pilot

Pilot measures the character's ability to drive vehicles, whether they be planes, ground vehicles, or boats. This ability gives your character the ability to service, navigate, and attempt crazy maneuvers.

Specialties: Cycles. Cars. Hovercars. Rough terrain. Urban environments. Jumps.

Standard: Jump a wall. Drive into an alley. Dive on an attack run. Hot-wire a bike.

Challenging: Bootleg a turn while being chased by the Wyld Hunt. Pull a 720° .

Legendary: Jump a chasm on a beater bike chased by the Wyld Hunt, on one wheel. Hot-wire a Skyship with a mirror, tape, and a paper clip.

Ride As normal.
Socialize As normal.

~

“Gather around, kiddilies, and I’ll tell you a tale. A tale of the Age of the First...”

The eyes around the room glittered, a few snuffles and coughs punctuated the rustling and scootching closer. The children arrayed themselves around Jeffer’s feet, the scent of cocoa mixed with their rapt gaze, heavy, expectant.

“The Age of the First, was an Age of Wonders. The Lords of Creation, brought the land, and the stars, and seas, and All That Is, to be. These Lords made the All, and they set up the Gods to rule over the All, and the Lords turned from their Creation, and worked other wonders that pass from the understanding of any that were born of Man and Women, any understanding from that which draws breath in the Creation.

“The Gods ruled the Creation, set up their servants to keep order, to make the rains fall fairly, the land to be fruitful, the seas to surge, the winds to blow, and to keep all that was right, clear, and straight. To do this, the Gods brought up their own servants, their own Little Gods, Spirits and servants touched by their hands.

“The First of the Gods made with his hands the Chosen of the Sun. The Sun saw that the people needed guidance, they needed protection, they needed to see men like themselves, touched by the Gods’ favor, to show them the Path that was true.

“Next Mother Moon, took up her Children, blessed them in battle, blessed them in wisdom, and placed them next to the Solars, to be their help meets, their generals, their counsel. The Eyes of the Night lent the Solars’ their wisdom and words.

“The Five Maidens saw that the Sun’s Children were powerful, they were wise, and just, but the Maidens knew that the rulers of the Creation needed more than just eyes and ears of the Mother Moon. The Maidens raised up their Children to be the voices, the counselors, the viziers who knew the workings of the Courts of the Gods, the Spirits, and all True Things. The Maiden’s Children joined the Solars to watch the Creation, to keep it running the way it was given.

“And so the Gods granted their power to their Children, and even the lowly Elemental Dragons, least among the Gods, given domain over the Elements to regulate the flow of the Creation, made their own servants. The Terrestrial Dragons were born, brought to serve the will of the Celestials who watched from above. The servants of the Dragons were wise in the ways of the Earth, they were the ones who laid hands on the Creation, fulfilled the decrees of the Sun’s Children, and worked beside the men and women, knights to their Lords, and the Creation ran.

“The Gods knew that the Lords of Creation had stayed their hand in the Creation, but while they were away, their brethren returned. The Primordial Chaos, the demons from beyond clawed back at the Creation, and the Gods saw this and decreed that all in the Creation would fight these Things from Beyond, and the Children of the Gods, Celestial and Terrestrial, girded their loins, and for the Gods they made War. The War for the Creation. With steel and fire, orichalcum and jade, with moonsilver and starmetal, the Exalted, the mightiest of Men, the God Touched, marked on their brows as the Gods’ own, put the Primordial Demons down, rent the Creation itself, and cast the Yozi into the Prison of Ages, locked far from the Creation, punished to never touch its fair face again, but damned to watch it turn, forever out of reach.

“Out of reach, but never far, kiddilies. Them that’s locked away, they can’t touch the Face of Creation, they can’t breathe its sweet scents, but they can hear, they can whisper, and they can lend their power to them that listens long enough. The Yozi are locked out from the Creation, and all you good children, take care, and never listen to the Darkness. They watch, they’s jealous, and they’ll lead you down their road if’n you let them.

“That’s why you keep from the Deeps, that’s why you toss salt across the threshold, that’s why we Send them that’s die to the Good Place, so’s they can return to us. Listen well, and do better kiddilies. The Children of the Sun beat back the Chaos, and they’s returning to finish the job, but powerful as the Chosen of the Sun may be, they need you kiddies, and your pap’s and

your ma's to hold the line. They's works to keep you safe, and we all work to keep the Creation. We needs one another, and the beat back them that Whisper in the Dark, we needs to stick together. Sun. Moon. Maidens. Earth. Air. Water. Fire. Wood. All's in the Creation, because them that hates the Creation, they's on the move."

~

Merits and Flaws-

Acute Senses

1 Point Merit

Your senses are particularly acute. Your dice pools for any Perception based roll are taken at +2 die. Charms that increase your senses double your number of successes.

Adapted

3 Point Merit

You are adapted to some environmental condition, heat, cold, water, or the like. You can take this Merit only once. You will gain +2 die to the condition's Survival.

Agency Insider

7 Point Merit

Somehow you've managed to conceal yourself in the Realm, and taken your place there. You are not only still considered a loyal Agent, but you still on the fast track. You still play golf with the Chiefs, you know their daughters' names, you still even send cards, and those inside consider you to be on the fast track. You are only hampered by your lack of Exaltation... If they find out that you are a Solar, your life won't be worth much, but with your knowledge of their organization, you can be invaluable for others. Add +2 die to all Socialize and Bureaucracy rolls inside the Agency. You know the Wyld Hunt exists, because you are a part of it...

Ambidexterity

1 Point Merit

You take no penalties for using your off hand whatsoever. You must still split your dice pool to act more often than once each turn.

Ancient Oath

1-7 Point Merit

In a past life the character made a bargain with a spirit or a group of spirits, a bargain that would reach beyond the grave. The oath was sanctified by a powerful member of the Eclipse Caste or someone of similar authority. Even though the character is merely a reincarnation the spirits will still fully recognize her as the oath partner and will act accordingly.

1 Pt- A minor Spirit serves you once a year.

2 Pts- A minor Spirit serves you once a month.

3 Pts- A strong Spirit serves you once a year. A minor Spirit is your constant companion.

4 Pts- A strong Spirit serves you once a month. Spirits of a type show you obescience, and respect. Add +1 die to your interactions with them.

5 Pts A strong Spirit serves you weekly. Spirits of a particular Element give you respect +2 die.

6 Pts- A powerful Spirit serves you once a year. A Spirit of the Court gives you respect. +2 die.

7 Pts- A major power owes you a boon. A powerful spirit serves you twice a year. An entire Court shows you respect +3die to all Socialize rolls with Spirits of that Court.

Animal Magnetism

1 Point Merit

Something about you is compelling and interesting. You have an additional die to all Socialize rolls.

Auspicious Destiny 7 Point Merit

This Merit may not be taken by an Exalted. It is instead the Merit most commonly seen in un-Exalted humans who, for whatever reason, accompany the Exalted on their journeys.

A character with the Auspicious Destiny is one that is truly blessed by fate. They are likely to be Exalted at some time in the future, though many never do. Such characters are extremely hard to kill, not so much in the fact that they are incredibly resistant to damage, but rather in that the world seems to keep them safe from harm, as though destiny had other plans for them.

There are no mechanics associated with this Merit. The exact way in which a character with Auspicious Destiny's good fortune occurs is left up to the Storyteller, though no two people with this merit should experience the same types of auspicious good luck.

Example: A Follower avoids an arrow storm having fallen behind a tree and a shield, though he does sprain his ankle doing so, and has a nasty bump on his head.

Bad Taste 2 Point Merit

Animals instinctively know that you aren't for eating. They will automatically shie away from attacking you from hunger, and those that are forced into combat with you will rarely bite into you. Lunars are even hesitant to sink their fangs into you.

Black Market Ties 1-5 Point Merit

You have ties to the underground's market place. This Merit reflects the additional die you can use for Larceny rolls to find, buy, and sell items. It doesn't give you an instant in with the rest of the Underworld, only in the commercial aspects of acquisition of items.

Brigid's Blessing 7 Point Merit

You have a natural understanding of the flow essence in the world, you follow the same path that "the Bearer of Magic" Brigid, and are true to her lineage. Your magic is akin to the lost magic of the First Age, you can research a spell at half the normal speed, and learn it at the same time.

More, all minimum aptitude of the Occult Charms are consider two points lower, and you spend one less Willpower point to cast the spell.

Boon 1-3 Point Merit

Someone owes you. Be it a Dragon Blooded Lord, a Guilder, Grandmother Bright, but you can call on this favor in the future. 1 Point for a mid level flunky. 2 Points for a high level servant or functionary. 3 Points for a leader of an organization or powerful Lord.

Caste's Blessing 2 Point Merit

Your character has a special connection with the symbolic time of day associated with their caste. For the Dawn caste it's morning, for Zenith caste it's high noon, for Twilight caste it's sunset, for Night caste its midnight, for Eclipse caste it's the entire period of Calibration, and during any Eclipse. During the scenes that occur at these times, and directly following these times the character gains 2 additional dice on all rolls where they spend Willpower to gain virtue dice.

Clear Sighted 5 Point Merit

You can't be fooled by Fae Glamour or illusions. You see through disguises and masks instantly, and can determine by a glance if someone is Exalted, or enchanted in some way, or the mein of a Spirit. An Intelligence+Occult roll is required to determine their exact nature.

Code of Honor 1 Point Merit

You have a stronger personal code of ethics. You may add +1 die to Willpower checks to resist breaking it under the influence of Charms or Spirit abilities.

Common Sense 1 Point Merit

Your character has a significant amount of practical, everyday wisdom. Whenever you are about do something contrary to common sense, the Storyteller should alert you to your action might be affect you. Ideal for the novice player, as it allows you advice from the Storyteller.

Concentration 1 Point Merit

You have the ability to focus your mind and shut out distractions or annoyances. Any reduction from your dice pools from distractions, or even pain, are reduced by 2.

Cool 4 Point Merit

You are cool and collected at all times. You add an additional die to Conviction rolls, and can subtract a die of impairments of all kinds.

Daredevil

3 Point Merit

You are good at taking risks, and are even better surviving. In dangerous situations you act you have one extra die, and the character can cancel out one "1" result each roll to avoid botching.

Divine Inspiration

3 or 5 Point Merit

Truly the favored of the Unconquered Sun, the Solar with this merit is blessed with sporadic glimpses of lost, arcane knowledge.

3 Points—Once every Episode the Solar enjoys an automatic success when making a roll involving any of the Twilight caste skills, (Craft, Investigation, Lore, Medicine and Occult) regardless of difficulty. This applies even if the Solar has no dots at all in that particular skill. The player can choose when to employ this merit, even using after it a normal roll fails if she so wishes. Occasionally, the Storyteller may wish to use this merit as a plot tool, revealing information in the form of a divine vision or 'hunch' so as to guide the character's circle (though the player should not be penalized for this; she should still be allowed to use the power by choice once during the Episode as normal.

5 Points—The Solar can do all of the above, but in addition, once per Episode, she gains the ability to cast one spell unknown to her. The appropriate incantation simply flies free of her lips, and the magic just happens. In order for this to happen, she must possess the amount of Essence needed to power the spell. However, she need not deduct any Willpower points; this is not a conscious action on her part, not the use of occult education, the Solar is simply the conduit through which the magic flows.

When this happens is NOT up to the player: the Storyteller decides when the spell is cast, which spell it is and where it is targeted. This is so that the merit cannot become unbalancing. The Storyteller must not abuse this though, and must always act with the character's best interests in mind. This more powerful aspect of the merit should typically be used during a climatic battle scene, or in a situation where all hope of escape or survival is lost and divine intervention is the only way out.

Double Identity

3 Point Merit

You have managed to cloak your identity from the Agency. You have a cover identity, and it is separate and whole, and you can slip back into it freely. You may be a wage slave, a Guilder, even a Neophyte in the Theurgacy, but it is a blameless identity, one with its own place in the world, and even friends. You must work out the details with the Storyteller, but this identity gives you a place to hide if the heat comes down, and you may even be able to hide the rest of your Circle in the apartment, inside the Realm with the right papers without fear of discovery if the characters don't act to jeopardize the identity.

Eidetic Memory

2 Point Merit

You can remember things seen and said with perfect detail. By gaining at least one success on an Intelligence+Awareness roll, you can recall any sight or sound, or even smell accurately, even if it was only for a moment. Three successes and you can recall an event perfectly. A boon for Sorcerers who may use this Merit to reduce their training times for spells.

Good Ol' Boy/Girl

2 Point Merit

Folks just tend to like you. You're a decent person, and it shows through. Depending on the setting, most folks just take a shine to you. Take an extra die to all Socialize rolls.

Guilder Ties

3 Point Merit

You know how the corporations that dominate work. You know the ins and outs of business, and you know movers and shakers. You can get wind of deals, you can hop private sky ships, get hotel rooms, and other freebies by placing a few calls. You can hear all the gossip, even check records by dropping your name, but beware, the more you use this Merit, the more tenuous the

relationship becomes, and you can squander your pull by using it too often, unless you can offer something in return.

Fast Learner 3 Point Merit

You learn quickly and pick up new things faster than most do. You gain one extra experience point at the conclusion of each story—not session.

Huge Size 4 Point Merit

You aren't just large, but a giant among men. 7 feet or more, better than 400 lbs. You may find difficulty finding equipment, but you can wield a Grand Daiklaive one handed, and you have one additional Bruised Health level. You may improve your Strength and Stamina to 6 normally.

Innocent 1 Point Merit

There's something about you that appeals to people. They tend to see you in the best light, and treat you as an innocent child. Your motives are often obscured by the conception that you are naive and childlike, and they will be moved to protect you. You gain +2 die in Social situations in meeting people for the first time. This gift doesn't prevent people from seeing you for your true colors after knowing you for a time, and you can easily gain enemies if you abuse this gift.

Iron Will 3 Point Merit

When you are determined, nothing can divert you from your goals. You cannot be Dominated, nor is your mind easily fooled—Charms that would compel you fail automatically, and those that would try to fool you or confuse you are made at +3 difficulty.

Jack of all Trades 5 Point Merit

You have a large pool of miscellaneous skills and knowledge either through wide travels, an interesting life, or just practical know how. You are considered to have one dot in all Abilities, even if you haven't taken the them to simulate this knowledge base. If you want to gain an Ability that you don't actually have, you must pay the experience cost to gain it the first time.

Judicar Ties 2 Point Merit

You have friends in the courts. You can get information about cases pending, you can call in favors to get bail, even charges dropped, but the more you use these ties, the more tenuous these ties become.

Lack of Scent 2 Point Merit

You are blessed by not having much discernible scent. Lunars might not trust this, but it makes you difficult to track by animals and Lunars. You can add +2 die to Stealth rolls against animals, Lunars, and even Abyssals who rely on scent.

Lightning Calculator 1 Point Merit

You have a natural affinity with numbers and at talent for mathematics. The difficulties in dealing with mathematics is automatically reduced by two, be it with Occult, Craft, or even Piloting.

Loyalty 1 Point Merit

You are exceedingly loyal. You can rarely be induced to betray others. Add +1 die to avoid being compelled to do anything to betray your friends.

Lucid Dreamer 3 Point Merit

You have learned to control your dreams, and can use them to work out details, problems, or solve problems. You are also able to resist tampering of your dreams as well—all attempts to tamper with your dreams is made at a +2 difficulty. You may also use a relevant Ability each night as you sleep—working out a complex locking mechanism, plot a course, plan a ball, review evidence from an Investigation, work up an antidote, plan a ritual--rolled as normal, and you will be able to act on the roll when you wake.

Lucky 3 Point Merit

You were just born under a lucky star. You may repeat three rolls not related to Charms or Sorcery per story. Only one attempt may be made on a single roll.

Lunar Companion 3 Point Merit

You have a friend who is a Lunar Exalted, though his kind isn't terribly fond of the idea. Your friend comes and goes at the Storyteller's discretion, and will create the character. Your relationship may have to be secret, and your companion won't reveal great secrets of his kind, but acts often as a liaison or even an occasional lover, but is not a regular part of your Circle, and has a life and agenda of their own.

Mantle of Kings 3 Point Merit

Some people are born to rule. Their orders are often followed without question, even by those who do not owe allegiance to the character. A character with this merit gains an additional 2 dice on all rolls associated with leadership.

Medium 2 Point Merit

You possess a natural affinity to sense and hear Spirits, ghosts, and shades. Unless you have Charms, you can't see them, but you can sense their presence naturally, and you can speak with them when they are near. You may ask their assistance without Sorcery, by simply pleading and cajoling, but they will want something in return. You can add +2 die to your Occult Charms, and Sorcery dealing with the Other side.

Midnight Memories 1 Point Merit

The character's dreams are haunted by memories of times long past and live long forgotten. The character gain +1 die to any situation where knowledge of the First Age may be useful. However they tend to call out names and information in their sleep often waking with a feeling of loss or regret.

Military Ties 3 Point Merit

You have contacts in the Realm's Own forces, as well as the mercenary companies that patrol the Threshold. You could get a squad assigned for maneuvers, a specialist for a consultation, even supplies and ammunition by calling in your markers, but the more attention you attract, the weaker this link will become, unless you can reinforce these ties somehow.

Mystic Library 3 Point Merit

You have access to a sorcerer's library. Add +2 Die for Investigation, Occult, and Lore rolls while you are in your Library.

Natural Leader 1 Point Merit

You are blessed by the Unconquered Sun with a gift to lead men. You gain an additional +1 die to all Socialize rolls that involve command or leadership.

Night-Sight 3 Point Merit

Maybe you have some Fae blood, maybe you're particularly blessed by the Unconquered Sun, but you can see well in the dark. You take no penalties for darkness unless there is absolutely no light at all—the Labyrinth, a locked room in a dungeon, and the like. Even then you are at only a maximum of +2 difficulty. Bright lights can shock you, but that is up the Storyteller.

Nobility 3 Point Merit

You are a member of a ranking family, either in the Dragon Blooded or among the Merchant Houses. You are a bit of disappointment since you haven't showed any Dragon Blood, but you know the ins and outs of the Dragon Blood's society. You know all the etiquette, all the proper forms, and you have the skinny on the gossip. You can call in favors among the families and their servants, to get gossip, even invitations to the right events, but the more you use these ties, the more likely you will exhaust the little goodwill that you have, and they will remember that you never Exalted to the Dragons...

Past Life 1-5 Points Merit.

When a Solar Exalts with this Merit, he regains knowledge of varying degrees. For one point, she will have strong feelings of familiarity with important aspects of their former life: their Lunar mate, their Grand Daiklaive used to defeat the Primordials, etc. For more points, the Solar will remember more and/or with better clarity. For 5 points, the Solar will have complete and seamless recollection of their former life, gaining the life knowledge of their former self. This sometimes causes problems, as characters will find themselves talking to friends about events of their former life as if it had just happened, or possibly slipping into other languages that they formerly spoke.

Prodigy 2 Point Merit

You were Exalted early in life, and are a natural with Sorcery. You are unburdened with dogma and need not unlearn odd prejudices and superstitions. All of your Occult rolls are made with an additional die.

Quiet Anima 7 Points Merit

Your anima tends to release spent essence slowly, leaking it out gently over time rather than exploding it out immediately after you spend it. The result of this is that your anima banner takes longer to appear, and only rarely gets as severe as that of other Solars. All Essence expenditures are reduced by 7 in relation to the Anima Chart, to determine how quickly your anima flares up.

Reputation 2 Point Merit

You are well known, either as a Solar King returned, or just a wandering hero. People have heard of your exploits, and they will tell stories when they meet you. You can add +2 die to all Socialize rolls, as people, even Spirits, respond to your reputation. You can lose this Merit if you begin to act against the grain of your reputation, and if you abuse people, it can quickly sink into Infamy...

Self-Confident 5 Point Merit

When you spend Willpower to gain an automatic success, your self confidence may allow you to benefit of that expenditure without losing the point. When you declare you are using Willpower and roll for successes, you do not lose a point of Willpower unless you fail. This Merit can only be used when you need confidence in your abilities in order to succeed, and that will be up to the Storyteller to determine.

Sexy 2 Points Merit

Your character is particularly attractive to those who would be attracted to your sex normally. You have that special something that just drives these people wild. Characters should be aware, however, that people with the Jealousy Flaw will likely not get along well with your character. Add one die to all Presence and Socialize rolls when dealing with those attracted to the character's sex.

Soothing Voice 3 Point Merit

Your voice tends to be soft and soothing. You gain +2 die to social encounters to inspire calm and trust. You lose this bonus if you try to inspire violence or passion of any kind.

Sorcerous Ties 3 Point Merit

You have a degree of influence among the Sorcerous community, in the lucrative commercial circles, as well as Realm labs, and even among private circles. You can use these ties to get advice, download information, even get free consultations, and even materials, but the more you use these ties, the more likely these ties will dry up unless you can provide reciprocation.

Spark of Life 5 Point Merit

Life flows strongly in you. You heal all non-aggravated wounds as if they were one wound level less. In perfect health, you may share this vitality with others with a touch. Anyone you assist

recovers at your accelerated rate, but for those who are mauled or crippled, it will still take a while to gain the benefit. If you use a Medicine Charm, you may heal aggravated damage as if they were non-aggravated.

The down side to this, is that you are a beacon to the Hungry Dead, being twice as potent to them. Your touch is anathema to other ghosts who will shie from you, though Spirits will be attracted to your light as well.

Spirit Magnet

3-7 Merit or 2-6 Point Flaw

Spirits find you irresistible. They congregate near you, and often compete for your attention. If taken as a Merit, they will seek to protect you, and will advise your character if they can manifest. If taken as a Flaw, then malign Spirits battle and compete to taunt, annoy, or even attack the character. The number of points gained or spent is a reflection of the power of the Spirits attracted.

Stable Form

1-7 Points Merit

You have received a special blessing during your Exaltation. The warping effects of the Wyld do not affect you as severely as others. You reduce the effect of any Wyld Mutation effects by the strength of this Merit. The Merit value also adds to your Willpower dice pool in fighting the maddening effects of the Wyld. This Merit does not protect you from creatures--or their Powers, such as the Fair Folk's Glamour--of the Wyld or outside hazards of the Wyld environment, only the mutating effects that are caused by spending too much time in the Wyld.

Strength of Legend

5 Point Merit

You have the power of a little God. You may raise one attribute above to 6, without needing to raise your Essence score. You must spend the experience, and clear it with your Storyteller.

Sun's Bright Blessing

7 Point Merit

You can't be affected by the Infernal or Malfeans' Taint. Balefire and corruption, magical disease or the effects of their compulsion, it's all the same, the Sun has blessed you to be beyond their touch. Physical and Elemental attacks are a danger, but not the magics or Charms of the Yozi and Deathlords. The Unconquered Sun doesn't bless his warriors without reason, and you can expect to meet the enemies of the Creation, soon.

Talismanic Fortune

5 Points Merit

The character is so blessed with good luck, that those traveling with her often consider her a lucky mascot for them, rival to any talisman. Thrice a session the character may reroll any dice pool of her own, or allow a re-roll of any other players dice pool. Once the dice are re-rolled the second result must stand. The lucky character must be present in a scene for a re-roll to be allowed, they are the one favored by Fate after all...

Theurgacy Ties

3 Point Merit

You have friends in High places. You know Immaculates and their priests well. You can call on these ties for assistance and information, but the more you call of them, the more tenuous the relationship becomes, and it can be exhausted, unless you can provide assistance to your friends.

Tough

4 Point Merit

You are just a little tougher, even than most Solars. You gain an additional +2 die to all Stamina rolls, including Soaks.

True Love

1 Point Merit

This Merit is mostly roleplayed. The character has a True Love, he/she may not love the character in return, but the character with this Merit gains an extra 2 die in rolls involving his love's protection. There is a downside, the character, while willing to do just about anything to protect their love can also get very jealous.

Twin Souls

4 Point Merit

Your Solar Essence has been fragmented, and has a “soulmate” equal in power to your own. This fragment may be possessed by your physical twin, a look-alike, another Exalt, or even a stranger, possibly even a Mortal that hasn’t Exalted yet. When in contact with your soulmate, you may share Essence and Charms, taking the highest Essence rating for effects, while costing equally between the two.

You will need Sorcery or Charms to find your soulmate, and keep track of them. If your soulmate dies, you must make a Willpower check at +2 diff or following them due to the shock. You must also wait for your soulmate to be reincarnated, and find them again before you can share your link. This Merit can link two players, or be run by Storytellers.

Underworld Ties

3 Point Merit

You know where the bodies are buried. Literally. You know the major families and gangs who run the Underworld, and while they might not like you, they respect you enough to let you live. You can call in these markers to find, buy, even get items, identity papers, hideouts, even get smuggled out of a city, but the more you use these ties, the more tenuous they get, unless you can strengthen them somehow.

Unfazeable

5 Point Merit

You are impossible to surprise, and take things as they come easily. You never jump at noises. It’s not that you know when everything will happen, but you don’t let it bother you. You may defend normally to all attacks, and you will never lose a round of action due to surprise.

Untamable

5 Point Merit

You are immune to any kind of mental control, and you can’t be broken in interrogations, by drugs, and the Fae’s Glamours are useless against you.

Vulcan’s Gift

1 Point Merit

You are inclined with tools and your hands. Add +1 die to all Craft rolls.

War God’s Calling

5 Point Merit

Your Exalted’s gift for combat is frightening to behold. Your Combos are devastatingly easy to pull off. If successful, they cost no Willpower, though if blocked, intercepted, or negated, they cost the normal amount of Willpower.

Wyld’s Blessing

2 Point Merit

Your presence is soothing and attractive to the Fae. All Socialize rolls with the Fae are made at +2 die, and they tend greet you positively. You can spoil this with boorish behavior.

FLAWS**Absent Minded**

3 Point Flaw

You cannot take this Flaw with the Merit: Concentration. You don’t forget things like Abilities, but you often lose names, addresses, land marks, and the last time you made a sacrifice to the Unconquered Sun. In order to remember anything beyond your own name and hometown, you must make a Wits check, or spend a Willpower to remember it.

Addiction

1-3 Point Flaw

You are addicted to a drug, that you must have or begin to suffer from withdrawal.

1 Pt- A common drug once every few days. +1 diff for each day that you don’t imbibe.

2 Pt- A rare substance every day. +1 diff every 12 hours.

3 Pt- A rare, dangerous substance, at least twice a day. +1 Diff for every hour after, and

1 Bashing damage as well.

Age

1 Point Flaw

You either Exalted late in life or very early. This difference may make others treat you differently, which may fool them into granting you more skill and wisdom than you have, or they

may think of you as a joke. Either way, you are out of place among your peers, and your all of your Social rolls are at a variable difficulty of +1 to even +3 in extremes.

Agency Outsider 3 Point Flaw

You still cling to the last shreds of contact with the Agency. They know that something is up, but haven't made that last connection that you have Exalted as a Solar. You are kept out of the loop most times, and you know that you've been isolated. You take +2 difficulty on all Socialize rolls and Bureaucracy rolls in the Agency.

Albino 1 Point Flaw

You have no melanin. Pale hair, pink eyes, no tolerance for sunlight. Pack sun screen. A lot. Other Solars and Spirits may take it as a sign that the Unconquered Sun finds you in disfavor.

Alien Appearance 3 Point Flaw

Maybe you're Fae touched, maybe your bloodline has mixed with Beastmen, maybe you are even a Beastman, but you aren't just a little different, but down right bizarre. You will be considered to have an Appearance of 0 outside of your homeland, and people will remember your face. Details are up to you, be it a lizard skin, brightly colored fur, or a bestial face.

Amnesia 2 Point Flaw

You are unable to remember anything about your past, before you Exalted. No family, no friends, your life is a blank slate. Your past may come back to haunt you. You may take up to 5 Points in other Flaws without specifying what they are. The Storyteller can supply the details over the course of the chronicle as you discover them.

Bad Sight 2 Point Flaw

All of your visual Perception rolls are made at +2 difficulty.

Bard's Tongue 1 Point Flaw

You speak the truth, uncannily so. Things you say, tend to come true. This is not a facility for blessing or cursing, or an Essence effect that can be controlled. Once a story an uncomfortable truth regarding any current situation will appear in your head and slip past your lips. To avoid speaking prophecy, the character must spend a point of Willpower, and one Bashing level of damage from the strain of resisting. Nice going Cassandra...

Blackmailed 1-2 Point Flaw

You are being shaken down. Someone knows a secret that you don't want out, and they are making you pay. You must commit Resources equal to the Flaw each month to keep your blackmailer happy, and the relationship may grow and become even more tenuous as play continues. It might not be your Exalted status, but it will certainly be a secret that could lead to serious problems. You stole from an employer, you slept with a Lord's daughter, you have been seen in the company of suspected Solars...

Blind 6 Point Flaw

Exactly that. You automatically fail any visual checks, and cannot ever enhance this trait.

Brigid's Curse 7 Point Flaw

Like Brigid, the legendary "Mother of All Spells", you are nearly unable to learn Charms. For you, all the minimum aptitude of all Charms are considered three points higher, so it's impossible for you to learn Charms that need a minimum Aptitude of three until you can gain an Essence of 6 or higher.

Caste Scar 3 Point Flaw

Upon the character's Exaltation her caste mark was burning so intensely that she was left with a scar in form of the mark, forever visible on her forehead. Unless she covers it she will be clearly recognized as a Solar. Furthermore her Essence seeps through the scar when she uses it to fuel her charms. The first two steps of the Anima banner apply to her even if she uses Essence from her personal pool.

City Folk

2 Point Flaw

The Imperial City, Nexus, Thorns. The great metropoli of the Second Age. Whether raised in the hallowed halls of the Imperial Palace or the back alley squalor of the Nighthammer district, you are accustomed to the ways and wherefores of city life. This makes you particularly apt at dealing with people while inundated with this environment. When in any settlement with a population of over 5,000, you are at + 2 die to all social interactions due to your comfort in the surroundings.

However, this comfort comes at a price. Outside of the city walls and in more rural villages, your character is out of her element. Rural peoples tend to see her as soft, and will tend to be suspicious around her. Your character is at - 2 dice when dealing with any social situation outside of her comfort zone. Additionally, your character is used to the convenience of city life, and is thus at - 1 die to all Survival and Resistance rolls while in the wilds.

Compulsion

1 Point Flaw

You have a psychological compulsion of some sort, which can cause you a number of problems. Compulsions can be avoided by spending a point of Willpower.

Conflicting Loyalties

3 Point Flaw

Perhaps you were Exalted from the Immaculate Order Priory, but you still owe allegiance to a House of Dragon Blooded, but you are torn from your previous loyalties. You must check your Conviction each time you are forced to choose between the two worlds.

Confused

2 Point Flaw

You are often confused, and the world is a distorted, twisted place for you. Sometimes you are unable to make sense of things. You need to roleplay this behavior all the time, to a small degree, but your confusion is especially acute whenever stimuli surround you. You may spend Willpower to override the effects of your confusion, but only temporarily. Your Storyteller may add details for you, and you alone to represent this confusion, and it may lead you to react entirely differently than your companions.

Coward

5 Point Flaw

You're just plain yellow. Add +1 diff to all Valor rolls.

Curiosity

2 Point Flaw

You have an unnatural curiosity, and find mysteries irresistible. You must make a Conviction roll to break off from pursuing your curiosity, even if it might override your common sense.

Dangerous Secret

2 Point Flaw

You have a secret, that if it spilled could get not only you into trouble, but someone much more powerful into trouble as well. Right now, you are safe only so long as the chance of it getting out is null, and the best chance for that is if you are dead. You could try to blackmail your victim, but don't count on it to keep you safe. You can discuss it with your Storyteller if the subject of your secret knows you hold this information, and how it will affect future Stories.

Dark Fate

5 Point Flaw

You are doomed. Fated to experience a horrible demise, or worse to Fall. No matter what you do, someday, somehow, you will meet your doom. Even worse, you have partial knowledge of this, you have visions of your fate. The malaise of these visions must be expelled by spending a point of Willpower, and you know that visions will come to you again. At some point in the chronicle, you will meet your fate, but how and when is up the Storyteller. You can't change your fate, but you can still strive to reach some goal before it consumes you.

Dark Secret

1 Point Flaw

You have a secret that would be of immense embarrassment to you and would make you a pariah among your peers. You might have abandoned your Master, or you once listened to the whispers of Malfeas. While this secret weighs on you, it should occasionally surface in stories.

Deaf 4 Point Flaw

You are deaf. Automatically fail any rolls involving sound, and this Flaw cannot be countered by Mystech Modifications or other alterations, save perhaps by a God or other higher power.

Debts 3 Point Flaw

You owe someone, big. Not just cash, but in favors. Your benefactor is going to call in this favor in the future, and when they do, you'd better be ready for it. You might owe an Agent, a Guildler, a Lintha, but they will get their cut, or they'll cut you off at the knees.

Demonic Enmity 2,4 or 6 Point Flaw

Whether you were part of, or the caster of the ritual, a horrible mistake was made in a binding ritual of a Demon and caused it to fail. Fortunately, the Demon did not have the energy to extract revenge on you (or your fellow participants) right then and there and just fled the scene. But the Demon is still plotting revenge..

For 2 points, the demon is of the First Circle. For 4 points, it's of the Second Circle and for 6 points, it's of the Third Circle. This Demon is bent on your destruction. The only way to get rid of this flaw is to find a way to banish it back to Malfeas, or destroy the Demon, both of which are difficult to do especially if the demon is powerful.

Diabolical Mentor 2 Point Flaw

You were trained, but your Mentor was twisted and told you tales that were just wrong and evil. You could believe most of the tales of the Immaculates, or worse stories. You are just now learning of how twisted this training was, and you will not know much that is right about how the Solars fit into the scheme of things.

Driven By Passion 5 Point Flaw

The Solar possessing this flaw is unusually passionate, controlled by his Virtues more than even normal Solars. The character must choose a second Virtue. This second virtue also has a Limit Break tied to it.

Dogma Variable Point Flaw

Your kinship to the spirits is closer than other Exalted, and you are bound by the rituals of a religion regarding them. The value of this flaw varies with the frequency and severity with which it may be called upon. Determine its worth by adding the values below together.

If it is a major religion practiced in the Realm or near Threshold (Immaculates, cults of Nexus etc) then this flaw's value starts at 2 points.

If it is a minor religion practiced in the Threshold or lands of one region of Wyld barbarians, then this flaw's value starts at 1 point.

If the rituals may bar the Exalted from entry into a location, add 1 point.

If the rituals may summon the Exalted to a location, add 2 points.

If the rituals may banish the Exalted from his present location, add 3 points.

If the rituals may compel the Exalted to perform non-lethal actions, add 3 points.

If the rituals may compel the Exalted to kill or place himself into danger, add 4 points

If the ritual may block the Exalted's access to Essence temporarily, add 4 points.

Driving Goal 3 Point Flaw

You have a personal goal, which sometimes compels and directs you in startling ways. The goal is always limitless in depth, and you can never truly achieve it. It could be to eradicate Malfeas, or to achieve Godhood, equal to the Unconquered Sun. You must always work towards this goal, though you can avoid it for short periods. It can easily force you jeopardize you and your friends. Choose it carefully, as it will define your character.

Dwarf

4 Point Flaw

You aren't just short, but tiny. Not misshapen, but far smaller than normal. A meter or less. You have -1 Health Level, and +2 difficulty to all pursuit rolls. You have trouble finding clothing and equipment for your size, though you may gain bonuses to hide, and can squeeze into odd places.

Enemy

1-5 Point Flaw

You have an enemy. It could be an Agent, a Spirit, a Lunar, a Guilder, even an Abyssal, or even a group of enemies. Someone wants to harm you, badly. It could be someone close to your level of power—1 Point—to a Deathlord's favored servant—5 Point Flaw. You must decide who it is, and why they hate you so.

Faint Shard

2 Point Flaw

Unlike your fellow Exalted, your Shard, the Essence of a great hero of the past, is faint. You have great difficulty recalling your past lives, if it is even possible. You will not retain an affinity for individuals (spouse or perhaps close friends), objects (personal weapon of preference or other significant item), or places of importance to your past incarnations. Thus, the only way you might stumble upon your tomb is by the fickle hand of Fortune, and even then, you would most likely not even realize the importance of this discovery. Any rolls related to remembrance of past lives are at increased difficulty (+1 or +2, dependant on the Storyteller).

Also, the character will rarely, if EVER, see visions of his or her previous incarnations.

This condition can be detected by another individual making an Occult + Wits roll, at difficulty 4 with a minimum of 2 successes to diagnose. There is no set cure for this ailment, and if it is even possible to rectify the condition is entirely up to the Storyteller.

Fearless

7 Point Flaw

You don't have enough sense to be scared. Literally. You must make an automatic Conviction check to retreat or back down in any way at +1 diff. You cannot fail a Valor check, but no matter what, you will take a point of Valor Limit Break even if you succeed in resisting.

Flashbacks

3 Point Flaw

You are prone to flashbacks in high pressure situations that are similar to the event. The flashback does not have to be combat related. While you are in the flashback you are not aware of what is going on around you, lost in memories. The flashback lasts for as long as the Storyteller determines.

Hard of Hearing

1 Point Flaw

All Perception checks made with hearing are at +2 difficulty. You cannot take Acute Hearing with this flaw.

Hatred

3 Point Flaw

You have an unreasoning hatred of a certain thing. This hate is total and largely uncontrollable. You may hate a species of animal, a class of person, a color, a situation, and you constantly pursue opportunities to harm the hated object or gain power over it.

Haunted

3 Point Flaw

A ghost that only you can normally perceive follows you. It dislikes you, and enjoys making your life difficult, especially when you need to keep your cool. It may use minor powers against you: hiding small objects; bringing a chill over others, making them uneasy with you; causing a buzzing in your ear or the ears of others, moving small items; breaking small objects; making eerie noises; making loud noises and screams in the middle of the night, possibly attracting attention. You may drive the ghost away by proper use of Occult, but it will return after some time. The Storyteller will play the ghost and it will have a reason to hate you, and you may be able eventually drive the ghost away, or make peace with it. Eventually.

Hunted

4 Point Flaw

Be it the Wyld Hunt of by a guild assassin you are hunted where ever you go. So you have to take precaution about where you are and what you do.

Infamous

2 Point Flaw

Tales are told of your exploits, and they aren't good. You are seen as a villain throughout the Realm and the Threshold, and it tinges people's reactions, even Spirits have heard of your exploits, and they don't like it. Only in few circumstances will this help you, because in addition to be a villain, but you tend to be seen as dishonorable as well. Add +2 difficulty to all Socialize rolls, save for attempts to Intimidate, you can take a +2 die bonus on these rolls.

Inferiority Complex

1 Point Flaw

You know you're not worthy. Never have been, never will be. In situations where you must take charge, all your difficulties are +1.

Intolerance

1 Point Flaw

You have a mean streak when it comes to a particular people, be it a class, a race, or nationality. When dealing with these people, you are at +2 difficulties on Socialize rolls.

Jealousy

2 Point Flaw

You deserve at least as good as anyone else! When your character's Jealousy rears its ugly head you suffer a -1 dice penalty to all social rolls for the remainder of the scene as your embittered whiny nature irritates those around you. If your character is only set off by one particular thing (a better girlfriend, a better job, a wealthier person), when its set off you suffer -3 dice to all social rolls for the remainder of the scene.

Lifesaver

3 Point Flaw

You believe that life is the most sacred gift, and will not take a life except in the most extreme of circumstances. You may never willingly endanger the lives of innocents or in any way of participating in their killing. You have no problem with animals, and will kill evil and non-humans creatures to protect others if necessary. Senseless death in all forms repulses you. You may take a Limit more easily...

Lost Soulmate

4 Point Flaw

In a previous existence, your Essence belonged to an Exalt who was bound so tightly by love and oaths of spiritual unity to another Exalt that you still feel the bond for her. Until you find them, you will feel a nagging emptiness in a corner of your soul that never goes away. At best, you can numb the feeling with intoxicants, but this is temporary and makes you feel all the worse for it later with the amount it requires. In game terms, you recover Willpower twice as slowly as most. To represent this, whenever you gain a single point of Willpower, mark a single check in a box, similarly to Bashing damage in your Health levels. When you regain another, draw another line to turn it into a cross, just like Lethal Damage. Half points cannot be spent in any way, although they do protect you from the effects of having no temporary Willpower left. If you have only half a Willpower point left and are forced to spend a point by external forces, you lose it, but are affected as if you had no Willpower remaining.

Lure of the Underworld

1 Point Flaw

You share the morbid fascination with the Underworld displayed by those that congregate at the edges of the Shadowlands. Perhaps you or your family once lived there, or perhaps you are just intrigued by the haunting beauty of their beliefs. You may even begin to manifest the physical traits of this preoccupation, becoming thin, gaunt and pale.

Mark of the Fair Folk

3 Point Flaw

Maybe you have pointed ears or get rashy near iron or react badly to salt, but what ever it is people know that you have the blood of the Fair Folk. Because of this normal humans do not trust you add +1 Difficulty to social rolls with humans as well as the Fae.

Monstrous 2 Point Flaw

You aren't just ugly, but hideous. Be that a Beastman's visage, horribly scarred before your Exaltation, but you have a 0 Appearance, and small children tend to run from your presence.

Nightmares 1 Point Flaw

All of your nights are filled with nightmares. You never have a good night's sleep. Sometimes they are so intense you may lose a die to all your actions. Some nightmares can even be mistaken for reality. A crafty Storyteller can use this...

Nobility 2 Point Flaw

You were born to a Noble family, and your breeding shows. And it rubs a lot of folks the wrong way. You are not only well known in certain circles, you aren't well liked in them either. Take a +2 difficulty in Social situations with the low born, and know that the Judicar's offices will probably be looking for you as well...

Offensive to Animals 1 Point Flaw

Your power is unnatural, such that animals shie away from you. You can't ride a horse, dogs bark at you, and cringe when you are close. Birds fly from you, and even insects avoid you.

Paranoia 2 Point Flaw

You are convinced "they" are after. Who they are is up to you and your Storyteller, but it colors your thinking at all times. You take any suggestion and twist it into a plot. You may need to make extra Virtue rolls to avoid the effects of this flaw.

Past Contract 3 or 5 Point Flaw

In a past life the character made a bargain with a spirit or a group of spirits, a bargain that would reach beyond the grave. The oath was sanctified by a powerful member of the Eclipse Caste or someone of similar authority. Even though the character is merely a reincarnation the spirits will still fully recognize her as the oath partner and will act accordingly.

1 Pt- A minor oath, fulfilled every few years. Pouring wine onto the beach at sunrise.

2 Pts- A minor oath, fulfilled every year. Pouring wine onto a rocky coast at sunrise.

3 Pts- A minor oath, fulfilled every month. A major undertaking every few years—keep the spirit's shrine safe for its holy days.

4 Pts- A minor oath, fulfilled every day. A major undertaking every year. Hunt a magical beast in the Spirit's name.

5 Pts A major undertaking every few months. Sacrifices of jade, sacrifices of the first kill of battle.

6 Pts- A major undertaking every month. Or a specific task of great difficulty. Sacrifices of the Five Magical Metals. An oath to destroy an Abyssal stronghold.

7 Pts- A task of colossal proportions. Deliver the head of the Mask of Winters. Destroy House V'neef.

Obligation/Compulsion 3 Point Flaw

You have some form of goal, compulsion, or requirement. It is typically an undertaking of your own design, or it could be a mystical one. Likely, it is something that came upon you as a burden of responsibility with your Exalted powers. Regardless, outline the desires of this compulsion. It should be massive such as, "free every slave you find" or "overthrow the Lover Clad in Raiment of Tears." You may spend Willpower to overcome this for a scene, but otherwise you are must act in a manner supporting your obligation.

Past Voices 1-5 Point Flaw

Solars become Exalted when the Essence of a past Solar joins with them. However, sometimes a piece of those former Solars comes along with it.

At 1 point, this manifests as quiet whispers in the back of the Solar's head that can be quelled by spending a point of Willpower. At higher levels, the voices are louder and may even wrestle the

Solar for control of their body. Whenever a Solar expends Essence to use Charms or Sorcery, the voices become louder and at higher levels, becomes harder to maintain control over their body.

Phobia-Mild 1 Point Flaw

You have a fear of something. You instinctively and illogically retreat from it and avoid the object of your fear. Common objects of phobias include a certain animal, insects, crowds, open spaces, confined spaces, heights. You must make a Willpower check when you encounter the object of your fear. If you fail, you will be at -1 on all Valor checks for the remainder of the day.

Phobia-Severe 3 Point Flaw

More severe than a mild phobia, your character must make a Valor check to be near, and cannot spend Willpower if the roll fails, you MUST flee immediately. If anyone gets in your way, you may have to make a Temperance roll to avoid striking at them.

Psychic Vampire 5 Point Flaw

When you Exalted, something went awry, and the Essence that flows through you is tainted. Plants and insects wither and die in your presence, and any person you touch for more than an hour will suffer one point of Lethal damage. Those injured will not heal in your presence. You must feed the emptiness inside at least once a day, or take a Health level the first day, a second the third day, a third in a week, a fourth in a month, one more wound in three months. You must soak at least one damage level to be considered “fed.”

While you may use Medicine Charms, you do so at a +2 difficulty, but for each Health level you heal, you take that amount of damage to yourself, and this damage can only be healed by “feeding.”

Abyssals find you attractive, and you may take +2D to social situations with them and servants of the Deathlords, though Hungry Ghosts find your blood unappealing and tepid, and ghosts and Fae cannot feed from you.

Obsession 2 Point Flaw

There is something you like, love, or as fascinated by to the point that you often disregard common sense to cater this drive. You react positively to anything related to your obsession, even if it isn't in your best interest.

One Arm 3 Point Flaw

You have only one arm, an injury just after your Exaltation or before. You are don't take an off hand penalty, but you do suffer +2 difficulty with all tasks that requires two hands.

Overconfident 1 Point Flaw

You have an exaggerated and unshakable opinion of your capabilities, and you never hesitate to trust in your abilities, even in face of defeat. When you fail, you are quick to blame others. You can easily infect others with your enthusiasm, and lead them into danger.

Rebel 3 Point Flaw

You are a rebel, a freethinker, a freedom fighter, and you're known for that. The Agency has a file on you, and while the Wyld Hunt may not be strapping on their armor to find you, you are certainly being watched. People know of your deeds, and are afraid to be near you. Add +2 difficulty to most Socialize and Bureaucracy rolls, and you may even have a few warrants out for your arrest. Possibly even the odd bounty in the Threshold.

Sadism/Masochism 2 Point Flaw

You either enjoy giving pain, or receiving it. This colors your thinking at all times. In combat you tend to play with your opponents, and you will seek out either to hurt or be hurt for your own pleasure. For a masochist, your Bashing soak is increased by one die, because you want to feel the pain. A masochist who is combat must make a Temperance roll. Failing the roll will mean that you are caught up in the moment, and must spend Willpower to break off, or be lost in it.

Shades in the Sun

1-6 Point Flaw

Your supernatural nature is apparent even if your Anima isn't flaring.

1 Point- Minor-Milk sometimes curdles in your presence. Animals sometimes pay you obeisance.

2 Points-Mild-Horses often sweat when you near. You may not be able to enter a place unless invited.

3 Points-Noticeable-Easily noticed. You develop an allergy to salt. Your hair sometimes is unaffected by the wind. Waters often calm as you near, or stir when all is calm. Flowers and plants turn towards you as you sit.

4 Points-Distracting-You have trouble when the Immaculates use their Wards. Your shadow moves on its own, or your reflection shows your Anima. The scent of spring accompanies you. Your eyes tend to glow when you anger.

5 Points-Powerful-You may not sink in water, touching Immaculate consecrated ground causes you pain, people are sometimes thrown into ecstatic visions in your presence. Your skin may glow at the time of your Caste.

6 Points-Shattering-You physically manifest your Anima—a bronze tiger manifests with metallic skin, and a tiger's face, you have the horns of the Auroch, your skin dances with flames when you anger, and these flames can ignite small fires around you.

Short

1 Point Flaw

You are below average height. Well below. You may find difficulty finding equipment to suit you, and you are at +2 difficulty in pursuit rolls. You may gain bonuses to concealment, in some situations, but you are challenged sometimes by regular table settings.

Short Fuse

5 Point Flaw

Your temper is short. You get angry easily, and quickly. A passerby can draw your ire, and it be forgotten just as quickly. Your Temperance rolls are all at +2 difficulty.

Shy

1 Point Flaw

You are ill at ease when dealing with people and try to avoid social situations whenever possible. All of your social rolls are made at +1 difficulty. When you are at the center of attention, they are increased to +2.

Soft Hearted

3 Point Flaw

You have a great deal of compassion for others. This adds +2 die to all Compassion rolls, but you must fail Compassion rolls to do any harm at all, or spend Willpower. You'll never kick a dog from your side, and even knocking a guard out from behind will require a roll. You will look to avoid doing harm, either by deed or word at all times.

Strangeness

1 Point Flaw

Life is just a little stranger for you. Fae seek you out for conversations, Elementals manifest often to dance in your campfire, but only on your watch. Sometimes it rains toads in your path. Frost sometimes forms patterns of ancient ritual circles in your breath. If a magical animal comes out of a forest, it will speak to you first. Gods may sometimes drop by for tea, and nothing else. Great Malfeans may send trinkets of skin and bile, wrapped in pretty red wrapper. Birds may break into First Age Operas in your path, and then revert to chirping. Odd things just happen. These events tend to complicate your situation, rather than help.

Stubborn

3 Point Flaw

You are a hard headed customer. When you decide something, you stick to it. All of your Temperance rolls are made at +2 die, but you must fail a Temperance roll to change a stance that you've taken strongly, or spend Willpower.

Sorcerous Prohibition

3, 5 or 7 Point Flaw

For some reason, you are denied access to the circles of sorcery. For 3 points, you are unable to gain the Solar Circle Sorcery Charm. For 5 points, you are denied Celestial Circle Sorcery as well. For 7 points, you cannot even cast spells of the Terrestrial Circle.

Style Disadvantage

2 Point Flaw

This may only be taken by someone with a Fight skill of 3 or greater. The character may be a good student, but has poor aptitude in making his teaching practical. His movements are wooden and rigid, and he has a tough time using his skills outside of a very specific environment. In game terms, this flaw has two effects. The first is that the Character may not perform Stunts with his Fight style except under very specific circumstances (for example, in a tournament or classroom setting), and always with regard to Storyteller approval (perhaps with a successful Wits + Fight roll). Second, if an opponent makes a successful Intelligence + Fight roll, he may add a number of dice to his pool equal to his Wits when battling the character. This bonus lasts for one combat, after which the opponent must roll again.

Tainted

5 Point Flaw

You carry the stench of Malfeas, tinging your Essence with the black stain of the Abyss. You hear the voices of the Malfeans in you dreams, the Yozi croon to you from beyond, and to those who have the sight, you appear to be an agent of these powers. Your Charms carry the blight of the Malfeans, even when you use them for good. Your only hope is that you can cleanse yourself of this curse, before you succumb to the call of those Beyond. This Flaw will require a quest of Herculean proportions to lift, and should be the focus of several stories.

Touch of the Wyld

1 Point Flaw

The character, whether before or after their Exaltation, was exposed to the Wyld for a time. The character has one of the poxes described in the core. You are penalized two die on social interaction roles with individuals of a culture where Wyld taints are considered abominations, this is most cultures.

Uncivilized

2 Point Flaw

You come from a land considered savage and primitive by the general populace. You may be Haltan, from an unknown island in the west or a barbaric Northlander who has not been in contact with civilization for long. Civilization may cause you discomfort, and your presence causes some discomfort in those who would call themselves civilized. Add +2 diff to interactions in social situations away from barbarians.

Unconquered Flame

7 Point Flaw

Unable to fully contain the almighty power of the Exaltation, when the Solar burns 16+ motes of Peripheral Essence, her anima takes the normal totemic form, but the Solar with this flaw cannot safely channel this level of energy, and will be physically scorched by her own flames. She loses one health level of Bashing damage each time her anima flares high, and each turn in the full anima remains due to further expenditure of Essence. This Solar must always skillfully calculate her use of Essence, lest she be consumed by her own power.

Vendetta

2 Point Flaw

You wronged someone in the past, and they look to constantly work against you. They may not be hiring thugs to kill you, but they will sabotage your plans at every turn.

Vengeance

2 Point Flaw

Someone wronged you in the past, and you work constantly to redress that wrong. All of your long term plans are to gain revenge on your enemy, even if it may bring you into danger, or your friends. This can rear it's head as you see opportunities to do your enemy .

Ward

3 Point Flaw

You have a ward. A child, a young student, a girlfriend, or someone who depends on you. You may describe your ward, though the Storyteller will create them. Wards have a talent for getting caught up in the action of a Story, and are often targets for your enemies.

Whimsy

3 Point Flaw

You're a bit of a kook. You often do things without rhyme or reason. Maybe you're Fae Touched, maybe you're just an odd duck, but you don't need a reason for many of your actions. You change your mind at the drop of a hat. All of your Temperance rolls are made at +1 Difficulty.

Whispers

3 or 5 Points Flaw

As an emissary between the gods and man, you hear the prayers of the common people as a constant murmur. For 3 points you are down one die on Perception based rolls unless a Willpower is spent to suppress it for a scene. For five points, you must answer at least one prayer a day or else it will rise to a cacophony by nightfall and disturb your sleep (as per the Nightmares flaw, in addition to the perception penalties).

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“All I asked, was how you can manage to get a weapon this filthy, this fast?” Krieg tossed Tetsubo back his Gunklaive. “Orichalcum is sturdy stuff, but you keep abusing this thing, and it is going to jam. And then where will you be? Eyeball deep in Dragons. And if you keep wandering off on your own, we aren’t going to be there to haul your keister from the fire.”

Tetsubo spun the Gunklaive, snapping the big weapon into guard, and then back across his shoulder. “That’s why it’s got the pointy end. Just in case.”

Krieg snorted, and wiped the grease from his hands. “Trouble is, you like mixing it up.”

“And you don’t?” Tetsubo tapped the holstered Hammers at the big man’s sides with the flat of his blade. “These just keep-sakes then?”

Krieg threw the grease rag at the rangy Dawn. “No, those are reminders that I run with a dangerous crowd. If you were just a hair less dangerous, I could dispense with these noisy things, and keep to more civilized matters, like study, academics, research and development projects. I could be employed at an actual University, receive the accolades that my prodigious intellect and skills should earn. But instead, I am in the Lower Twenties with you and that sociopath Sparks.”

“The clinic not enough?” Tets sheathed the big blade. He propped a hip on Krieg’s workbench. “What’s really eating you?”

Krieg lowered his gaze, peering over his dark spectacles to lock with Tetsubo’s. “This.

“We are living in this nasty little hell hole, and it makes me sick. You know what makes me sick about it? Not the temperature, not the smells, not the lack of sunlight, not the closeness of these walls, the walls upon walls, the pressure of another hundred floors above us, but what makes me truly sick, is knowing that this place is a margin better than most of its kind, because we hang our hats here. We make it better—they’ve got clean water now, power, working plumbing, and the lifts are almost all in service again—and for all that we’ve done, there a couple of hundred slums and Unders just like this one in the Realm, and that bitch in the Palace is bound and determined to make a few more.

“That’s what makes me sick. We have worked ourselves to the bone, and we’ve got this place just livable, just about to where these people can start to think about something other than surviving, and we haven’t scratch the surface. We’ve saved this lot, but what about the others?” The engineer pulled on his gloves, rivets sliding over his gnarled knuckles.

“Sometimes I wonder why we bother? What are we really doing? We make this place better, but what about the rest of the Realm? What about the rest of Unders?” Krieg rolled his fingers into his gloves, adjusting the fit as his hands moved of their own accord to his tools, putting each into its place.

Tetsubo’s hand closed over his friend’s shoulder. “We do what we can. We do what we can, and if we can keep these folks ahead of the game, then we’re doing better than most. We keep it up, until we can do more. More things under the Sun than are dreamt by men.” He pulled his friend up and turned him to stare into his face. “We make a difference. We’re onto to something here, and if these folks can keep it up, we can hope that there are others doing the same.”

Krieg patted Tet’s hand. “Just grinds on me sometimes. Especially when I see how badly you keep that damn thing. Pisses me off to see you treat good equipment so poor.”

“Then I’ll do a better job. We need you as much as we need Jeffers or Sparks. We’re almost done here, and then we can take it to the Dragons.” Tets straightened up, and turned to the door.

Krieg watched Tets head into the hall. Liar. But thanks anyway. The engineer muttered a few words, and let the Essence flow to power his Charm to finish reweaving the brake cables he’d been working on when Tetsubo came in.

New Abilities and Charms- Fight

Fighting is an integral part of life in the Age of Sorrows. The arts of combat have been developed, refined, and range from simple dust ups with punches and fists, to the discipline of the Immaculate Dragons. Weapons skill is just an extension of study and talent, and increases the range and scope of a fighter's ability to engage an opponent, but understanding of how to engage is at the heart of this Ability.

These rules are meant to flesh out the Fight ability, and give more background to the different styles, giving both the Exalted and Heroic Mortals more depth.

When a fighter begins play, he must state what style he is studying, and decide if that style is Hard or Soft. Hard arts emphasize strikes and power, and Soft arts emphasize throws, locks, and rolling with the flow of combat. Hard stylists use Strength for their base damage with bare handed attacks, while Soft stylists use Dexterity for their base damage with bare handed attacks. While styles often mix elements of Hard and Soft Techniques, the fighter chooses which Attribute to base his style on.

The artist may choose a Fight Technique for each die of Fight. Additional Techniques may be bought like Specializations for 3 XP each, as they show the development of the practitioners style. While Techniques lack the punch of Fight Charms, they allow Heroic Mortals to be effective in combat in an epic world. They can also save the Exalted from spending Essence on Charms, instead relying only on his native skill.

Fight Techniques—Soft Styles

Acrobatic Dodge--Leaps, gyrations, and flips allow the a fast fighter to avoid many blows, be it by elegant jumps or by deft side slips. Dex+Dodge as normal, but the artist may dodge as many attackers as she has die in Fight, and may use her full Dodge pool against each attacker. The artist may not take any other action, and this does not allow her to Dodge attacks that cannot normally be dodged. This Technique cannot be used in conjunction with Extra Actions Charms, though Reflexive Charms could be used to supplement it.

Break Fall--The character is versed in throwing techniques, and can use a Dex+Fight roll when he falls, and can apply the successes from this roll to a soak against falls and knock back. This is done instinctively, and does not count as an action.

Cataleptic Grapple--With a proper locking hold, the fighter can apply pressure to vital points. The Artist must take a multiple action penalty, first to either to apply or maintain the lock already held, and then she must immediately roll Intelligence+Fight. Each success allows the martial artist to inflict one point of Bashing damage, that is not soakable normally. Charms that increase the Bashing Soak can be applied to soak this damage.

Counter Lock --A defender can apply a lock after a parry. If the parry is successful, the fighter applies a lock on the offender, doing regular damage. This can be used to defend against another grapple attempt. Note, this roll does not count as a separate action, but as a natural part of the parry. Charms like Flow Like Blood can allow the recipient a chance to avoid this damage, but unless the character can anticipate the attack—i.e. has fought against this particular style or fighter before--Reed in the Wind will not allow a dodge roll.

Counter Throw--The fighter does not need to attempt a grapple roll to attempt a throw. When attacked the martial artist may roll his parry normally, and if successful, the additional die can be applied as a throw for regular damage. This can be applied against attempts to grapple. Charms like Flow like Blood can allow the recipient a chance to avoid this throw, but unless they can anticipate the attack—i.e. has fought against this particular style or artist before—Reed in the Wind and the like will not allow a dodge roll from this attempt.

Deflecting Block--When parrying an attack, the fighter moves to force his opponent away. If a parry is successful, the fighter deflects his opponent away, and they move their own Strength in feet away from the artist. If the opponent was charging or rushing the artist they must check Dex+Athletics or take their own Strength in damage from the fall, though the damage is Bashing and soakable.

Disabling Strike--The fighter uses a single, or even a combination of strikes, to hit nerve clusters to cause pain and disorientation. This attack does no damage, but if successful, the attacker is at +2 difficulties for that round, as well as the next. These difficulties can stack to render an opponent wracked in pain and unable to move. Stamina Charms and armor are effective at countering these strikes.

Disarm--The fighter is skilled at removing weapons from an opponent's grasp. The fighter makes a Fight roll, and for each point of "damage" scored after the soak, the weapon flies one yard in a direction specified by the fighter.

Ground fighting--The fighter is adept to fighting prone, and need not get up to initiate attacks. Kicks, strikes, locks, sweeps, or the like can be applied from a prone position, if an opponent is close enough, with no penalty.

Joint Lock--Upon a successful grapple, the fighter may immediately inflict damage without rolling further. Successes from the grapple are immediately applied as an attack without a multiple action. The attack is at Dex+2 damage.

Mantis Strike--A precise blow that targets vital organs and chi gates. Dex+2 damage.

Push Hands—Soft stylists often play games where they attempt to push one another off balance, and a skilled practitioner can anticipate an opponents body language by subtle shifts in weight and body language. In combat, the stylist can use this to avoid attacks. The stylist rolls his Dex+Fight, and if he successfully avoids the attack, the attacker is knocked down, taking his own Strength in bashing damage, as the stylist steps aside and gives him a slight push.

Reactive Hands—Parrying, pushing, and riposting, in rapid succession, the fighter seizes a brief opening to come under his opponent's guard. The fighter must parry as normal, and then roll an attack, using normal multiple action rules. The parry must be successful, but if so, the fighter immediately rolls a counterstrike that cannot be blocked or dodged normally. This Technique cannot be used with any actions granted with an Extra Action Charm.

Spinning Throw—By using momentum, the fighter can swing off several attackers at once. The maneuver pits the motion of each attacker against the others, so they all assist in the task of flinging the others away. It is a reactive throw, and the fighter must be attacked first. Effectively, this maneuver allows the artist to throw multiple opponents without incurring multiple actions. Each attacker rolls their attack as normal, while the fighter rolls his Dex+Fight, at a -1 die

penalty for each attacker. If the character scores more successes than his attacker, he is considered then to have thrown the attacker, for regular damage, before their attack can land. If he fails to gain more successes, the attacker engages as normal. If the defender ties, the attack fails, but the attacker is not thrown. Note: the fighter can take no other action during this maneuver, unless it is a Break Fall. Must have Counter Throw.

Weapon Deflection/Evasion—The fighter has studied evasion and dodging to the point of being able to turn weapons and missiles. The artist must be aware of the attacks to deflect or evade them. The fighter can choose to catch or avoid the attack entirely. If the fighter choose to evade a blow, he must roll his Dex+Fight instead of his Dodge. A fighter may Evade a number of attackers equal to his Fight score, though he cannot take any other action while performing this Technique unless he has some Extra Action Charm activated.

If the fighter chooses to deflect the attack, he may attempt to immediately redirect the attack. The fighter must roll his Dex+Fight, but extra successes can be applied as an attack roll, with damage applied as normal for the attacker whose attack was deflected. Melee attacks are redirected by deflecting the arm of the attacker, rather than the weapon. Slower projectiles like arrows and knives are plucked from the air and redirected, though attacks with guns and flamethrowers can only be deflected if the artist is employing a buckler or some other defensive device like war fans, and the materials must be strong enough to withstand the attacks. Note: deflected projectiles cannot be sent back against their wielders, though multiple attackers could find themselves at odds with one another's redirected fire. If the martial artist fails his Dex+Fight roll, he takes damage as normal. The fighter may deflect a number of attacks as he has die in Fight, though each deflection counts as multiple action with the corresponding loss of die for each deflection. Must have Deflecting Block.

Withering Grasp—The fighter makes an attack as normal, but in addition to the regular damage, the artist can disarm an opponent. With 3 successes more than his opponent's defense, the weapon is knocked from his hand, 5 successes, and the artist may take the weapon for his own use.

Fight Techniques-Hard Styles

Axe Kick-A powerful downwards kick. It is always considered the last action in the round, and can invite a nasty surprise before it can land. Strength+2 damage.

Blow to Pressure Points—The fighter has learned to strike the chi meridians and vital points. The fighter can make strikes at +2 damage for either kicks or strikes.

Breaking Blows—Hands and feet are toughened by constant practice. This maneuver requires a full round of concentration, but allows the fighter to double his successes for damage against an inanimate object. Botching results in the artist harming himself in the process.

Choke Hold—The fighter is well versed in chokes and holds. If the character continues his hold, he does an additional point of Bashing damage, that is not normally soakable. Charms and some armors may negate this.

Counter Strike—The character is versed in the art of striking. The fighter rolls his parry as normal, but if successful, he immediately counts the additional dice for success as an attack roll, for a normal hand attack. This attack does not count towards a multiple action penalty.

Damaging Block—The fighter blocks, looking to directly damage the limb that comes in. Roll a regular parry, but if successful, he immediately rolls his Strength+ additional successes in damage. If the defender scores more than 3 successes, the attacker is at +1 difficulty for the next round with that limb. Must have Counter Strike before taking this technique.

Dirty—The character is skilled at taking advantage of under handed and dirty tricks, from throwing sand, eye gouges, fish hooks, or any thing else that will work. He may either take +1 damage for an attack, or elect to subtract one die from his opponent's pool each round he succeeds an attack—these penalties are cumulative. If the fighter fails an attack, the penalties fade and the opponent operates as normal.

Double Kick—A combination of kicks, usually one high, and one low. The character rolls his attack as normal, but doesn't take a multiple action penalty. Damage is checked with two separate rolls to simulate the combination's effectiveness. The attacker cannot defend when using this technique, unless he has Extra Action Charms.

Dragon Tail Sweep—A spinning leg sweep used to knock an opponent to the ground. Treat the attack as a throw, but the attacker need not grapple first.

Elbow/Knee Strike—A quick and vicious attack. +2 speed, and +1 damage.

Fighting Hold—The character can grapple an opponent, and take multiple actions to continue to pummel him. The character must specify the kind of hold, and whether or not he will kick or punch. Note, the character can specify that they are attempting to choke in addition to the punching or kicking, and take additional multiple action penalties.

Flurry of Blows—The fighter fires of a storm of punches, usually uppercuts and short jabs to the abdomen, that pound his opponent with multiple hits. The fighter may test for damage three times with this technique, but cannot defend. This Technique cannot be enhanced by Charms.

Ground fighting--The fighter is adept to fighting prone, and need not get up to initiate attacks. Kicks, strikes, locks, sweeps, or the like can be applied from a prone position, if an opponent is close enough, with no penalty.

Joint Break—A grapple turned ugly. After grappling, the artist can attempt to bend a limb in a direction it wasn't designed to go. Damage applied after the grapple is considered Lethal, and if more than three points of damage is scored, the limb is useless.

Killing Blows—A study of anatomy and careful use of force allows the fighter to inflict devastating blows. The artist can choose to do Lethal damage. Soaks still apply.

Knockout—The fighter is skilled at making hard, fast blows to end fights. The character makes an attack at +2 difficulty, but if successful the victim must make an immediate Stamina check to remain conscious, with their difficulty modified by their attacker's successes -1. Four successes on a knockout roll means +3 difficulty. If successful, the victim is at +2 difficulty for the rest of the round, if the victim fails, he falls unconscious for a number of minutes as the attacker was successful. Botching means they are out for hours.

Ripping Strike—Strikes are dealt that are designed to inflict great pain. The damage dealt is normal, but the opponent is at +1 diff for that round, and the next. The difficulties are stackable, and can be devastating in a long fight.

Spinning Kick—A fast, powerful kick. +2 damage

Thunder Kick-A flying drop kick. +3 damage.

Weapon Techniques-This section is designed to build on weapon styles, and can be ignored, or placed separately in Melee if you don't wish to integrate Melee, with Brawl and Martial Arts. I prefer to use them in conjunction, forcing a character to choose which they are more proficient in--hand to hand, or weaponed combat, but that is for a system designed to incorporate gunplay, and it may not fit your style of play.

Armor Pierce-The fighter has mastered the art of avoiding armor, by attacking the spaces between plates. The fighter can half the armor soak of an opponent, but the attack is made at +2 difficulty.

Dazing Blow-The fighter has trained to do Bashing damage with a Lethal weapon, using the flat of the sword, or targeting less lethal targets.

Feint—The fighter can misdirect his opponent, and draw his guard. A contested Fight+Wits roll is made at the beginning each time it is attempted, each success the character garners, subtracts one die from his opponent's Fight pool to parry. This action does not cost an action from either fighters, unless one of them fails their roll entirely—from then on, they incur normal multiple action penalties. If both fail the roll, both look equally foolish.

Fence of Steel—A flurry of blows, the fighter puts up a wall of weaponed death. This technique allows the fighter to make either three parries without incurring multiple actions, or three attacks at his base damage, though he cannot add his successes to the damage.

Finesse—The character is an expert with one handed weapons, and has an extra 2 die in his Fight pool for his skill. This applies only with one handed weapons.

Fleche-The fighter can dart forward in a short charge with his weapon, and in doing so, can add +1 damage. He is at -1 for his defense during the round he uses this Technique.

Great Blow-Putting everything into one blow, the fighter can add +3 damage, but cannot defend himself normally with this technique.

Jab-A quick, light strike to test defenses, the fighter can add +2 to his Initiative, and -2 damage.

Mobility-The fighter is adept at using terrain and her environment to the best advantage. She may add her Athletics score to her Dodge or Parry pool on all opponents she is engaged with.

Pin-Usable only with a piercing weapon, the fighter impales her opponent. The attack is made at +2 difficulty, but if successful, the target is considered pinned either to the ground or the scenery. In order to be freed, the victim must wrench from the weapon—doing so incurs the weapon's normal damage, or the fighter can pull the weapon free. In freeing the victim, the fighter can choose to do damage as a regular attack, or merely pull the weapon free, incurring only 1 level of damage.

Quick draw—The fighter can draw his weapon without using an action.

Riposte-The fighter can use the same action to parry, and make a lightning fast attack. The attack is made at +1 Accuracy, but at -2 damage, and does not incur the normal multiple action penalty.

Shield Training—The fighter has trained to use shields effectively. The character may make one normal parry while using a one handed weapon, and a shield, without incurring a multiple action penalty.

Sweep-The fighter can use his weapon to knock an opponent down. The attack does no damage, but the opponent must check Dex+Fight to see if they are knocked down, at a difficulty equal to the number of successes the attacker scored to make the attack.

Two Weapons—The fighter is trained to use two weapons, either for defense or to attack. The character may take one less die of penalty for extra actions with two weapons.

Whirlwind Form—The fighter is skilled at engaging multiple opponents. He may make engage up to his Fight score in opponents, making one parry per opponent without incurring a multiple action penalty. He may not make additional attacks, or make more than one parry per opponent without taking multiple actions.

Wounding—The fighter can inflict painful wounds, that aren't lethal, but are still debilitating. Wound penalties inflicted are double their penalties during the scene they are inflicted.

Fight Disciplines—At four die, a Fighter has gained enough understanding of his art, to apply his training into the more esoteric applications. These Disciplines are not taught to every artist, and often require finding a teacher, especially the Essence Arts. To study a Discipline requires vast commitment to their art, and some Mortals spend their entire lives to the perfection of their art.

Exalted may study these Disciplines, but generally Charms are easier and more powerful. These Disciplines are to reflect the highest levels of the art for Mortals. Disciplines cost 12 XP to acquire, and require at least a year of training time. These requirements keep most Exalted from investing in them--their Charms often much more powerful and easier to gain. The Disciplines are designed to show the pinnacle of the Arts that Mortals can achieve.

Art of Stealth—The art of disappearance and smoke. Walk across rice paper and leave no trace, walk across newly fallen snow and leave no tracks. The artist is attuned not only to the art of hiding, but the art of directing attention elsewhere. The artist can add his Fight die to his Stealth pool, but all successes scored with these die are doubled, and 10's will count as three successes. These dice can also be applied to Larceny rolls for lockpicking, finding traps, setting traps, picking pockets, and for slight of hand tricks. Team ninja is go...

Art of Vital Points—The art of vital points, to heal or harm. The artist may add his Fight die to his Medicine rolls, but all successes scored with these die are doubled, and 10's will count as three successes. In combat, the character can make a Dex+Fight roll against his opponent's regular dodge or parry. If the attack is successful, the artist can then add a +1 difficulty per success scored. If the penalty inflicted is greater than the victim's Dexterity, the limb is rendered useless. If the penalties are greater than the opponent's Dex+Stamina, the foe is considered rendered immobile and helpless unless they spend Willpower. The effect lasts a scene. Additionally, the artist can decide to do Lethal damage with his blows.

Body Hardening—This allows the artist to build his endurance to super human levels. The artist may add his Fight die to his Endurance, Resistance, and Survival rolls, but all successes scored with these die are doubled, and 10's will count as three successes. The artist spends often years

being beaten, enduring hardships, and agonizing conditions. He may also add his Fight die to his Soak roll, as well as adding his Fight die to Athletics rolls involving feats of Strength. His blows can inflict Lethal damage at will.

Grasping and Seizing—The fighter has studied the arts of seizing, and his grappling and thrown techniques are at their highest level. The fighter's attacks now bypass armor and can only be soaked by Charms and Stamina. Her attacks flow easily, and she attacks limbs, joints, and soft tissue, and she does Lethal damage if she chooses to. For purposes of restraint, her grappling successes are doubled, 10's counting as 3 successes.

Reed Form—The fighter is lithe and rolls with all blows. She may add her Fight die to all Dodge attempts, but all successes scored with those die are doubled, and 10's count as three successes. Furthermore, the artist may use her full Dodge pool without penalty against all attacks that are directed towards her without a multiple action penalty. Charms that cannot normally be dodged are not affected by the Reed Form, and will strike normally.

Paired Weapons—The artist has studied and mastered paired weapons combat. He can use paired weapons—sai, fans, daggers, willow leaf swords, wind and fire wheels, short swords, or the like—or a dual use weapons—three section staff, chain, staff, sickle and chain, or the like—to their fullest potential. The artist may use each attack roll to defend as well. Multiple attacks still require splitting the dice pool, but each attack roll represents a chance to parry as well. An artist that makes three attacks can also defend against three attacks at the same time, only suffering a dice reduction for the attacks. Each defense roll is equal to the attack rolls. If the artist is engaged with multiple opponents, she may elect to fight defensively, and doing so allows her to parry a number of opponents equal to her Fight score without taking a multiple action penalty, though she may not attack.

Weapons Mastery—The artist is a true master of weaponed combat. The fighter may choose a single weapon class to excel in, or he may choose to be master of found objects.

The first option allows the artist to double his Fight die with her weapon of choice, and successes are doubled, and 10's are considered to be three successes. The weapon can be a style of sword, pole arm, staves, chains. Any weapon can be mastered, but it must be a particular style of weapon, not a class. An artist who chooses the willow leaf sword can't apply his ability to the broadsword or the two handed sword.. It must be a specific style of weapon, not a class.

The second option allows the artist to become deadly with any weapon. Literally. The artist can double his Fight pool, or add his Fight to his Thrown pool with any weapon, and that includes improvised weapons. The artist can pick up objects from the tiny—straws, cards, pens, seeds, pebbles—and do Strength-1 damage. Small sized objects such as chair legs, paperweights, daggers, and mugs can do Strength damage; medium sized objects like pots, short swords, and hubcaps can do Strength +1. Large objects like broom handles, small stools, iron rods, and ladders can do Strength+2. Picking up weapons is considered a reflexive action, and any item that is within reach and the artist can swing or set into motion can be considered a weapon.

Drunken/Monkey Style—The artist uses a mixture of odd movements, submissive postures, and strange noises to confuse opponents. The artist rolls his Dex+Fight at the beginning of combat. Opponents must also check their own Fight+Wits against this score. If they score higher than this roll, they may act normally, but if the artist scores higher, their opponent's difficulties are increased by the amount they failed by for all their actions against him.

Awareness—The artist is constantly aware of his surroundings, even if occupied. His awareness of the flows of Essence allow him to read the intent of those around him, not their words or actions. He literally cannot be surprised. He feels the intent to attack, the flow of Essence towards him, and he reacts to it. Forewarned, he adds his Fight dice to his Initiative rolls. This ability can also be applied to add his Fight die to Alertness or Perception rolls as well. This allows the practitioner to sense threats from both close and far, and the artist may take a free Dodge action. This defense will not protect against attacks that cannot be dodged or parried.

Essence Mastery—The artist perceives the flow and ebb of Essence. He understands the connection between Essence and life, and even if not Exalted, he can manipulate that flow, both within himself and others. With a Fight+Perception roll the artist can determine the amount of Essence that a person has, and additional successes will allow him to determine their health levels, as well as have a good idea of their Attributes. An Essence master can quickly identify Exalts, Fae, and supernatural creatures. The character gains the Merit Essence Mastery, and may use their full pool of Essence, even activate the Root of the Perfected Lotus to learn Terrestrial Martial Arts. Each time this Discipline is taken, the master adds one category from the following:

Healing— The master can use the flow of Essence to speed healing, either for himself or others. He may add his Fight die to Medicine rolls. For each success the artist will heal his Essence score heal of Bashing damage; for every two successes, the artist may healed his Essence score in Lethal damage . The patient will only respond to this treatment once per day—the practitioner is speeding the bodies own healing rather than healing the damage himself. Additionally, the master can assist the body in rejecting poison or disease, allowing the patient to add the practitioners successes in Medicine rolls to their Resistance/Endurance+Stamina rolls to throw off the effects. The Storyteller has the final say if the practitioner can assist a body to throw off a magical disease or poison, but at the least, they should be able to halt the effects for a time.

Influence—The master can see the ebb and flow of perception and interactions between the living. The artist can add his Fight die to Socialize rolls, those successes doubled, and 10's counting as three successes. If the artist scores more successes than the target can resist with a Willpower check, they will be gulled into doing what the artist wants them to believe, if he wishes to be "invisible" he will be to them, if he wishes to appear to be someone else, he will be to them, if he orders them to perform an action they will do so with the best of their ability. Used on conjunction with skillful Manipulation rolls, the artist could easily convince a guard that a monstrous apparition freed prisoners, or that he was so tired that he couldn't keep his eyes open, or he could be convinced to free the prisoners, escort them to a carriage, and then return to his post and forget about the evening's actions. If the artist asks the person to perform an action that would be inimical to their nature, such as kill themselves, steal from their master, or injure their friends and family, they can check with their Willpower to resist such actions immediately. Though if they were told to carry a blank box and open it when they got to a door they would—if they didn't know there was a bomb inside. The practitioner can only affect a number of people equal to his own Willpower at the same time.

Essence Attack—The artist can harness the flow of Essence around her, and can direct this flow to augment his or her prowess in combat. She can blow out candles with her blows, and the focus of her attacks is precise and deadly. The artist can attack a target her Essence x her Willpower in meters. This attack roll is made with a Wits+Fight roll, damage equal to the number of additional success+ the artist's Willpower. The attack cannot be parried normally, nor can

armor assist the soak in any way. The attack can be soaked with Stamina, and Resistance Charms only. A Dodge will only be effective if the victim is aware of the artist's power, or has Charms that allow for unknown attacks to be dodged automatically. Surprise Anticipation Method could be invoked to give the Exalted targeted a warning. The attack is Bashing damage, unless the practitioner has Techniques or Disciplines that allow her to do Lethal damage—such as Killing Blows, Body Hardening, or Atemi. Those who are skilled with the Essence Attack Discipline can use their Fight Techniques and other Disciplines from afar. Which could be particularly nasty if the artist could force a Dragon Blood back up a cliff, and then execute an Dragon Tail Sweep from afar...One advantage of this form is the ability to damage Hungry Ghosts, and other supernatural creatures.

Essence Defense—The artist harnesses the flow of Essence around her, and directs this flow to her defense. The artist can shield herself from blows, adding successes from a Wits+Fight roll, and her Willpower to her Soak. This shield will prevent blows that could not normally be Soaked, and the shield is used to Soak damage first, much like the Anima effect of the Twilight Caste. Note, this defense allows the artist to deflect physical as well as immaterial attacks, as it is deflecting the very energy of the Creation that makes up the attack. This defense will allow the master to counter Charms, cloaked with his own Willpower, and the energy of Creation. Note, the practitioner spends no Essence to invoke these effects, merely manipulates the flow to his or her favor. This defense doesn't rely on the user being aware of the attacks, but is automatically applied. The Master feels the Essence of the attack, and allows the attack to be deflected. The defense must be maintained, and the artist will have to take multiple actions to attack. The very strongest mortals can barely hope to attain this level of mastery, though there are monks and ascetics who remain in the world who are willing to teach others this Discipline, to face the Yozi and Malfeans that are rising like a pestilential sea.

Lunars Techniques

Lunars have little need for studied martial art techniques, with their abilities and Charm sets, but they have developed their own fighting style which incorporates their natural shapechanging abilities. Many of these Techniques require the ability to change shape to use properly. Lunars may use regular Fight Techniques, but the following are available only to those who can change shape. Their own native Charms are more effective than most regular Fight Charms and while a Lunar may learn a form, their own fighting style can incorporate any of the following techniques normally. They still must buy the Techniques as normal, but these Techniques are exclusive to those who can shift shape. Soft and Hard delineations are used to show if the Lunar is quick and studied, or savage and relies on power.

Exclusive Techniques-Soft

Changing Breeze—Presenting a large target, the Lunar then shifts to a smaller form dodging the incoming attack. Each success to the roll to shapeshift adds +1 difficulty to her opponent's attack.

Fading Breeze—The Lunar steps back, changing to a larger form—with a longer reach—while punching or kicking. The difficulty of one foe's attacks increases by +1.

Growing Tempest—The Lunar grabs her opponent while shifting to a larger, stronger form, crushing and twisting his limbs. The opponent is grappled and must win a contested Strength vs. Strength roll to free himself, and takes Strength damage for each round grappled.

Melting Wind—The Lunar shifts to a smaller form to slip from a hold. Any successes on a Dex+Fight roll are applied to her Strength+Athletics pool for escaping the hold.

Moving Breeze—The Lunar shifts to a smaller form while dodging. Each success on the shapechanging roll adds one die to her Dodge pool for the next attack.

Rising Storm—The Lunar shifts to a larger form while attacking, gaining ground and closing without moving in. All attacks are made at a +2 die for that round.

Striking the Wind—The Lunar invites an attack, and then shifts to a larger form. The Lunar adds +2 die for the soak to damage, and adds +2 die for her next attack roll.

Subtle Draft—The Lunar charges an opponent in a smaller animal form to trip her opponent, and then shifts to a larger form to attack. The trip is considered a movement action. The opponent must make a Dex+Athletics check against the trip against the Lunars Dex+Athletics roll, and will be forced to split die for his next action. The Lunars next attack is made at a +2 die.

Sudden Flurry—The Lunar uses this technique of shift balance in a grapple. She shifts to a smaller form. Considered a counter throw, the opponent must make a Dex+Athletics check against the Dex+Fight of the Lunar. If the Lunar scores higher, the grappler is thrown 1' per success+the Lunar's Strength in feet. While the grappler does not take damage from this throw—merely stumbling and reeling for balance, the Lunar's next attack roll is made at +2 die.

Hurricane Storm—The Lunar assumes a larger shape when throwing an opponent, gaining added momentum with the change in leverage and Strength. Upon a successful throw, the opponent is thrown 2 yards per point of the new Strength, instead of 1 yard.

Techniques-Exclusive-Hard

Hamstring—Lunar bites or slashes the hamstrings on their opponent. +2 difficulty to perform, but if a successful attack does more than 3 points of damage, the opponent's leg is useless. Opponent may only move at one quarter speed—unless quadrupedal, then they move at half. Unless the opponent has access to healing magic or regenerates, he will probably be crippled for life.

Jawlock—The Lunar can apply a lock with a Bite attack, keeping his other limbs free. The lock does Strength damage each round applied. Damage is Lethal.

Worry—The Lunar can attack an already wounded opponent, and attempt to open the wound further. If the attack is successful, at a +2 difficulty, claw or bite, the damage is made at +2 damage. This can be applied to a Jaw Lock to further open the wound, but the opponent has a greater chance to break the hold..

Leaping Rake—The Lunar leaps, and rakes his claws as he passes by. Must be able to move past an opponent—at least 1 yard of room. Str+3 damage.

Neck Bite—The Lunar catches his opponent by the throat and crushes the windpipe. The attack must succeed at a +2 difficulty, and if successful, the Lunar may apply Strength damage each round. Escaping this hold is difficult, and requires a +2 difficulty. Simply tying will escape, but the victim will suffer one additional round of damage due to tearing.

Pounce—The Lunar leaps at his opponent. He gains a +2 on his Initiative, and the Pounce allows the Lunar to take a free Dodge against projectiles. The attack if successful, it scores a knockback result automatically.

Ripping Bite—The Lunar bites to wound his opponent to weaken him. Upon a successful attack, the Lunar not only scores damage, but the victim also suffers a +1 difficulty to all Strength and Dexterity rolls. This may be repeated, and if any limb suffers more than a +3 penalty, the limb is considered useless, and in order to take any action, the victim must spend 1 Willpower point.

Bellybite—The Lunar makes a bite along the belly or abdomen. The attack is at +2 damage for the bite, and the victim suffers a +1 difficulty for all movement from blood loss, shock, and pain. This effect can be focused past with a Conviction roll or Willpower.

Melt—The Lunar shifts to a smaller form, to escape a Grab or Hold. The Lunar may add his Fight die to a check against breaking a hold.

Striking the Bone—The Lunar shifts to a larger form, inviting an attack. The attack is not dodged, but the Lunar does gain +2 die to soak, and then he may take an additional +2 on his next attack roll for closing the distance.

Swarm—The Lunar shifts from a smaller form to trip his opponent and then shifts to a larger form to attack. The trip is considered a movement action. The opponent must make a Dex+Athletics check against the trip against the Lunars Dex+Athletics roll, and will be forced to split die for his next action. The Lunars next attack is made at a +2 die.

Thrusting Claw—The Lunar makes a grapple check, using a claw attack to pierce a limb or body cavity, and then shifts to a larger form, the claws automatically ripping a larger wound. The grapple is made normally, but the next action—the change—inflicts an automatic Strength damage attack, that cannot be soaked with Armor, only Stamina, and it cannot be dodged or parried.

Fight Forms-

The following are examples of the many fighting arts from across the Creation. Taking a Form of combat requires declaring the style at the beginning of play, and additional styles may be learned, but in order to do so, the fighter must find a teacher, and study with that teacher for no less than six months, if the character can advance in Fight during the time that study, they may reduce the time, but that reduction is up to the Storyteller.

A style cannot be achieved, and its Techniques learned, until that requirement has been met. The Storyteller is final arbiter if the character has studied, and declaring that one is studying Slave Boxing while adventuring, and traveling can increase the study time to up to a year. Some forms--such at the Immaculate Dragon Paths often take years before becoming sufficiently proficient. Techniques cannot be bought from a style unless the Storyteller is satisfied that the character has put sufficient time into studying the style. Charms additionally cannot be bought from a new form until the character has shown sufficient time perfecting their form as well. Simply studying Tiger style does not make a character eligible to learn Charms from that style the moment they begin study. Months may be shaved off the time by intensive study, and months may be added if the character does not apply themselves, and ultimately, the Storyteller is the judge of *when* a character is eligible to buy Charms and Techniques. Learning a new fighting style is a progression in the characters growth.

The Techniques and Charms listed are suggestions to give each style a repertoire of weapons and techniques, and need not be the be all, end all list, if the character wants to apply themselves, but the lists of Disciplines should be hard and fast--some styles simply don't teach some things. A character who wants to learn Wrestling will not learn the same things a character who learns Tiger Style will.

Crimson Monkey Form-Hard and Soft (Celestial)—Emulating the chaotic and savage attacks and motions of monkeys, this style hides many of its strongest attacks in the capering and acrobatic dodges that the style is best known for. Often the stylist will feign being injured to lull an opponent in closer. Surprise and confusion are the hallmarks the Crimson Monkey Form.

Techniques-Soft-Acrobatic Dodge, Breakfall, Cataleptic Grapple, Counter Throw, Deflecting Block, Disabling Strike, Groundfighting, Mantis Strike, Weapon Deflection/Evasion, Reactive Strike, Withering Grasp

Techniques-Hard—Blow to Pressure Point, Choke Hold, Counter Strike, Dirty, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Ripping Strike, Spinning Kick

Disciplines—Reed Form, Grasping and Seizing, Monkey Form

Charms-

Monkey's Scamper-

Cost: 1 mote
Duration: One Turn
Type: Reflexive
Minimum Fight: 1
Minimum Essence: 1
Prerequisite Charms: None

The artist uses his Essence to charge himself, and for the rest of the Turn, the artist may add his Fight score to his Dex+Athletics score. He may take one extra movement action without splitting his dice pool, allowing him to execute spectacular feats.

Monkey Dodge

Cost: 1 mote per 2 dice
Duration: Instant
Type: Reflexive
Minimum Fight: 2
Minimum Essence: 1
Prerequisite Charm: Monkey's Scamper

The character can add two die to her dodge pool, for each mote spent. The character cannot gain more die than her Dexterity+Martial Arts pool. The character must declare how many motes she will spend before the attack rolls are made. The character can split these die on as many Dodge attempts as she wishes, though with the usual multiple action penalties.

Howler's Scream

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Fight: 2

Minimum Essence: 1

Prerequisite Charm: Monkey's Scamper

The artist gives a howling scream, that often distracts and surprises an opponent. The scream is loud enough to deafen an opponent and cause pain. The attacker rolls his Essence score, and each success results in a single un-soakable point of Bashing damage for everyone within 10 feet. In addition, they must check Conviction, or lose their attack action due to surprise. They may still act normally to defend themselves.

Rolling Evasion Stance

Cost: 3 motes

Duration: One scene

Type: Simple

Minimum Fight: 3

Minimum Essence: 2

Prerequisite Charm: Monkey Dodge

The artist rolls and scampers like an ape. For the rest of the scene he adds his Martial Arts die to his Dodge pool, and in addition, he may roll one free dodge per round without splitting his dice pool. This Charm can be augmented in Combos.

Monkey Form

Cost: 5 motes

Duration: One scene

Type: Simple

Minimum Fight: 5

Minimum Essence: 2

Prerequisite Charm: Rolling Evasion Stance

The Exalted adopts the stance of an angry ape. For the rest of the scene, the artist can add his Martial Arts score to his Dodge pool, and he may apply this full pool to all attacks that he is aware of. The character in addition adds his Essence to his damage rolls for the scene.

Crippling Fists of Rage

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Fight: 4

Minimum Essence: 2

Prerequisite Charm: Howler's Scream

The martial artist charges his fists with Essence. The artist doubles the damage done from the attack before the soak is rolled. This damage is normally Bashing. In addition, the screaming that the artist gives as the attack is delivered reduces his attackers' attack difficulty by +1 for a number of rounds equal to the artist's Essence score.

Whirling Fists of Rage

Cost: 5 motes

Duration: Instant

Type: Extra Action

Minimum Fight: 4

Minimum Essence: 2

Prerequisite Charm: Crippling Fists of Rage

The artist becomes a whirling dervish, screaming and swinging. He may attack up to his Essence score with his full Martial Arts pool. In addition, the screaming the artist gives as the attack is delivered reduces his attackers' attack difficulty by +2 for a number of rounds equal to the artist's Essence score. He may not split his dice pool for these attacks.

Armor Crushing Fists

Cost: 5 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Fight: 5

Minimum Essence: 2

Prerequisite Charm: Crippling Fists of Rage

The artist gives a tremendous howl before an attack, filling his fists with Essence. His attack crashes into his opponent. The attack adds his Essence score to the damage score, but also reduces the opponents armor soak by the Essence score, crumpling and destroying it. Armor made from the Five Magical Metals can ignore this effect, but normal armors can be reduced quickly to ribbons. This Charm can be used in Combos to increase its effectiveness.

Crushing Wave of the West–Hard–(Mortal)The islands of the Archipelago are filled with hidden tribes, and their arts comprise a system of fluid and deadly arts that the natives use to a high degree of skill. Used to fend off pirates, beasts, and one another, the Crushing Wave form is a practical war art. It is as subtle as the crashing surf, relying on raw power and a constant barrage of blows and throws. It is a style that has developed without the tutelage of any Exalts–though a few newly Exalted have adopted this form. The Charms associated with this form are difficult to find, and the oldest, wisest practitioners are loathe to share their secrets beyond their tribes and clans.

Techniques-Soft–Breakfall, Cataleptic Grapple, Deflecting Block, Disabling Strike, Groundfighting, Join Lock

Techniques-Hard–Blow to Pressure Point, Breaking Blows, Choke Hold, Counter Strike, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Joint Break, Killing Blows, Ripping Strike

Disciplines–Atemi, Body Hardening, Grasping and Seizing

Weapons–Warclub

Ebon Shadow Style-Hard and Soft (Celestial)–Agile, swift, secretive, the arts of the Night Caste and their servants, preserved over the years. Similar to the Ninjutsu, but less formalized and certainly less organized. The Solars who taught this art were swept away in the First Age, and the few mortals who kept this art are secretive. Each style is maintained by a single family, and these families are often far apart. The style has been renewed with the appearance of their Solar masters, and the families are on the move to reunite with their masters, to show them what they have learned, and to assist their them again.

Techniques-Soft-Acrobatic Dodge, Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike, Weapon Deflection/Evasion, Reactive Strike, Spinning Throw, Withering Grasp

Techniques-Hard-Axe Kick, Blow to Pressure Point, Choke Hold, Counter Strike, Dragon Tail Sweep, Elbow/Knee Strike, Killing Blows, Spinning Kick

Disciplines-Art of Stealth, Art of Vital Points, Grasping and Seizing, Reed Form, Paired Weapons, Weapons Mastery, Awareness, Essence Mastery

Weapons-Chain and Sai

Charms-Image of Death Technique, Wall Climbing Technique, Distracting Finger Gesture, Ebon

Shadow Form, Seven Points of Weakness Strike, Limb Immobilizing Method, Paralyzing Touch Attack, Elusive Flicker Evasion, Blow Concealing Gesture Technique, Shadow Body Style, Shadow Stepping Motion

Five Dragon Form-Hard (Terrestrial) The Immaculates realized that not everyone could walk the Path of the Glorious Dragons, and created a style that common Terrestrial Dragon Bloods could learn. Direct, powerful, and easy to learn and maintain, this is the most common style practiced by the Dragon Blooded of the Realm, and their House forces. Most Dragon Blooded have ignored the fact that their mortal troops have refined the arts, relying on their Charms to augment their prowess. Still, this form is powerful and makes the House Troops of the Dragon Blooded, and their Agents forces to be reckoned with.

Techniques-Soft-Breakfall, Groundfighting, Reactive Strike, Deflecting Block

Techniques-Hard-Axe Kick, Breaking Blows, Choke Hold, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Groundfighting, Joint Break, Killing Blows, Ripping Strike, Spinning Kick, Thunder Kick

Disciplines-Body Hardening, Awareness

Weapons-Tiger Claws, Punch Daggers, Wind and Fire Wheels, Chain, Chain Spear, Three Section Staff

Charms-Five Dragon Fortitude, Five Dragon Blocking Technique, Five Dragon Form, Five Dragon Fist, Five Dragon Wrath, Five Dragon Force Blow, Five Dragon Invulnerability

Five Glorious Dragon Paths-Hard and Soft-(Celestial) The ultimate expression of the Immaculate's philosophy, and expressed in the fighting arts of the noblest of the Dragon Blooded, and their Agents. More than just spiritual devotion, the Paths separate out the Dragon Blooded according to their strengths and dedication. For thousands of years, the Five Glorious Dragon Paths have trained the finest the Immaculate Order has had to offer. Each of the styles is designed for an Aspect, though the truly devout will tread more than one path, and the exceptional will walk all Five Paths to the ultimate mastery of their art. As this Path is generally open only to the Dragon Blooded, it has no Disciplines. The Immaculates rely instead on their Charms and Combos, and the Lesser Paths taught to their mortal servants are restricted. All of the Dragon Paths gain Spirit Sight and Spirit Walking, their signature weapons, and first Charm of their Path for free.

Air Dragon Style-Hard and Soft- Whirling, acrobatic, hard to see, hard to hold, the Air Dragon Style emphasizes speed and Athletics. They strive to *be* the wind. Practitioners often eschew weapons entirely, though they are most well known for use of Chakram. An Air Dragon may throw up to his Martial Arts die in chakram in a single attack. The chakram must be thrown at a single target, and makes a single attack roll to apply it to all the chakram. . The target applies his defense as normal.

Techniques-Soft-Acrobatic Dodge, Break Fall, Deflecting Block, Disabling Strike, Groundfighting, Mantis Strike, Weapon Deflection/Evasion, Push Hands, Reactive Strike, Spinning Throw, Withering Grasp

Techniques-Hard-Blow to Pressure Points, Counter Strike, Double Kick, Dragon Tail Sweep, Ripping Strike, Spinning Kick, Thunder Kick

Weapons-Nunchaku, Three-Section Staff, chakram, chain.

Charms-Air Dragon's Sight, Wind Dragon's Speed, Breath Seizing Technique, Shrouding the Body and Mind, Air Dragon Form, Tornado Offense Technique, Avenging Winds Strike, Wrathful Winds Maneuver, Cloud Treading Method, Thunderclap Kata, Lightning Strikes Style, Hurricane Combat Method

Earth Dragon Style-Hard-Nakedly brutal, the Earth Dragon Style strengthens the body, inuring it to physical punishment from the elements, from pain, and couples this training of endurance and resistance, with the philosophy of stillness and action. The artist will explode into action from absolute stillness, falling like an avalanche on their opponents. The Earth Dragons prefer to use the Tetsubo, a massive studded war club, and may ignore the Strength penalty, and accuracy penalty for this weapon, and may halve the Speed penalty.

Techniques-Hard-Axe Kick, Breaking Blows, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Groundfighting, Joint Break, Killing Blows, Spinning Kick, Thunder Kick

Weapons-Tetsubo, club, Mace, maul, mattock

Charms-Force of the Mountain, Unmoving Mountain Stance, Stone Dragon's Skin, Earth Dragon Form, Shattering Fists Strike, Weapon Breaking Defense Technique, Stillness of Stone, Avalanche Method, Earthshaker Attack, Hungry Earth Strike, Ghost Grounding Blow, Perfection of Earth Body

Fire Dragon Style-Hard and Soft-Unpredictable, whirling, cruel and beautiful, the Fire Dragon style lacks the pure power of the Earth Dragons, but is fast, quick, requires mental and physical training for resistance that no other style can match. The stylist emulates the flames of their Aspect, violent, but controlled and channeled. The Fire Dragons prefer to use paired short swords, and may normally attack and parry with both blades with their full pool. They suffer the normal penalties for attacking two separate targets, but otherwise suffer no penalties for using a weapon in both hands.

Techniques-Soft-Acrobatic Dodge, Break Fall, Counter Lock, Counter Throw, Deflecting Block, Disabling Strike, Groundfighting, Mantis Strike, Weapon Deflection/Evasion, Withering Grasp

Techniques-Hard-Blow to Pressure Point, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Ripping Strike, Spinning Kick, Thunder Kick

Weapons-Twin short swords, twin pistols

Charms-Flash Fire Technique, Flame Flicker Stance, Searing Fist Attack, Perfect Blazing Blow, Fire Dragon Form, Fiery Hand Attack, Breath of the Fire Dragon, Essence Igniting Nerve Strike, Overwhelming Fire Majesty Stance, Smoldering Wound Attack, Consuming Might of the Fire Dragon

Water Dragon Style-Hard and Soft-Placid calm, grinding, crashing like a wave, the Water Dragons yield to opposing forces and turn them back upon their opponents. Swimming and watercraft are part of the training, as well as the arts of social interaction, and while these may not help the stylist in combat, they do often help avoid combat entirely. In combat Water Dragons melt away from blows, rearing back to strike, wearing away their opponents with a constant

barrage of blows and kicks. The Water Dragons prefer to use “Dragon’s Claws” and ignore the Speed and Accuracy penalties for normal Tiger Claws.

Techniques-Soft–Acrobatic Dodge, Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Deflecting Block, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike, Weapons Deflection/Evasion, Push Hands, Reactive Strike, Withering Grasp

Techniques-Hard–Blow to Pressure Point, Choke Hold, Counter Strike, Double Kick, Elbow/Knee Strike, Dragon Tail Sweep, Fighting Hold, Spinning Kick, Thunder Kick

Weapons–Tiger Claws

Charms–Flowing Water Defense, Rippling Water Strike, Drowning in Blood Technique, Shrugging Water Dragon Escape, Water Dragon Form, Theft of Essence Method, Ghost Restraining Whirlpool Stance, Flow Reversal Strike, Crashing Wave Style, Bottomless Depths Defense, Essence Dousing Wave Attack, Tsunami Force Shout,

Wood Dragon Style-Hard and Soft–Mysterious and contemplative, the Wood Dragons journey is the most contemplative of the Five Dragons. They learn the a life of rigorous asceticism, examining the relationships between the forces of life and death, and their place in the Creation. While it is the least destructive of the Five Paths, their path is fraught with danger, most connected to the mystic roots of the Creation. The Wood Dragons specialize with the bow, and at the end of their training, each Wood Dragon constructs his own. Bows in the hands of Wood Dragons add +2 damage to every arrow they fire. The training has expanded and this bonus also applies to rifles, but only a weapon that the Wood Dragon has constructed themselves.

Techniques-Soft–Breakfall, Cataleptic Grapple, Deflecting Block, Groundfighting, Mantis Strike, Weapon Deflection/Evasion, Withering Grasp

Techniques-Hard–Blow to Pressure Point, Choke Hold, Dragon Tail Sweep, Ripping Strike

Weapons–Bow, rifle

Charms–Eyes of the Wood Dragon, Mind over Body Meditation, Wood Dragon Vitality, Soul Marking Strike, Wood Dragon Form, Unbreakable Fascination Kata, Enthralling Blow Attack, Spirit Wracking Method, Spirit Rending Technique, Death Pattern Sensing Attitude, Wood Dragon Succor, Soul Mastery

Ghost Fist-Hard-(Celestial) Created by the Solars to combat the forces Beyond, the Ghost Fist is shrouded in mystery, and taught only to those who have studied the secrets of the Occult. Advancement cannot occur, unless the practitioner has advanced in his Occult studies equal to the level he hopes to earn. Taught primarily to Solars, there are a few mortals who have walked the Ghost Fist, but those that have are to be feared by the Powers Outside, as they are some of their greatest foes, despite being denied the innermost secrets of the path.

The Ghost Fist is an odd mixture of hard techniques, combined with mystical teachings. It’s vicious blows and grapples are designed to cause more pain, than damage, the true strength of the style comes to the Exalted practitioners, and the truly Inspired mortals who walk with the Fist. Those mortals who have mastered the style’s Disciplines are some of the most formidable mortals today, and they stalk and hunt Hungry Ghosts and other supernatural creatures.

One of the elements to the Ghost Fist are the gloves and boots that the practitioners wear. The gloves are woven with the Five Magical Metals, as are their boots. Treated and blessed daily, these devices are considered Level One Artifacts, and allow the Ghost Fist to strike Spirits, Ghosts and Demons, even if they haven't manifested. The distinctive cloaks of those who walk the Ghost Fist are also Level One Artifacts, and they allow practitioner to see un-manifested Spirits as well. Without the gloves or boots, the practitioner will need Disciplines, or Charms to affect spirits.

Techniques-Soft Breakfall, Counter Throw

Techniques-Hard Axe Kick, Blow to Pressure Points, Choke Hold, Counter Strike, Damaging Block, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Ground Fighting, Ripping Strike, Spinning Kick, Thunder Kick

Disciplines-Grasping and Seizing, Reed Form, Awareness, Essence Mastery

Weapons-Three-Ring Staff, Broadsword, Chain, Chain-Spear, Chakram, Gauntlet

Charms-

Ghost Fist-

Cost: 3 motes

Duration: 1 scene

Type: Supplemental

Minimum Fight: 2

Minimum Essence: 1

Prerequisite Charms: None

The character charges her hands and fists with the Essence, and allows her grasp and touch unmanifested Spirits. This effect will carry onto any object the character grasps, though it will not carry onto objects that are thrown.

Spirit Shield

Cost: 2 motes

Duration: Instant

Type: Reflexive

Minimum Fight: 3

Minimum Essence: 1

Prerequisite Charms: Ghost Fist

The character draws Essence to from a shield against mystical attacks. The character rolls a Wits+Martial Arts, and uses those successes to counter a mystical attack. The shield has no

power to deflect physical attacks, unless they are laden with Essence, but attacks that are laden with Essence that are not normally parried, can be with the use of this Charm.

Illusion Shredding Gaze

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Fight: 3

Minimum Essence: 2

Prerequisite Charms: Ghost Fist

The character's eyes flare with Essence, and everything within his gaze is stripped of any illusion, glamor, or disguise, and is revealed for in its true form. This Charm will not force a Lunar to assume a new shape, though it will strip away Hide of the Cunning Hunter or Masking the Brilliant Form. It will certainly reveal Spirits who are manifested in a different form, or Fae Glamour, and any other magical disguise will be stripped away, including Stealth Charms. The disguise and Glamour can be put back into place the next round if so desired. Little Gods are rarely happy if they are revealed in this fashion...

Possession Defeating Attack

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Fight: 3

Minimum Essence: 2

Prerequisite Charms: Illusion Shredding Gaze

The character infuses his weapon with Essence, and can make a single attack on a Spirit that is inhabiting an object or a person. The fist or weapon passes through the possessed, immaterial to gross matter, but strikes the offending spirit. This attack causes Aggravated damage to Spirits, and can be used to threaten a Spirit to leave before striking, so feared is this Charm. This Charm can be made into a Combo with either melee or other Martial Arts Charms. Those who are watching this Charm, may not realize that the attack has not harmed the inhabited person or object...

Ghost Repelling Bell

Cost: 5 motes

Duration: Instant

Type: Simple

Minimum Fight: 4

Minimum Essence: 2

Prerequisite Charms: Possession Defeating Attack

The character forms a bell from his Essence, between his hands as he draws energy. As the bell hangs in the air, he draws back and strikes the bell with a sharp jab from his open hand. The note that this bell peals forces Spirits and ghosts, and Demons to flee the area—as far as the note will sound—up to the Storyteller depending on the terrain and other conditions. Only Spirits, Ghosts or Demons with a lower Essence score than the character will flee. Those who have a higher rating, are still uncomfortable, and will suffer the character's Essence in additional difficulties, for a duration of rounds equal to the character's Essence score. It will affect manifested Spirits as well as those who have yet to manifest. Spirits and Ghosts will flee for a scene, though nothing will prevent them from returning later, and nothing will prevent other Spirits or Ghosts from moving into the area in the next few turns. This Charm is as effective against the Fae as it is against Demons.

Spirit Chaining Method

Cost: 8 motes

Duration: One scene

Type: Simple

Minimum Fight: 4

Minimum Essence: 2

Prerequisite Charms: Ghost Repelling Bell

The character forms ancient mudra with his hands, and forms a brilliant chain of raw Essence. This chain can be swung as a regular weapon, against Spirits, manifested or not, and on a successful attack, the chain will wrap itself around the Spirit, trapping it. The chain can only hold Spirits with a lower Essence score than the character, and the chain can only hold one spirit at a time. The chain can be used to yank Spirits that have possessed an object or person out of that vessel. The chain has no material component, and can pass through a body or object with ease. The chain can entangle a Spirit with a higher Essence score than the character—the chain will reduce the Spirit's actions by the chain's Essence score—but the Spirit will be able disentangle itself by making a successful Strength+Athletics roll. If it makes the roll by a margin higher than the Willpower of the character who created the chain, the chain breaks and fades away. Otherwise the chain will remain for the rest of the scene. This Charm is effective against the Fae.

Spirit Trapping Spike

Cost: 10 motes

Duration: Special

Type: Simple

Minimum Fight: 5

Minimum Essence: 3

Prerequisite Charms: Spirit Chaining Method

The character can invest a spike, a dagger, a stake, or other small sharp object with his Essence. While the character can grasp this spike, it is immaterial and can pass through living and dead matter equally, until the object is released. If the character makes a successful attack against a Spirit with the invested object, and Spirit has a lower Essence score than the character, the Spirit is drawn into the object and trapped within. If the Spirit's Essence is equal or greater, it will suffer from the attack—damage base equal to the character's Essence in Aggravated damage. The character most often drives the Spirit Trapping Spike through a possessed person or object, leaving the spike to rematerialize in the floor or a wall.

The spike will trap a Spirit until the object is broken or is destroyed. So long as the object is grasped by the character, it can be used as an effective weapon against Spirits, but as soon as it is released, the Charm ends. Spirits despise this Charm, and those that use it on a regular basis are soon infamous in the Spirit Courts. Fae trapped in an iron spike, will soon be destroyed, forever.

Ghost Fists can often use the threat of this Charm to force Spirits to leave.

Spirit Quelling Kata

Cost: 7 motes, 1 Willpower

Duration: One Scene

Minimum Fight: 5

Minimum Essence: 2

Prerequisite Charm: Spirit Shield

The character begins a complicated kata, closing the circle. Ripples of Essence crackle around his hands or weapon. With the proscribed kata incised with Essence, Spirits are unable manifest the character's Essence x10 yards. Spirits will be unable to manifest, and they may not exercise any Charms in the area. Spirits that were manifested in the Charm's effects are swept away, their physical forms swept away like smoke. The Kata doesn't damage the Spirits, but it does prevent them from forming or affecting anyone in the radius. This will effectively strip anyone who has been possessed in the radius of their tormentor, and it will render most Constructs inoperable. Spirits with an Essence score less than the character's will flee immediately. Spirits with an Essence score of equal or greater value must succeed a Conviction roll to stay in the area, as it is uncomfortable. Note: Abyssals will be unaffected by this Charm, as they are not Possessed, but Exalted beings.

Glorious Sun Tiger—Hard (Celestial) A favored style of Solars, the Sun Tiger follows a regime of fast strikes, crippling kicks, and sweeps. Designed to allow an artist to enter into battle against many opponents, the Glorious Sun Tiger favors blows and kicks over locks, though the stylist do enjoy an impressive array of throws and sweeps. Stylist prefer long blades, even lances and

spears, though the basis for techniques come from the use of tiger claws. The most skillful practitioners study with their blades in hand, learning to emulate the movements of the tiger. The leaping and whirling style is punctuated with slashes with the blades, and the stillness of the patient hunting cats. Dawn Castes and their servants were taught this style in the First Age, and it has survived to this day, a relic of those grand days.

Disciplines are rare, though the oldest Solars and their servants have studied and perfected their arts, but they rarely teach them.

Techniques-Soft-Breakfall, Cataleptic Grapple, Counter Throw, Groundfighting, Weapon Deflection/Evasion, Spinning Throw

Techniques-Hard-Axe Kick, Blow to Pressure Points, Breaking Blows, Choke Hold, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Killing Blows, Ripping Strike, Spinning Kick, Thunder Kick

Disciplines-Body Hardening, Paired Weapons, Weapons Mastery, Awareness

Weapons-Tiger claws, long sword, lance, spear, Broadsword, Chain, Chain Spear

Charms-Crimson Cat Technique, Striking Fury Claws Attack, Tiger Form, Raging Tiger Pounce, Spine Shattering Bite, Stalking Cat Movement Meditation, Leap from Cloaking Shadows Attack, Celestial Tiger Hide, Angry Predator Frenzy Style

Fist of the North-Hard-(Mortal)Born in the cold wastes of the North, far from the heart of the Realm, this style was the hallmark of the Northern Barbarians. They trained long nights and days to perfect their arts to come against the Realm's Own. Their war arts concentrate on breaking down the defense with a powerful offense. Punches fly, pounding and brutal. The Fist has little subtle variations, though canny practitioners can change tempo and rhythm to break an opponent's stride. The Fist is still popular among the Tribes in the last remains of the Threshold, in the wastes between the Wall and the Elemental pole. The tribes that were trapped by the expansion of the Realm still remember their roots, and many Realm troops that come from the North still practice this ancient art over the Five Dragons Form.

Techniques-Soft-Breakfall, Counter Throw, Disabling Strike, Groundfighting, Mantis Strike, Reactive Strike, Withering Grasp

Techniques-Hard-Blow to Pressure Point, Breaking Blows, Counter Strike, Damaging Block, Dragon Tail Sweep, Elbow/Knee Strike, Joint Break, Killing Blows Ripping Strike

Disciplines-Art of Vital Points, Body Hardening, Grasping and Seizing, Awareness

Weapons-Hand axe, War hammer, short sword

Foot of the South-Hard-In the South, among the tribes of the deserts, the Foot was born. Quick, fluid, graceful, the foot relies on fast kicks and powerful sweeps to knock an opponent to the ground, where the artist can then quickly dispatch them with a fast blade or nasty chop. Developed as a war art, it has little subtlety, designed to counter the rigid training of the Realm's troops, the Foot is a good close in art to deal damage. The tribes that were trapped by the Realm's expansion have held onto their traditions, and hundreds of variations on the Foot exist today, and outside the Wall, the purest forms can be found.

Techniques-Soft–Acrobatic Dodge, Breakfall, Counter Throw, Disabling Strike, Ground Fighting, Mantis Strike, Spinning Throw

Techniques-Hard–Axe Kick, Blow to Pressure Point, Breaking Blows–use kicks instead of hands, Choke Hold, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Killing Blows, Spinning Kick, Thunder Kick

Disciplines–Art of Vital Points, Reed Form, Weapons Mastery, Awareness

Weapons–Dagger, knife, slashing sword, short sword, chain

Mantis Style-Soft and Hard (Celestial)–A whirling, leaping, and esoteric art. Good on defense, and a powerful offensive style, the Mantis style concentrates on precise attacks, breaking defenses, and has a good grasp of grappling techniques. Considered exotic in the Realm, the style often confuses opponents with its odd motions and close combat techniques.

Techniques-Soft–Acrobatic Dodge, Breakfall, Cataleptic Dodge, Counter Lock, Counter Throw, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike

Techniques-Hard–Blow to Pressure Point, Counter Strike, Damaging Block, Dragon Tail Sweep, Elbow/Knee Strike, Joint Break, Ripping Strike

Disciplines–Art of Vital Points, Grasping and Seizing

Charms–Leaping Mantis, Iron Arm Block, Mantis Form, Grasping Claw, Grasping Mantis Defense, Joint Locking Technique, Joint Breaking, Flying Mantis, Crushing Claw, Unfolding Retribution

Striking Cobra Form-Hard and Soft (Celestial)–Precise, entrancing, combining stillness and swift action, the Cobra Form is a classic style from the First Age. Popular with the peasantry, and with many newly awakened Solars. The masters who have preserved the art are often some of the most powerful martial artists in the world.

Techniques-Soft–Breakfall, Cataleptic Grapple, Disabling Strike, Groundfighting, Mantis Strike, Push Hands, Reactive Strike

Techniques-Hard–Blow to Pressure Point, Choke Hold, Counter Strike, Dragon Tail Sweep, Fighting Hold

Disciplines–Art of Vital Points, Grasping and Seizing, Reed Form, Awareness, Essence Mastery

Charms–Striking Cobra Technique, Serpentine Evasion, Snake Form, Essence Fangs and Scale Technique, Armor Penetrating Fang Strike, Snake Strikes the Heel, Crippling Pressure Point Strike, Uncoiling Serpent Prana, Striking Serpent Speed, Essence Venom Strike

Sweep of the Eastern Wind--Soft (Mortal)– The East had secretive tribes, living in the undergrowth, crouched in the wild regions. The tribes fold into the night, into the forests, and while many of these tribes have been assimilated into the Realm, their fighting arts survive.

The Eastern Wind is lithe, quick, low to the ground, and explodes to upright stances unexpectedly. The Eastern Wind takes advantage of terrain and obstacles. The most skillful practitioners are hidden in the vast Eastern forests, far from civilization.

Techniques-Soft–Acrobatic Dodge, Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike, Withering Grasp

Techniques-Hard–Blow to Pressure Point, Choke Hold, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Joint Break

Disciplines–Art of Stealth, Art of Vital Points, Grasping and Seizing, Reed Form, Awareness, Essence Mastery

Weapons–knife, chakram, short sword, machete, hatchet, wind and fire wheels, Punch Dagger

Slave Boxing- Hard (Mortal)-. Developed by slaves, and practiced in secret. Designed to be used by men and women whose hands are often chained, the style relies on powerful kicks, and often practice is disguised in dances, and this has led to the sweeping dance and acrobatics that identify this style.

Techniques-Soft-Acrobatic Dodge, Break Fall, Deflecting Block, Weapon Evasion, Push Hands, Reactive Strike

Techniques-Hard-Axe Kick, Counter Strike, Dirty, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Groundfighting, Spinning Kick, Thunder Kick

Disciplines-Reed Form, Body Hardening, Weapons Mastery-knife or razor–Drunken Style

Weapons-Knife, machete, razor.

Slaver Wrestling–Hard (Mortal)–A blend of styles, that are used by professional slavers and trackers. The main concept is to drop a fleeing slave or potential slave as quickly as possible, with the least amount of damage. Based on Strength, but with an impressive array of soft Techniques. Rarely seen outside Slaving circles. Often elements are taught to the Realm’s Overseers and the rank and file of the police forces. Very few masters will be able to teach Disciplines, and even fewer will wish to teach them. Considered lowborn and base, it can give those who couldn’t afford the great Immaculate Dragons’ Dojos an even chance in the streets.

Techniques-Soft-Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike, Reactive Strike, Spinning Throw, Withering Grasp

Technique-Hard-Choke Hold, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Joint Break, Ripping Strike

Disciplines-Art of Vital Points, Body Hardening, Reed Form, Weapons Master, Monkey Style

Examples of Modern Arts for Comparison

The following forms have been broken down for comparison if the Storyteller or player would like to base a fighting style on a modern system. These styles do not normally occur in the Creation, but are included here if a player or the ST would like to base something close to these styles, either as a House form for Dragon Blooded security forces, or minor nobility or forces in the Realm and the Threshold.

Aikijutsu/Juijutsu-Soft or Hard House forms of Japanese Bujutsu. Designed for samurai who were unhorsed, and needed to find a weapon quickly. Techniques were originally secretive, and

many were deadly. The style mixes Hard and Soft elements, to create an effective style. Can be used to simulate the House forms of martial arts taught to Dragon Bloods, or the Western islands nobility and military.

Techniques-Soft-Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Deflecting Block, Disabling Strike, Groundfighting, Joint Lock, Push Hands, Reactive Strike, Spinning Throw, Withering Grasp

Techniques-Hard Blow to Pressure Point, Choke Hold, Damaging Block, Dirty, Elbow/Knee Strike, Fighting Hold, Joint Break, Killing Blows

Disciplines- Art of Vital Points, Reed Form, Awareness, Grasping, Essence Mastery

Weapons- Short stick, knife, staff, sai, jite.

Arnis/Kali/Escrima-Hard or Soft--Three related styles from the East, that could be used to simulate styles from the Western Seas. Taught with weapons, both short sticks and knives.. Can also be used to simulate the jojutsu short stick fighting style from Japan.

Techniques-Soft-Disabling Strike, Groundfighting, Weapon Deflection, Withering Grasp

Techniques-Hard-Counter Strike, Damaging Block, Elbow/Knee Strike, Groundfighting

Disciplines-Reed Form, Awareness, Paired Weapons, Weapons Mastery

Weapons-short stick, knife, short sword.

Hashishiayana-Hard or Soft Art of the Assassins. The Old Man of the Mountain taught his students many arts to allow them to complete their missions. Quick and brutal strikes, fast breaking techniques, and strangling arts. Similar in feel to the modern Krav Magra. This modern form is included to demonstrate what a Southerner might have learned in the deep deserts.

Techniques-Soft Breakfall, Cataleptic Grapple, Counter Lock, Deflecting Block, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike, Push Hands, Reactive Strike, Withering Grasp

Techniques-Hard Blow to Pressure Points, Choke Hold, Counter Strike, Damaging Block, Dragon Tail Sweep, Elbow/Knee Strike, Fighting Hold, Joint Break, Killing Blows, Ripping Strike, Spinning Kick

Disciplines-Art of Stealth, Art of Vital Points, Body Hardening, Reed Form, Paired Weapons, Weapons Mastery, Awareness, Essence Mastery

Weapons- Knife, sword, saber, scimitar, chain, garrotte, tiger claws, short stick, rope dart

Hwarang-Do--Hard or Soft Korean national martial art. Could be similar to some of the South West's styles. The style centers on counters to an opponents strategy, straight or circular, the stylist is always moving. Spinning and jumping kicks for entering combat, finished with hand strikes and chokes. A wealth of strict training, and Mystic training.

Techniques Soft-Acrobatic Dodge, Break Fall, Cataleptic Grapple, Counter Lock, Counter Throw, Disabling Strike, Groundfighting, Joint Lock, Mantis Strike, Reactive Strike, Spinning Throw, Withering Grasp

Techniques-Hard Axe Kick, Blow to Pressure Point, Choke Hold, Counter Strike, Damaging Block, Double Kick, Elbow/Knee Strike, Joint Break, Spinning Kick, Thunder Kick

Disciplines-Art of Vital Points, Reed Form, Essence Master

Weapons-Three Section Staff, Saber, Willow Leaf Sword, Straight Sword, Staff, Steel Whip, Chain, Spear, Rope-Dart

Kalaripayit- Hard or Soft The arts of the great houses of India, and could easily simulate the arts of the Varang City States. Warriors train in four areas—*verumkai*—unarmed fighting—*kolthari*—stick fighting—*angathari*—weapons training—and *marmaadi*—the 108 vital points to heal and hurt. The training is intense and popular with not only the nobility, but the lower castes as well. Medicine is considered essential in the study of this art, and before an artist can advance to the next level, he must have a rating in Medicine equal to that new level.

Techniques-Soft Breakfall, Counter Throw, Deflecting Block, Mantis Strike, Reactive Strike, Withering Grasp

Techniques-Hard Blow to Pressure Point, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Groundfighting, Ripping Strike, Spinning Kick, Thunder Kick

Disciplines-Art of Vital Points, Body Hardening, Reed Form, Weapons Mastery, Essence Mastery

Weapons-knife, short sword, longsword, scimitar, short stick, staff, hatchet, tiger claws, chain, whip, shield, spear

Karate- Hard “Empty Hands” of the Okinawans. A hard, fast style that has several weapons based on peasants’ tools. Could be used to simulate the many styles that sprang up around the Realm, especially on the Western Shores. The study was secretive for years, and is now taught to regular folk for discipline and exercise, and less for its war arts. Many people may have training, but few will have access to the more deadly techniques and Disciplines will be quite rare.

Techniques-Soft Deflecting Block, Disabling Strike, Joint Lock

Techniques-Hard Axe Kick, Blow to Pressure Points, Breaking Blows, Choke Hold, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Joint Break, Killing Blows, Spinning Kick, Thunder Kick

Disciplines-Body Hardening, Reed Form, Paired Weapons, Weapons Mastery

Weapons-Tonfa, Kama, Sai, Staff, Nunchaku, Manriki, Tekko, Bo staff, jo staff, knife.

Muay Thai-Hard Thailand’s national art could be another of the West’s many styles. Hard, fast, vicious, and effective. Fighters rely on punishing kicks, and fast strikes to do as much damage as possible, as quickly as possible. These arts should be considered rare, as the Five Dragons and the Arts of the Immaculates are the rule. Considered an exotic, barbaric art.

Techniques-Soft- Reactive Strike

Techniques-Hard-Axe kick, Blow to Pressure Points, Breaking Blows, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Joint Break, Killing Blows, Ripping Strike, Spinning Kick, Thunder Kick

Disciplines-Art of Vital Points, Body Hardening, Reed Form, Awareness

Weapons-Cestus, knife, machete

Ninjutsu-Taijutsu-Hard and Soft-The arts of the Ninja could be applied to the small house arts of the Dragon Blooded's "Ghost Whispers" spy networks. Training is done in schools that are hidden away from sight, and the modern ninja would work as often in the high rises of the Realm's cities, as often for Guild offices as for Dragon Blooded nobility. Trained as much with weapons as with unarmed combat, it impossible to train in the Ghost Arts without Melee, Stealth, Survival, Larceny, Performance, and Medicine, and to advance further, a student cannot buy an additional level in Martial Arts unless all of these Abilities are equal to that new level.

Ninjutsu followed the following forms of ranking, and similar ranks could be applied to Ghost Whispers, though with different titles. Genin-initiates, Chunin-Middle Ranks, Jonin-the leaders of the clan.

Ghost Whispers should have a public identity, separate from his Ghost family. In addition, all the Ghosts should be adept at playing the Six Classic Roles-Again, naming the Classic Roles of historical Ninjutsu is up to the ST, and these examples are not meant direct quotations, but as suggestions for the creation of a secret order.

Sarugaku-Traveling Actor which today is the Skyship trading high fashion model or minor celebrity.

Komusu-The itinerant priest, today an Immaculate mendicant or low level priest.

Sukke-Buddhist priest classically, but in these days, an Immaculate travelling monk.

Hokashi-Traveling Entertainer, but today the tourist, with bags, out of place shirts, and cameras.

Tsunegata- Farmer, today seen as any blue collar worker.

Akindo-Merchant or businessman. Dressed in power suit, with a brief case.

Kunochi-The women additionally can call upon the high or low prostitute role. Kunochi are the female of the Ghosts who collect secrets and perform assassinations that men could only get to with difficulty.

Techniques-Soft Acrobatic Dodge, Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Disabling Strike, Dirty, Groundfighting, Joint Lock, Weapon Deflection/Evasion, Withering Grasp

Techniques-Hard Blow to Pressure Point, Chock Hold, Counter Strike, Dragon Tail Sweep, Elbow/Knee Strike, Joint Break, Killing Blows, Ripping Strike, Spinning Kick

Disciplines-Art of Stealth, Art of Vital Points, Body Hardening, Reed Form, Awareness, Grasping, Paired Weapons, Weapons Mastery, Essence Mastery

Weapons—short sword, long sword, sai, jiti, kama, kusari-gama, manriki gusari, nekode, tiger claws, knife, chain, rope dart, war fan, staff, short stick, spear, short bow, shuriken, dart blowgun

Pentjak-Silat—Hard Another Indonesian fighting style that could be used to simulate the Eastern barbarians arts, or the odd styles of the West. Based on the fighting arts of the jungle fighters of Indonesia, based around the knife, stick, and kris, and keeping footing on slick, slippery ground. The stance is generally low, though some styles are upright, and flashy.

Techniques-Soft—Acrobatic Dodge, Breakfall, Counter Lock, Counter Throw, Disabling Strike, Groundfighting, Joint Lock, Weapon Deflection/Evasion, Push Hands, Withering Grasp

Techniques-Hard—Blow to Pressure Point, Choke Hold, Counter Strike, Damaging Block, Dragon Tail Sweep, Elbow/Knee Strike, Joint Break, Killing Blows, Spinning Kick

Disciplines— Art of Stealth, Art of Vital Points, Reed Form, Awareness, Paired Weapons, Weapons Mastery, Essence Mastery

Weapons—kris, knife, short stick, wind and fire wheels.

Savate—Hard French kickboxing could be applied to the Realm’s sailors. Incorporating boxing and savage kicks, the style would be popular in the Realm and even among the Merchant Houses.

There would be very few Master to teach the final Disciplines, and finding them would extraordinarily hard.

Techniques-Soft Groundfighting, Reactive Strike

Techniques-Hard—Axe Kick, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Killing Blows, Spinning Kick, Thunder Kick

Disciplines—Body Hardening, Reed Form.

Tae Kwon Do—Hard—The Korean “Way of Punching and Kicking” could be used to simulate one of the many Western styles of combat made for the battlefield soldier. Fast, powerful, but with little subtlety, the art is perfect for training soldiers.

Techniques-Soft Breakfall, Disabling Strike, Groundfighting, Withering Grasp

Techniques-Hard—Axe Kick, Counter Strike, Damaging Block, Double Kick, Dragon Tail Sweep, Elbow/Knee Strike, Killing Blows, Spinning Kick, Thunder Kick

Disciplines—Body Hardening, Reed Form

Wrestling-Soft—The earliest form of martial arts. Whether styled after Sumo, Turkish Yaghliguresh, Russian Sambo, Korean Cireum, Filipino Dumong, Iranian Koshti, Burmese Naban or the like, the main aim is to bear an opponent down and pin them. Most styles are for sport, but can be turned deadly with the proper attitude and training. Wrestling Disciplines would be very rare, but skilled practitioners could be found in the right circles.

Techniques-Soft—Breakfall, Cataleptic Grapple, Counter Lock, Counter Throw, Groundfighting, Joint Lock, Push Hands

Techniques-Hard-Choke Hold, Damaging Block, Fighting Hold, Joint Break,

Disciplines-Body Hardening, Grasping, Reed Form

Firearms—

The following Charms are designed to give the Firearms Ability its own set of Charms. Some of them are based on Archery Charms, some are re-workings of Melee Charms, and some I've lifted straight from Atlas Games' **Feng Shui**. If you haven't checked out what Atlas did, yet, pick the dang thing up. It's an amazingly good game.

Charms:

Sight without Eyes-Applicable to Firearms

Accuracy Without Distance-Applicable to Firearms

There is No Wind-Applicable to Firearms.

Dead Eye

Cost: 1 mote

Duration: Instant

Type: Supplemental

Minimum Firearms: 1

Minimum Essence: 1

Prerequisite Charms:None

The character extends her anima into the world around her, and joins the gungel, target, and bullet into a single being. Truly, the bullet knows the way to the target, for that is its natural home. For each mote of Essence the player spends, she may add 1 die to a Firearms attack roll, but the number of bonus dice may not exceed her normal Dexterity+Firearms pool. The player must declare how much Essence she will spend in this Charm prior to making the attack roll.

Double Tap

Cost: 3 motes

Duration: Instant

Type: Extra Action

Minimum Firearms: 2

Minimum Essence: 1

Prerequisite Charms: Dead Eye

The character automatically fires two rounds with a single shot. The shots must be

directed at the same target. Both shots occur on the character's Initiative, and are resolved at that time. Both shots are made at the character's normal dice pool, with no penalty for splitting his pool, but the shots will be at a multiple action penalty if the character takes any other action during this round—like a Dodge, Parry, or climbing into position for the shot.

Gunsel's Trance

Cost: Varies

Duration: Instant

Type: Extra Action

Minimum Firearms: 3

Minimum Essence: 1

Prerequisite Charms: Dead Eye

The character flows with grace and economy, while firing his weapon. Before the character takes his first action for the turn, the player must declare how many extra attacks he will make this turn. Each extra attack costs a number of motes of Essence equal to *twice* the total number of attacks the character has made so far, including the attack the character is buying.

For Example: Tetsubo is surrounded by Agents, and needs to act now, regardless of the cost. He fires up Gunsel's Trance, to make three extra attacks—for a total of four this turn. The cost is 18 motes of Essence; 4 for the first extra attack, 6 for the second attack, 8 for the third extra attack.

The character must declare how many attacks he will make, and pay for them all before he makes an attack roll. The character cannot make more attacks than he has ammunition.

Both Guns Blazing

Cost: 3 motes per action

Duration: Instant

Type: Extra Action

Minimum Firearms: 3

Minimum Essence: 1

Prerequisite Charms: Gunsel's Trance

The character becomes a whirlwind of destruction. He must be using two weapons to activate this Charm. The character may take one extra Firearms attack for 3 motes, but this action must be split between the two weapons. He may buy multiple gun attacks—up to the character's Dexterity rating—but these attacks must be split between the two weapons, and he may only move at half speed while using this Charm. He may further split his dice pool to make multiple attacks with two weapons, but in order to gain the benefits, these attacks must be split between the weapons equally—2, 4, 6, or 8 attacks—for each extra action. While splitting the dice pool

decreases the Exalts' accuracy, it is perfect for taking down hordes of Extras. The character is still limited by the ammunition that he carries, and cannot spend his extra actions reloading.

Carnival of Carnage

Cost: 8 motes, 1 Willpower

Duration: Instant

Type: Extra Action

Minimum Firearms: 5

Minimum Essence: 2

Prerequisite Charms:Both Guns Blazing

The character's motions become inhumanly smooth and economical, optimized for firing. So long as the character hits with an attack, she may make another attack immediately thereafter. Each attack must be at a different target, and the character cannot make more attacks than she has ammunition. This Charm ends when the character misses, or has hit every possible target once.

Fiery Bullet

Cost: 2 motes

Duration: Instant

Type: Supplemental

Minimum Firearms: 2

Minimum Essence: 2

Prerequisite Charms:None

The character concentrates Essence in a bullet and then fires, causing it to burst into flame mid-flight. Not only will the bullet ignite flammable materials it hits, it also adds the character's Essence score to the bullet's damage. This Charm can indeed ignite a warehouse of flammable barrels, though being in the warehouse when it goes up is a bad idea...

Fiery Burst

Cost: 4 motes

Duration: Instant

Type: Supplemental

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms:Fiery Bullet

The character concentrates her Essence into a burst from an automatic weapon, causing the burst to catch flame mid flight. This attack is considered an area effect, and cannot normally be dodged. The character adds his Essence score to base damage for the fire effect, and even those who aren't hit by the bullets are affected by the fiery gout—damage equal to the character's Essence score. Flammable materials are guaranteed to go up in the area of effect of the burst.

Phantom Bullet Technique

Cost: 1 mote per bullet

Duration: Instant

Type: Supplemental

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms: Fiery Bullet

The gunman is dependent on ammunition, but with this Charm, no more so. The Exalt can conjure ammunition made from pure Essence. The bullets have normal range and damage, but wink out of existence a few seconds after impact—making most Medical Examiners throw up their hands in despair. These Essence bullets can be Comboed to create powerful attacks with even an empty weapon.

Solar Shot

Cost: 1 mote per 2 dice of damage

Duration: Instant

Type: Simple

Minimum Firearms: 4

Minimum Essence: 2

Prerequisite Charms: Phantom Bullet Technique

The character fires a shot that is laden with Essence, even from an empty weapon, the bullet does a base damage equal to twice the number of Essence motes the character invested in conjuring the shot. The character cannot invest more motes of Essence than he has in his Firearms Ability. The Solar Shot is a bright beacon, and cannot be hidden, but it is unhindered by range or visibility conditions, and its range is the character's Essence x 100 yards.

Regardless of the target's soak, the shot strikes demons or the Undead and other unclean creatures will always roll at least as many dice of damage as the character's Essence. This Charm is NOT compatible with Fiery Bullet or Hail of Lead Death. The damage is determined only by the amount of Essence spent on the Shot and the number of extra successes she rolls on the attack.

Golden Gun

Cost: 5 motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Firearms: 4

Minimum Essence: 3

Prerequisite Charms: Phantom Bullet Technique

The Exalt can not only shape his Essence into ammunition, but into a weapon as well. This Charm creates a golden gun, an extension of the character's anima, and is unique to the Exalt who creates it. The stats are comparable to the character's Strength+Essence for damage, and has the range of his normal favorite weapon. The weapon summoned does not come loaded, and the character will have to use Phantom Bullet Technique to supply it with ammunition.

Hail of Leaden Death

Cost: 3 motes per duplicate

Duration: Instant

Type: Supplemental

Minimum Firearms: 4

Minimum Essence: 3

Prerequisite Charms: Phantom Bullet Technique

The character bundles Essence around the bullet as he fires, and as it leaves the barrel it is multiplied. Use one attack for all the bullets, but apply the damage from each of them separately. The character cannot duplicate more bullets than her Essence score. All bullets must strike the same target.

Inexhaustible Solar Fire

Cost: 10 motes, 1 Willpower

Duration: One scene

Type: Simple

Minimum Firearms: 5

Minimum Essence: 4

Prerequisite Charms: Solar Shot, Hail of Leaden Death

The character can fight an entire battle without needing to worry about ammunition. For

the rest of the scene, the character fires bolts of concentrated Essence that do the same base damage as the type of ammunition the Solar desires. These rounds are not subject to penalties for range or wind, though visibility may be an issue. They have the weapon's normal range.

Bolt of Devastation

Cost: 10 motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Firearms: 6

Minimum Essence: 6

Prerequisite Charms:Solar Shot

The character fires off a shot from his weapon, and makes his normal Dexterity+Firearms roll, but the base damage is equal to the character's permanent Essence score. The damage is considered aggravated. The bolt is not subject to range or environmental penalties, and has a range of the character's Essence x 100 yards.

Quickdraw

Cost: 2 motes

Duration: Instant

Type: Supplemental

Minimum Firearms: 2

Minimum Essence: 1

Prerequisite Charms:Dead Eye

The character's speed with a gun is legendary. The character does not need to spend an action penalty to draw his weapon, and may act normally.

Lightning Reload

Cost: 2 motes

Duration: One Scene

Type: Simple

Minimum Firearms: 2

Minimum Essence: 1

Prerequisite Charms:Quickdraw

The character's actions for the rest of the scene are optimized, and his hands take on a life of their own, and so long as he carries ammunition, he does not have to worry about reloading. He performs reloads automatically, and does not have to pause while his hands perform their trick. This Charm does not end if the character has no ammunition, but he will not be able to reload until he has access to more ammo—say finding a crate of the appropriate ammo in a warehouse, or leaning against a downed Agent.

Weapon Retrieval Technique

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms: Lightning Reload

The character may use this Charm to take a weapon from the battlefield if he finds himself disarmed. He may choose either to pick up a weapon from the field as a free action—or two if he regularly uses two weapons—or he may make a contested Dexterity+Firearms roll against anyone within reach. If the character scores more successes, he succeeds in re-arming himself, and does so before initiative is rolled. The character cannot disarm and fire in the same round, unless he has this Charm in an Extra Action Combo.

Pistol Whipping Prana

Cost: 5 motes

Duration: One round

Type: Simple

Minimum Firearms: 4

Minimum Essence: 2

Prerequisite Charms: Weapon Retrieval Technique

The character becomes a flurry of action with his weapon, suddenly among his opponents, he may use his weapon as a melee weapon, striking all targets within a yard. He may make one attack with the butt of his weapon per target, using his Firearms+Dexterity die in the place of his regular Fight score. Particularly useful in situations where opponents may be wary of firing into their own.

Crystalline Concentration

Cost: 6 motes

Duration: One round

Type: Reflexive

Minimum Firearms: 5

Minimum Essence: 2

Prerequisite Charms:Pistol Whipping Prana

The character can literally walk through a hail of gunfire. For the round this Charm is activated, the character can roll his Wits+Firearms to predict where shots and attacks will be placed, and the number of successes rolled are considered his defense pool, or added to his defense pool if he has a persistent defense activated. He may act normally, with no penalties for splitting his die for defense in this round, and all attacks must be applied against his single Wits+Firearms defense. This Charm can be placed into a Combo.

Drive By Technique

Cost: 3 motes

Duration: One Scene

Type: Simple

Minimum Firearms: 3

Minimum Essence: 1

Prerequisite Charms:Quickdraw

The character can fire without penalty from a moving vehicle or mount. He takes no modifiers for his shots while moving. This can include anything from a skateboard to a sky sail, a carriage or roller blades.

Silent Sanction

Cost: 4 motes

Duration: One Scene

Type: Simple

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms:Dead Eye

The character draws his Essence around him, and his Anima absorbs the sounds created by his weapon. For the rest of the scene, his weapons make no sound. Shells dropping, bolts being pulled back, or even full automatic fire. This does nothing to suppress the muzzle flashes, nor the sound of his footsteps or even his breath, but his weapons all operate with complete silence.

Armor Piercing

Cost: 4 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms: Silent Sanction

The character can take a single shot that ignores armor. The target may only soak with his Stamina. The target may attempt to dodge, but not parry if they are aware of the shooter.

Sniper's Perfect Shot

Cost: 7 motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Firearms: 4

Minimum Essence: 2

Prerequisite Charms: Armor Piercing

The character draws herself into the perfect moment for a single shot. For this one shot, she ignores all range modifiers, and other condition penalties, even from wounds. She adds her Essence score in additional dice for this shot, as she focuses completely on the moment. This bonus applies only for this one shot. Note: range penalties are nonexistent for this shot.

Disarming Shot

Cost: 1 mote

Duration: Instant

Type: Supplemental

Minimum Firearms: 2

Minimum Essence: 1

Prerequisite Charms: Dead Eye

The character fires a shot that sends a target's weapon flying. The character rolls damage as usual, but it is considered a contested check against the victim's Strength+Athletics to retain his weapon instead of a normal soak roll. This Charm can be put into a Combo to increase the number of targets. If the disarm is successful, the target will take 1 Bashing damage that is not

soakable, and the weapon will fly in the character's direction of choice, one yard for each point the roll was successful.

Suppressive Fire Technique

Cost: 2 motes

Duration: One round

Type: Simple

Minimum Firearms: 2

Minimum Essence: 1

Prerequisite Charms: Disarming Shot

The character lays down a withering hail of fire that forces opponents' to keep their heads down. The character cannot take any other action when activating this Charm, but all opponents on the receiving end of this blistering fire, must check Valor before even poking their heads from cover. All actions that they do take are made at +2 difficulty for the round.

Mercy Shot

Cost: 2 motes

Duration: Instant

Type: Supplemental

Minimum Firearms: 3

Minimum Essence: 1

Prerequisite Charms: Disarming Shot

The character focuses his Essence to execute a shot that causes a minimum of damage. The shot is performed as normal, and is soaked as Lethal damage, but actually inflicts Bashing damage. Whether the character chooses to "crease" the target's skull, fire directly into their vest, or even fire above their heads to knock down bricks is up to the player, but the effect is the same—unconscious targets, instead of the dead targets.

Wall Shooting Prana

Cost: 2 motes

Duration: One round

Type: Simple

Minimum Firearms: 2

Minimum Essence: 1

Prerequisite Charms:Disarming Shot

The character draws a bead on an object, and for the purpose of breaking it, he may double his damage pool against this object. It must be inanimate, and not made of the Five Magical Materials. This doubling can't be applied in combat, but could be applied to using two weapons to open up a wall—doubling their damage for both weapons. This is considered a full action, and the character cannot normally take any defensive action while this Charm is in effect.

Ricochet Technique

Cost: 1 mote per ricochet

Duration: Instant

Type: Supplemental

Minimum Firearms: 2

Minimum Essence: 2

Prerequisite Charms:Wall Shooting Prana

The character can bounce a shot off an object and have it hit its intended target without penalty. Each additional ricochet increases the cost of the Charm by 1 mote of Essence. Bouncing a shot off a wall behind a target normally allows the character to hit her target from behind, denying the target the protection from cover or shields. Multiple ricochets can even allow the character to hit targets hiding behind corners. When using this Charm, rolls to hit targets that the character cannot see are at +1 difficulty, if the target's position is known, and +2 if the character is aiming by sound or intuition.

Sharp Shooting Prana

Cost: 1 motes per shot

Duration: Instant

Type: Extra Action

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms:Ricochet Shot

The character's reflexes snap into crisp clarity in a single instant, allowing him to snap off shots without thought. The character can take up to his Dexterity in extra actions, provided that the targets are inanimate objects. The character could strafe an area and wipe out every crystal eye in a single round, shoot the locks from several prisoners' shackles, shoot the hats from half a dozen House Guards, shoot out the windshields from an approaching cadre of Wyld Hunt Agents, shoot out the tires from a trio of carriages that Agents are trying to reach to chase the characters down, or even shoot several coins from the air. These actions cannot be split, but the actions can be applied to auto fire weapons.

Weapon Breaking Shot

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Firearms: 3

Minimum Essence: 2

Prerequisite Charms:Ricochet Shot

The character invests his shot with Essence, and instead of doing damage on a successful shot, he instead breaks the target's weapon. This weapon cannot be exceptional, or made of the Five Magical Materials, but otherwise if the attack is successful, the target's weapon is considered useless. This can be used on weapons of all sizes, so long as they are within the character's range—chainguns to pistols. This Charm can be put into a Combo to allow the character to hit several targets' weapons. Exceptional weapons can use their soak to resist being destroyed—apply damage as usual, to the object--and objects made of the Five Magical Materials are unaffected.

Thrown-All Charms are available, no changes.

Warfare Charms-

Thanks again to A.J. for his Tactics trees. While some of the Charms here are originals, and some are just ported from other Abilities, the bulk of the idea for Warfare sprang from TSJ's Tactics Ability. While my use for Warfare is a bit different, I will not pretend that the idea was all my own. TSJ gets mad props for his stuff, I'm just borrowing it. A couple are reworkings of Charms from the Dawn Caste book as well. Again, no credit taken for them.

Experienced Soldier Meditation

Cost: 3 motes

Duration: One Scene

Type: Supplemental

Minimum Warfare: 1

Minimum Essence: 2

Prerequisite Charms:None

The character attunes himself to the battlefield and the circumstances of war, becoming preternaturally aware of the most appropriate courses of action. For the remainder of the Scene, the character is unaffected by terrain or weather condition modifiers. He will automatically know where pitfalls, traps, and natural obstacles lie, and how to circumvent them. He may move at his full movement rate and fight in the most crowded and overgrown areas without any penalty.

Ambush Anticipation Method

Cost: 4 motes
Duration: One Day
Type: Reflexive
Minimum Warfare: 3
Minimum Essence: 2

Prerequisite Charms: Experienced Soldier Method.

Surprise attacks are a strategic and tactical nightmare. Even the mightiest army can be decimated if it is caught flat-footed. An Exalted with this Charm need not fear such an attack. No organized attack can take the character by surprise for the Charm's duration. He will sense them minutes or hours before they occur. This Charm does not detail the nature or purpose of the attack — it merely gives the character some idea of when the attack will occur (and possibly where). The size of the attack determines the timeliness of the warning; a character may only become aware of a raid from an enemy squad a minute before it occurs, but will know of an army's impending advance an hour or more before it begins. This Charm does not alert the character to sense defensive actions, only to offensive troop movements. Similarly, it cannot predict attacks from individuals or groups that are not organized units.

Lay of the Land

Cost: 4 motes
Duration: One Scene
Type: Simple
Minimum Warfare: 3
Minimum Essence: 2

Prerequisite Charms: Ambush Anticipation Method

A good commander takes the time to understand the terrain. With the use of this Charm, the character understands how the terrain his Essence x 100 yards will affect his troops. By use of this Charm he can add his Essence score to Warfare rolls to set up ambushes, to increase the damage of booby traps by his Essence score, and to increase his troops' Stealth rolls to hide in ambuscade.

Perfect Ambush Concentration

Cost: 2 motes per person
Duration: Varies
Type: Simple
Minimum Warfare: 4

Minimum Essence: 3

Prerequisite Charms:Lay of the Land

The commander places his troops in ambush. With this Charm he helps his men hide. By rolling Wits+Warfare, the commander adds those successes + his Essence to their Stealth dice pools to hide. The Exalt can hide up to twice his Essence score in troops along with himself.

Know-Thy-Enemy

Cost: 10 motes

Duration: One Day

Type: Simple

Minimum Warfare: 3

Minimum Essence: 2

Prerequisite Charms:Experienced Soldier Method

One cannot defeat what one doesn't understand. Generals from time immemorial have stressed the importance of understanding one's enemies to better defeat them. With this Charm, a character gains a preternatural understanding of his enemy even if the two of them have never met. For one day after the Charm's activation, the character will know of every strategic or tactical decision his enemy makes as it is made. No enemy action will ever catch him by surprise, save those that are in direct violation of orders. This Charm does not inform the character of what the troops will actually do, just of what their orders are. Similarly, it provides no information of the enemy commander except in respect to his strategic and tactical decisions. The charm only reveals such decisions as they are made.

Siege Meditation

Cost: 5 motes

Duration: One round

Type: Simple

Minimum Warfare: 3

Minimum Essence: 2

Prerequisite Charms:Know Thy Enemy

The Exalt studies a target edifice or fortification, or even building, and instantly understands its weaknesses, its access points, and structure. An Exalt can use this information to add to his Warfare rolls to call in artillery, to double the damage done by siege machines, and to give his troops and allies detailed maps and plans.

Fatherly Officer Method

Cost: 1 mote per 50 troops, 1 Willpower

Duration: Instant

Type: Simple

Minimum Warfare: 4

Minimum Essence: 2

Prerequisite Charms: Know Thy Enemy

With this Charm, an Exalted understands his troops as he would his own children. For every mote spent the character gains an instinctive understanding for the strengths and weaknesses of up to 50 troops under his command. The character cannot spend more motes than his Wits + Warfare on this Charm. This Charm has several effects. First, the character can instantly recognize each soldier so affected, and associate a name with that face. Second, the character knows precisely what that soldier's ratings are in all combat-related Abilities. Lastly, the character knows any other information (injuries, conscientious objections, phobias, etc.) that could have a direct effect on that soldier's ability to perform his duties. This Charm only applies to soldiers legitimately under the character's command. It cannot be used on enemy troops, superiors, neutral parties, etc.

Wise Supply-Sergeant's Way

Cost: 5 motes

Duration: Instant

Type: Simple

Minimum Warfare: 4

Minimum Essence: 2

Prerequisite Charms: Know Thy Enemy

A good commander makes the most of the equipment and supplies made available. This is doubly true when the commander is Exalted. This Charm grants the character a complete understanding of his unit's current logistics. He knows precisely what equipment and supplies he has in their exact number and condition. This results in an optimization of a unit's resources, and his intimate knowledge allows him to reclaim, refit, and salvage equipment to stretch his unit's capabilities to their fullest. The Storyteller adjudicates the amount of supplies that are available, as well as what items can be salvaged, but this Charm allows a commander to keep his units supplied in the field, using whatever means are necessary, from stripping the dead, scavenging from the battlefield, and the countryside. This Charm effectively allows a unit to stay supplied with ammunition, food, and water for the day, without dipping into their own reserves, as well as allows a commander to instantly know what equipment and supplies have been captured at the end of the day.

Weakness Scouting Method

Cost: 8 motes

Duration: One round

Type: Simple

Minimum Warfare: 4

Minimum Essence: 2

Prerequisite Charms:Siege Meditation

The character intuitively understands the weakness not only in a structure, but also in organizations. By meditation over intelligence reports, or direct observation, an Exalted general can perceive the flaws in his opponents' defenses. Gaps in their sentry coverage, flaws within their organization, a gap in their lines. Knowing these weaknesses can mean all the difference on the battlefield, and exploiting them can lead to quick victory, instead of a long, slogging trudge.

The character can place his units where they will do the most good, or make quick strikes himself, exploiting these weaknesses. For each success the character makes with a Wits+Warfare roll, he can be told one secret that the enemy would rather not have known, or with multiple successes, he may be told the most effective way to breach a defense.

Commanding the Ideal Celestial Army

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Warfare: 4

Minimum Essence: 3

Prerequisite Charms:Fatherly Officer Method

One of the greatest dangers on the battlefield is losing communication with one's commander. This Charm allows the character to shout out a short message to every soldier under her command. All friendly troops within a radius equal to the caster's Essence x 100 yards will hear the message. The message must be possible to call out in a single turn of combat, and cannot contain more than a dozen words. In general, only its intended targets can hear it; opponents will not hear the message unless they are within earshot of the character using this Charm.

General of the All Seeing Sun

Cost: 4 motes

Duration: Instant

Type: Simple

Minimum Warfare: 5

Minimum Essence: 4

Prerequisite Charms: Commanding the Ideal Celestial Army

A character using this Charm can give an order audible to all troops under his command. In addition, the instant before he gives the order, he receives impressions of how the battle is going on every front. The character is aware of any weakness in his lines, and which troops—if any—can safely be moved elsewhere. This knowledge, combined with the ability to give a short command—two dozen words or less—to either the entire army or to any section of it, enables the character to exercise amazing control over his soldiers.

Ideal Battle Knowledge Prana

Cost: 10 motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Warfare: 5

Minimum Essence: 6

Prerequisite Charms: General of the All Seeing Sun

The fog of war is banished for those who are truly blessed by the Unconquered Sun. For the rest of the scene, a character using this Charm knows how all areas of the battle are going, and is instantly aware of any weakness in her lines, or of any troops who have crushed their opponents. The character can, at will, speak messages that will be heard by his entire army, or by any specific portion of it that he wishes to give orders. This ability to continuously direct the battle gives all soldiers under the character's command one additional die for all combat related rolls, including all Valor checks made by these troops.

Tiger-Warrior Training Technique — Cost: 10 motes, 2 Willpower. Duration: One week. Type: Simple. Minimum Tactics: 5. Minimum Essence: 3. Prerequisite Charms: Fatherly Officer Method, Wise Supply-Sergeant's Way. see Exalted, pg.173. This Charm is no longer a Performance Charm.

Endurance--All normal Endurance Charms apply. No changes.

Performance-All normal Performance Charms apply. No changes.

Presence-All normal Presence Charms apply. No changes.

Resistance-All normal Resistance Charms apply. No changes.

Survival-All normal Survival Charms apply. No changes.

Craft-All normal Craft Charms apply. No changes.

Investigation-All normal Investigation Charms apply. No changes.

Lore-All normal Lore Charms apply. No changes.

Medicine-All normal Medicine Charms apply. No changes.

Occult-All normal Occult Charms apply. No changes.

Athletics-All normal Athletics Charms apply. No changes.

Awareness-All normal Awareness Charms apply. No changes.

Dodge-All normal Dodge Charms apply. No changes.

Larceny-All normal Larceny Charms apply. No changes.

Stealth-All Stealth Charms apply. No changes.

Bureaucracy-All Bureaucracy Charms apply. No changes.

Linguistics-All Linguistics Charms apply. No changes.

Ride-All Ride Charms apply. No changes.

Socialize-All Socialize Charms apply. No changes.

Pilot Charms

These Charms are mostly ports from either Ride or Sail, and adjusted to fit into a setting where there are multiple vehicle types. In no way are these terribly original, but exist to flesh out the Pilot Ability. Most of the Charms are fairly obvious ports.

Masterful Pilot's Eye

Cost: 1 mote

Duration: Instant

Type: Simple

Minimum Pilot: 1

Minimum Essence: 1

Prerequisite Charms:None

With a glance, the character can evaluate quality of a vehicle. The Charm will effortlessly penetrate the sorts of ruses used to pawn off sub-standard equipment off at full price.

Steady Vehicle Technique

Cost: 3 motes

Duration: One scene

Type: Simple

Minimum Pilot: 2

Minimum Essence: 1

Prerequisite Charms: Masterful Pilot's Eye

The character can negate the effects of terrain or adverse conditions on his vehicle, to make smooth sailing. Speed bumps, potholes, turbulence, or the like can be negated to keep the pilot on course, and without a care. He may add his Essence score to all Pilot rolls involving adverse conditions.

Minimal Maintenance Method

Cost: 6 motes per vehicle

Duration: One Day

Type: Simple

Minimum Pilot: 5

Minimum Essence: 1

Prerequisite Charms: Steady Vehicle Technique

While speed is the main advantage of vehicles, all kinds of conveyance require regular maintenance, especially over long distances. Use of this Charm reduces the need for regular maintenance, and reduces the chances of break downs along the way. Use of this Charm allows a string of vehicles to travel at the pace of the slowest, but at its best speed, and without danger of the odd breakdown. The character must spend at least 10 minutes a day with each vehicle to gain the benefit of this Charm.

Jury Rigging Touch

Cost: 4 motes, 1 damage level

Duration: Instant

Type: Simple

Minimum Pilot: 5

Minimum Essence: 3

Prerequisite Charms: Minimal Maintenance Method

Breaking down on the run is the bane of any good rigger, and with the use of this Charm, the pilot can jury rig repairs intuitively. He may repair one damage level equal to his Essence rating. If the vehicle is not damaged, this Charm can exorcize any nagging glitches or problems. The character must spend at least one scene tinkering with the vehicle for the effects to work.

Flawless Pilot Technique

Cost: 5 motes

Duration: One scene

Type: Simple

Minimum Pilot: 5

Minimum Essence: 3

Prerequisite Charms: Minimal Maintenance Method

Through the use of this Charm, the pilot and his vehicle are one. The character need never worry about the effects of terrain, far beyond Steady Vehicle Technique, but he can also add his Essence score to all attempts to perform stunts or tricks with his vehicle.

Cruise

Cost: 5 motes, 1 Willpower, 1 Health Level

Duration: One Scene

Type: Simple

Minimum Pilot: 5

Minimum Essence: 3

Prerequisite Charms: Minimal Maintenance Method

By using this Charm, the Exalt can imbue his vehicle with energy. While under the effects of the Charm, the vehicle can operate at top speed, without consuming any fuel. This Charm has no long term effects on the vehicle, but the Exalt pays the price in Essence and his own health.

Salty Dog Method

Cost: 3 motes

Duration: One day

Type: Reflexive

Minimum Pilot: 2

Minimum Essence: 1

Prerequisite Charms: None

While this Charm is in effect, it gives the character perfect air or sea legs. While the Charm lasts, the character will not lose his balance or footing in the worst storms or any collision that would require a Dexterity+Athletics rolls, nor suffer from motion sickness.

Shipwreck Surviving Stamina

Cost: 5 motes
Duration: One day
Type: Reflexive
Minimum Pilot: 3
Minimum Essence: 1

Prerequisite Charms:Salty Dog Method

The character can survive indefinitely in adverse conditions at sea or abroad without adverse effects. He can drink seawater without ill effect, never tire from treading water, is protected from sunburn and exposure, and can hold his breath for 5 minutes per point of Stamina. This Charm does nothing to ward off hostile sea life, nor does it protect from inclement weather.

Perfect Navigation Technique

Cost: 4 motes
Duration: Instant
Type: Simple
Minimum Pilot: 3
Minimum Essence: 1

Prerequisite Charms:Salty Dog Method

Through use of this Charm, the character may flawlessly navigate by the use of landmarks she already knows. This knowledge allows her to pinpoint her location, but only in regard to her own landmarks. This Charm doesn't allow the character to indirectly divine the local geography by sensing from previously uncharted reefs or lost islands.

Weather Anticipation Intuition

Cost: 6 motes
Duration: Instant
Type: Simple
Minimum Pilot: 3
Minimum Essence: 1

Prerequisite Charms:Perfect Navigation Technique

By placing his finger into the air or the water, the character can instantly predict the weather for a number of days equal to the Exalt's permanent Essence. Sorcery or Charms cannot be predicted.

Hazard Intuition

Cost: 4 motes
Duration: One scene
Type: Reflexive
Minimum Pilot: 4
Minimum Essence: 1

Prerequisite Charms: Perfect Navigation Technique

By feeling the flow of Essence in the world around him, the character can sense oncoming hazards, depths, eddies, currents, even reefs and pockets of turbulence for 100 yards x his Essence rating. This gives the character a bonus to navigate equal to her Essence rating.

Punch It!

Cost: 6 motes
Duration: One Scene
Type: Simple
Minimum Pilot: 3
Minimum Essence: 2

Prerequisite Charms: Salty Dog Method

The character can push his vehicle much further than other pilots. Though every vehicle varies, the pilot can push it beyond its normal capacity, getting at least half again its top speed, and the vehicle will be much more responsive. He may add his Essence rating to any Dexterity+ Pilot rolls for handling. The ship may require extended maintenance after use of this Charm, depending on the conditions that the Exalt puts his vehicle through...

Storm Weathering Essence Infusion

Cost: 6 motes, 1 Willpower
Duration: One day
Type: Simple
Minimum Pilot: 4
Minimum Essence: 2

Prerequisite Charms: Punch It!

While under protection of this Charm, the Exalt can spare a vehicle from the effects of storms and weather related disasters, so long as there is a competent pilot on board. No Charm

can protect a vehicle drifting without steerage in a gale. The character can protect a ship of up to 20 x the character's Essence rating in feet in length.

Hull Preservation Technique

Cost: 8 motes, 1 Willpower, 1 Health Level

Duration: One turn

Type: Simple

Minimum Pilot: 5

Minimum Essence: 3

Prerequisite Charms: Storm Weathering Essence Infusion

By bracing and channeling Essence through her vehicle or ship, at the moment of impact, the character can protect his vehicle. The character can absorb one impact, and completely negate damage to her craft, beyond some shaking and rattling. The character may have to use this Charm several times in the event of a catastrophic impact—once per bounce, multiple impacts on a reef, crashing into a mountain or the like. The Exalt can protect a vehicle, or at least a portion of a vehicle equal to 20 x her Essence score in feet in length.

Phantom Craft

Cost: 10 motes

Duration: One day

Type: Simple

Minimum Pilot: 5

Minimum Essence: 3

Prerequisite Charms: Minimal Maintenance Method

The Charm allows the character to create from raw Essence an ivory and chased gold vehicle of his choice—personal only, not a ship or able to fit more than two. It has the same statistics as an excellent cycle or race carriage, and it needs no fuel.

Soaring Spirit Craft

Cost: 15 motes

Duration: One day

Type: Simple

Minimum Pilot: 5

Minimum Essence: 4

Prerequisite Charms: Phantom Craft

The Charm summons a vehicle of pure Essence, much like Phantom Craft, except that the Exalt's craft is capable of flying through the air at its normal rate of movement.

No Tracks Method

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Pilot: 4
Minimum Essence: 2

Prerequisite Charms: Steady Vehicle Technique

The Exalt infuses his craft with his Essence, allowing the vehicle to leave no tracks in snow, mud, or even soft sand, and can run across any surface—mud, quicksand, or water—at its normal speed without sinking. Note, the wheels or control surfaces must still touch the surface, so the craft can not navigate molten lava or acid without harm. The Exalt must spend Essence each turn to pass over a surface or it will sink, meaning it is only useful for short distances.

Bridge of Clouds

Cost: 4 motes
Duration: Instant
Type: Reflexive
Minimum Pilot: 5
Minimum Essence: 3

Prerequisite Charms: No Tracks Technique

The Charm creates an invisible bridge between two points, allowing the Exalt to cross empty space. This allows the Exalt to travel between points, at his normal speed. If he fails to spend Essence while in transit, the craft will fall. Again, useful for only short jumps.

Golden Essence Engine

Cost: 6 motes, 1 Willpower
Duration: One day
Type: Simple
Minimum Pilot: 3
Minimum Essence: 2

Prerequisite Charms: Phantom Craft

The character can create an engine for a damaged vehicle. The new engine is made entirely of Essence, and often the entire vehicle takes on a golden hue, infused with the Exalt's anima. The vehicle is infused with the Exalt's Essence, and it adds the Exalt Essence+2 to its soak.

Phantom Crew

Cost: 8 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Pilot: 5

Minimum Essence: 3

Prerequisite Charms:Golden Essence Engine

This Charm creates phantom sailors or crew for any vehicle that the character is aboard. The crew only speaks when necessary and obeys all of their summoner's orders. They perform all their duties to the letter, and will take their creator any where he wishes to go. They will not fight, and should be treated as Extras, with their Abilities equal to their summoner's Essence. The crew should be able to pilot any craft of a size up to the character's Essence x 40 feet in length.

Glorious Solar Ship

Cost: 15 motes, 1 Willpower

Duration: One day

Type: Simple

Minimum Pilot: 5

Minimum Essence: 4

Prerequisite Charms:Phantom Crew

The Exalt creates an entire vessel from pure Essence, capable of bearing him and a number of passengers and crew. The ship has a maximum length of the character's Essence rating x 20 feet and appears ready to set out with all the necessary equipment on board. The Glorious Solar Ship has no crew; it is up to the Exalt to provide one, mortal or otherwise. All other Pilot Charms can be applied as normally.

~

I have got to stop letting them talk me into this crap.

Sparks hung over the maintenance shaft, seventy stories above her were filled with cables, spars, and jumbled equipment and conduits, seventy stories below her yawned the same inky chaos, but filled with far worse. Her kits were secure, snug against her body, as she inched along the sides of the shaft, lines holding, but the wind in the shaft was wicked, hundreds of fans strained to keep the air circulated to keep the interior from suffocating. The constant hammering and churning was coupled with the huff of the compressors, the lifts, and the creak of the load bearing joists.

Smell's still the worst thing. *Sparks kept her handkerchief tucked around her face, soaked in citrus, it cut some of the garbage, the filth, waste, oil, rancid fat, and the odors of human occupation that collected in the lower levels. No Air Spirits here to make everything kissing fresh. Fans sucked the miasma into the shafts, and coupled with the fact that there were those who considered the Maint Shafts as their own private garbage dumps, the Shafts were always fragrant with the liquor of habitation. Spars were decorated with garbage fallen from above, and when the fans got choked on too many ice cream containers and beer cans, a few slaves would get sent down with an unlucky Bondsman or Peasant to oversee their clean up.*

And sometimes they don't come back. *Sparks toed her way across the shaft. Below she could feel the hate. Fringers, and the Lost populated the lower Twenties, and below them in the Deeps were worse. The Deeps were populated. The Dragons didn't like to admit it, but the Deeps had people, and much more. Most children knew that the Deathlords' held sway in the Deeps, and forgot it as soon as they came of age. What most didn't know is the Deathlords often had competition. Lunars hunted among the rats and the Lost and Castoffs. Forgotten Gods held sway in the deepest reaches, down below where even the Dead didn't like to roam.*

The Dragons kept the main shafts under control. Wards and Bound Spirits patrolled, the essential machinery in the city Core was protected, but only a few halls away, Things wandered, and every now and then, they would ascend, up to the light.

To the things in the Deeps, light meant food. Showing a flashlight Down Below was like flashing a menu. Sparks had hunted those halls, and she'd seen what happened to the poor bastards the Dragons sent too far down, too far out.

Wasn't like the Thirties were much better. They had lights, they had water, heck, sometimes they even got deliveries—cast offs, garbage, and the odd “donation” from Dragon charities. But they were on the lowest end of civilization, and they knew it. Escaped slaves, the poorest Freedmen, the criminals, the brutes, those who preyed on the rest of the fellow men but who didn't have the stones to go further down.

The Forties and Fifties were peasant quarters. Factory workers, the lowest of those the Dragons thought essential. The levels were lit, they weren't patrolled often, but they were at least maintained. You might not like walking in some corridors, but if you kept your wits about you, they were safe enough. Peasants got angry, they got drunk, but they needed their jobs, they saw the Deeps, and there weren't many that wanted to sink any lower.

Sixties to the Eighties were where the Bondsmen went. Some to watch the slaves in the Nineties, some to work under Freeman in the First Hundred, some to toil in the Dragons' workshops, some to service the machinery of the City, some just to serve their Dragons or

Patricians. Lights, water, access to the lifts , even shops and amenities.

Easier to put a tap in here, than above, and safer than below. *At least in the Seventies, there were regular enough work crews. They might not like the duty, but it beat heading down. Above the work was handled by Golems and the Bonded—hollowed out shells of criminals, possessed by Spirits. Dragons knew they could be trusted. Even a Bondsman or a Freedman could dream.*

So here I am. In the Shafts, while Renard and Jeffers are working in the clinic, and scoping out the Freedwomen... *Sparks secured her safety line, and flipped open the access panel. Of course, the only way they're going to have a chance to do that, is if they get those damn supplies. Sparks inscribed sigils into the mirror set into the panel. And that's why they need someone in this damn shaft to redirect the Golems...*

Some days it just doesn't pay to get up in the morning. *Sparks smiled, as she finished the uploading the orders into the Mana-Net, and sealed them with a copy of a Patrician's Jade seal.*

Equipment

Bags and Boxes

Item	Size	Wt	Resources	Effect
Metal Traveling Case				
10#-75#	M-L	5-15#	1-2	
Briefcase	M	2#	1	Innocuous
Contractor's Field Bag	M	2#	1	Innocuous
Day Pack	S	2#	1	Innocuous
Handbag	S	1#	1-4	Innocuous
Range Pack	S-M	2-3#	2	
Patrol Box	M	4#	2	Lockable

Clothing

Business	M	3#	2	
Casual	M	2#	1	
Formal	M	3#	2-3	
Fatigues	M	3#	1-2	+1D Stealth
Uniform	M	2#	1-2	Innocuous
Ghillie Suit	M	5#	2	+2D Stealth
Coat	M	2#	1-3	

Jacket	M	2#	1-3	
Overcoat	M	3#	1-3	
Parka	M	3#	1-2	
Equipment Vest	M	1#	1	Lots of equipment
Tool Belt	M	1#	1	More equipment

Consumer Mystech

Portraiture Crystal	S	1#	1-4	30-50 images
Mirror Face	S	-	1-3	Hand held caller
Mana Net Tap	T	-	1-2	Tap for Mana Net
Research/Work Mirror	S	5#	2-4	+1D Research
Recording Crystal	Tiny	-	1-3	Can hide
Crystal Notebook/Work Scroll	S	.5#	1-4	Tiny mirror
Comm Crystal-Earring	Tiny	-	1-3	Portable comm

Surveillance Gear

Black Crystal	Tiny	-	2-4	+1 to +3D Larceny
Ward Detector	Tiny	-	2-3	+1D Occult/Larceny
Ward Defeater	Tiny	-	3-4	+1D Occult/Larceny
Ward Tapper	Tiny	-	2-3	+1D Occult/Larceny
Night Vision Goggles	S	2#	2-3	+1D Perception
Ley Tapper	Tiny	-	2-4	Tap mirror leys
Ley Tap Detector	Tiny	-	2-4	Detect taps on ley
Ley Tracer	Tiny-		2-4	Trace ley use

Professional Equipment

Bolt Cutters	M	5#	1	+3DAthletics to break
Caltrops(25)	S	2#	1	+2 Diff to pursue
Carriage opening Kit	Tiny	1#	2	
Alchemical Kit	M	6#	2	
Demolitions Kit	M	5#	2-3	20-30D explosives

Disguise Kit	M	5#	1-3	+1-2D Performance
Duct Tape	Tiny	1#	1	
Mystech Tool Kit-Basic	L	12#	2	
Deluxe	Huge	30#	3	+1D Craft
Evidence Kit-Basic	M	6#	2	
Deluxe	M	8#	3	+1D Investigation
Fake ID	Fine	-	2-5	
First Aid Kit	S	3#	1	
Forgery Kit	S	3#	2	
Handcuffs-Metal	Tiny	1#	2	Str-14
Zip ties	Dim	-	1	Str-8
Instruments-musical	Var	Var	2-4	
Lockpicks-Basic	T	1#	2	
Lockpicks-Deluxe	T	1#	3	+1D Larceny
Mechanical Tool Kit-Basic	L	20#	2	
Deluxe	H	40#	3	+1D Craft
Medical Kit	M	5#	2	+1D Medicine
Multi-tool	Tiny	.5#	1	Jury rig tools
Spell Strip	Huge	20#	3	Spirits Check Bounds
Survival Kit	M	7#	1	+1D Survival
Surgery Kit	M	5#	3	+2D Medicine
Survival Gear				
Backpack	M	3#	1	
Binoculars-Basic	S	2#	1	
Range Finding	S	3#	2	+1D Perception
Mystical	S	4#	3	+2D Perception
Light Sticks	T	-	1	
Climbing Gear	L	10#	2	+2D Athletics

Compass	Dim	-	1	
Fire Extinguisher	M	3#	1	
Flash Goggles	T	2#	1	
Flashlight-Penlight-Flood	T-S	.5-5#	1-2	
Gas Mask	S	5#	1	
Maps-Road to Tactical	T	.5-1#	1-3	
Mesh Vest	M	7#	1-2	Lots of equipment
Portable Stove	Tiny	1#	1	
Rope-150'	L	12#	1	
Sleeping Bag	M	4#	1-2	
Tent-2-8 persons	M-L	4-10#	1-2	+1D Survival
Trail rations	T	1#	1	

Artifacts-Examples

Animated Tools-Lvl 3

Mystical tools that animate to assist any repair job. The owner must be within 30', and can direct their use. Allows the user to double his Craft successes while using these tools.

Arcanawebs-Lvl 3

Lacy web tattoos criss cross the bearer, adds +4D to all Stealth rolls, and allows the bearer to scale any surface without an Athletics Check. The bearer walks with silence, and tends to disappear if he stands in any one place too long.

Athletic Shoes-Lvl 2

Shoes that allow the bearer an additional +4D to Athletics checks, and double her normal sprinting and running speed, as well as her normal leaping and jumping.

Backpack of Holding-Lvl 2

A backpack with an interior larger than its exterior. Depending on the size of the pack, the pack can carry anywhere from 30 cubic feet to 250 cubic feet. Living creatures can be placed in the pack, if they will fit in the mouth of the bag, but can only survive 10 minutes before they suffocate.

Burglar's Friend-Lvl 3

These lock picks are mystically charged, and add +5D to all Larceny checks with them to detect traps, security, and detection Wards. They also allow the user to bypass any locks that are not mystically held as a free action. Mystic locks require a normal Larceny roll.

Chem Stick of Revealing-Lvl 2

A disposable item used by the Dragon Blooded. When broken, these chem lights not only light, but they also reveal invisible, hidden, or Spirits that are dematerialized in a 10' radius. These sticks last one scene—or six hours..

Decoder Ring-Lvl 2

A cheap looking ring with several dials with several alphabets. Adds +4D to all Linguistic and Occult checks to decipher script.

Driving Ace Gloves-Lvl 2

Snug, leather racing gloves, add +4D to all Pilot checks.

Duct Tape of Repair-Lvl 2

Mystical duct tape, adds +5D to all Craft attempts to repair. Can be used a dozen times for medium sized jobs. Used to simply attach things, the tape will not tear or come off, unless a weapon of the Five Magical Materials is used.

Engine of Infernal Speed-Lvl 2

The vehicle this engine is attached to can double its normal speed, but when activating this ability, the vehicle produces an unholy whine, that causes all natural creatures to flee, and most Extras and mortals must make a Valor check to stay on the same road or street as it passes by.

Flame Job-Lvl 2

This paint job covers the front of a vehicle in wicked looking flames. Once a day, per point of Essence of the owner, the vehicle can burst into flames for a scene, dealing 8D of Lethal damage to any creature or object touching, or struck by the vehicle. Any creature standing next to the vehicle will take 4D Lethal. Normal combustibles flare up when in contact with the flames. Neither the vehicle or its occupants suffer from any ill effects from the flames, so long as they remain in the vehicle.

Fuzzy Dice of Luck-Lvl 2

When hung in a vehicle, the owner may re-roll one Pilot check, per point of Essence he has.

Gauntlets of Lightning-Lvl 3

Finely wrought metal gauntlets, impossible to conceal, but delicate enough to allow fine manipulations. The gauntlets allow the bearer to fire off a lightning bolt up the bearer's Essence in times a day, and the Bolt does the bearer's Essence+3DL. The Gauntlets also allow the bearer a +3D bonus to all Craft rolls involving mechanical or mystech devices.

Hidden Holster-Lvl 2

This holster hides a weapon from normal attempts to detect weapons. Charms have a +2 difficulty to detect a weapon concealed with the holster.

Lucky Deck-Lvl 2

Deck of cards that allows the owner a +4D bonus to all Larceny checks concerning gambling. The deck does not need to be used to grant this bonus, but if the deck is used to play cards, the bonus is doubled.

Nondescript Paint Job-Lvl 2

This paint job makes the vehicle less noticeable. It grants +5D to all Stealth checks, and +5D to all Pilot checks to throw a tail. Most people will simply forget the vehicle passed them, if they even notice it at all, beyond knowing that a carriage is coming to get out of the way.

Quick Draw Holster-Lvl 2

The holster allows the user to draw his weapon as a free action.

Ring of Resistance-Lvl 2

Ring allows the bearer to Soak one particular form of Lethal damage as if it were Bashing, and with an additional 4D of Resistance. Damage soaked can be reduced to nothing. Rings are set for one particular kind of damage to be reduced—fire, electricity, acid, water, cold, etc.

Ring of Jumping-Lvl 1

Ring allows the user to add 4D to his Athletics score, and an additional 30' of leaping ability.

Ring of Hammering-Lvl 2

Ornate ring can deliver a mystical attack, Essence gathering in a shimmering ram's head to strike at an opponent. Used against living creatures, the damage is equal to the Essence+4 of the user, in Bashing damage, and causes an immediate check for Knockdown. Used against inanimate objects, the damage is doubled.

Skates of Grinding-Lvl 3

These skates not only allow +4D to all Athletics rolls, they effectively quadruple the character's sprinting speed, as well quadruple all leaping and jumping distances, they also allow the user to skate up walls, across ceilings, and across any surface. The skater can travel across water, any uneven surface, even ride up and over trees, down sheer cliff faces. Dangerous surfaces like lava or acid will still damage the wearer, though an Athletics check could allow the wearer to catch the sides of a spiked pit to allow him avoid damage.

Spectacles of Speed Reading-Lvl 1

These wire framed glasses allow the user to read as quickly as pages can be turned. For one scene, the character can recall perfectly the contents, though to retain the information, she must make a Lore check.

Spirit Detector Lvl 3—A hand held mirror, that can detect unmanifested Spirits, the possessed, and reveals in its depths, the true face of any one exposed to it—such as those in disguise, Abyssals, or Demons will be revealed in their true forms.

Tattooed Armor-Lvl 2

The bearer is tattooed with plates and chain, the mystical tattoo gives the bearer an additional 5D of Soak. This Soak can be applied when attacks normally bypass armor.

Translator's Earpiece-Lvl 2—A tiny molded earpiece, that allows the bearer to understand any spoken language in his presence.

Trenchcoat of Useful Items-Lvl 3

This unremarkable coat allows the user to retrieve useful items from its pockets at any time. Flashlights, knives, multi-tool, duct tape, Binaca, 150' rope, boltcutters, or the like. The Storyteller will determine the items that can be retrieved, but most often the items will be nondescript, but useful for the moment. In addition, the coat will store up to four items of the size of a rifle case in its depths, and can be retrieved easily. Weapons carried in this manner are undetectable by normal means, and unless the weapons are being actively drawn, are immune to detection by Charms.

Universal ID-Lvl 3

A slender card that changes form with the user's desires, to become any form of ID, and will pass any normal checks to verify it. Can be used to bypass mystical locks and other security that require an ID.

Windbreaker of Resistance-Lvl 1

A stylish windbreaker, that gives +4D to all Resistance rolls. The bearer can ignore all foul weather effects while wearing this jacket.

Windows of Deception-Lvl 1

The vehicle these windows are installed in can give any appearance to the driver and the passengers, that the driver wishes

Melee Weapons

Types	Speed	Acc	Dmg	Def	Rate	Cost	Str	Dex	MA	Notes
Axe-Hatchet	+2	+1	+5L	-2	2	•	-	-	-	*
Brass Knuckles	+0	+0	+0L	-1	5	•	-	-	-	
Bastard Sword	+0	+1	+5L	+1	2	•••	••	-	-	
Broad Sword	+0	+1	+4L	+0	3	•••	••	-	-	
Butterfly Sword	+2	+1	+3L	+1	4	••	-	•••	-	Paired
Cestus	+0	+0	+0L	+2	4					
Chopping Sword	+3	+2	+4L	+1	3	•••	••	-	-	
Clinch	-6	+0	+0B	+0	1	-	-	-	-	P

Club	+4	+1	+6B	+0	2	•	-	-	-	
Dagger/Knife	+0	+1	+2L	-2	4	•	-	-	-	*
Dueling Knife	-1	+0	+2L	+2	3	••	-	•••	-	P
Fighting Chain	+3	-1	+2L	+2	3	•	••	•••	•••	C
Fighting Gauntlet	-6	+0	+5L	+2	2	•	••	-	-	P
Fighting Whip	+6	-2	+0L	+2	1	•	-	•••	-	C
Fighting Sickle	+0	+0	+3L	+1	4	••	-	•••	•••	Paired
Fist	+0	+1	+0B	+2	5	-	-	-	-	
Flail-Two Heavy	+3	-1	+10L	+0	2	•••	••	-	-	P
Flail-One Light	+4	+1	+8L	+3	4	••	-	•••	•••	
Great Axe	+4	+1	+6L	-2	2	•	•••	-	-	**
Great Sword	+7	+2	+6L	-1	2	•••	•••	-	-	**
Hook Sword	+4	-1	+3L	+3	4	•••	-	•••	•••	
Iron Boot	-4	+0	+4L	-4	2	••	••	-	-	
Javelin	+1	+1	+3L	+1	3	•	-	-	-	
Kick	-3	+1	+3B	-3	3	-	-	••	-	
Kwando/Foot Lance	+7	+1	+8L	+1	2	•••	••	-	-	**
Lance	+10	-1	+7L	-3	1	•	-	-	-	***
Long Sword	+0	+0	+3L	+1	4	••	••	-	-	
Mace/Hammer	+4	+1	+8B	+1	2	•	••	-	-	P
Nine Ring Sword	+6	+2	+6L	+0	2	•••	•••	-	-	
Nine-Dragon Trident	+2	+1	+4L	+3	+3	•••	••	•••	•••	C
Pike	+9	-1	+7L	-3	1	••	••	-	-	**
Pitchfork	+4	+0	+1L	+0	2	•	-	-	-	
Poleaxe	+5	-1	+6L	+0	2	••	••	-	-	**
Punch Dagger	+0	+0	+2L	+3	4	••	-	-	-	
Razor Harness	-5	-1	+3L	+1	1	•••	-	-	-	P,C
Rope/Chain Dart	+7	+3	+4L	+2	3	••	••	••••	••••	C

Sai/Sword Breaker	+0	+0	+0L	+2	4	••	-	•••	•••	
Seven Section Staff	+2	-2	+3L	+3	2	••	-	••••	••••	
Shield-Edge-Light	+0	+0	+2L	+1	2	•	-	-	-	
Shield Edge-Heavy	+0	+0	+3L	+2	1	••	-	-	-	
Shield Bash-Light	+0	+0	+1B	+1	2	•	-	-	-	
Shield Bash-Heavy	+0	+0	+2B	+2	1	••	-	-	-	
Steel Whip	+8	+0	+2L	+2	2	••	-	-	-	
Short Spear	+5	+2	+4L	+1	2	•	-	-	-	**
Short Sword	+2	+1	+3L	+0	3	•	-	-	-	
Short Tiger Fork	+4	+0	+1L	+2	3	•	-	•••	•••	
Sickle & Chain	+3	+0	+3L	+3	3	••	-	•••	•••	C
Slashing Sword	+6	+1	+4L	+0	2	••	-	-	-	
Sledge/Tetsubo	+3	-1	+12B	-3	1	••	••••	-	-	** , P
Small Dueling Blade	+5	+2	+2L	+1	4	••	-	••	-	P
Spear	+10	+1	+4L	+2	2	•	-	-	-	**
Staff	+8	+3	+7B	+2	2	-	-	-	-	
Straight Sword	+4	+3	+3L	+1	3	••	••	-	-	
Stiletto/Slim Dagger	+1	+1	+1L	-3	5	•	-	-	-	P
Three Piece Staff	+4	+1	+7B	+3	2	••	-	•••	•••	
Tiger Claws	-3	+1	+3L	+0	3	••	••	-	-	
Tonfa/ Baton	+3	+1	+6B	+3	2	•	-	•••	•••	
War Club	+6	+0	+9B	-2	2	••	•••	-	-	
War Fan	+0	+2	+0L	+2	4	••	-	•••	•••	
Willow Leaf Sword	+3	+2	+4L	+0	3	••	••	-	-	Paired
Wind-Fire Wheel	+0	-2	+0L	+2	4	••	-	•••	•••	Paired

* Weapon can be Thrown

** Weapon can be used by characters on foot to engage mounted opponents without penalty

*** Weapon does additional damage in a charge

P Weapon does Piercing Damage

C Weapon is a clinch enhancer

Thrown-Ranged	Accuracy	Damage	Rate	Range	Cost	Notes
Axe/Hatchet	-1	+3L	2	10	•	
Blowgun	+0	-2L	1	10	•	+Poison
Boomerang-Heavy	+0	+3L	2	30	•	
Chakram/Shuriken	+0	+1L	3	20	•	
Javelin	+1	+3L	2	30	•	P
Knife	+0	+2L	3	15	•	
Spear	+0	+3L	2	15	•	
Sling	+0	+2L	1	10	•	
Throwing Irons-S	+0	+0L	4	20	•	
Throwing Irons-M	+0	+1L	3	20	•	
Throwing Irons-L	+1	+2L	3	15	•	
Throwing Stick	+0	+3B	2	10	•	
Archery Weapons	Accuracy	Damage	Rate	Max Str	Range	Cost
Composite Bow	+0	-	3	••••+	250	••
Crossbow	+1	5L	1	-	125	••
Hand Crossbow	+0	3L	2	-	75	••
Horse Bow	+1	-	3	••••	150	••
Longbow	+1	-	3	••••	200	••
Repeater Crossbow	+1	6L	2	-	100	••
Short Bow	+0	-	2	••	150	•
Siege Crossbow	+0	8L	1/10	-	500	••

Melee Options-

Blood Drinker—Weapon drains blood with each strike, lending vitality to its user. Every two points of damage done, the user will gain +1 Strength for use the next round only, or it will heal 1 wound level immediately. Weapon will only confer this affect from living creatures, not Hungry Ghosts or Spiritual manifestations. Only from living creatures. Strength effect lasts only one round following the damage done, though if the character scores another hit, he may transfer that Strength bonus to the next round, but not stack onto the current rating. +•••Cost

Dedicated Weapon—Weapon does Aggravated damage against a particular type of foe. Lunars, Solars, Dragon Blooded, God Blooded, Fey, a particular kind of Spirit—such as Air Elementals, Hungry Ghosts—Beastmen, bears, wolves, sharks or any particular species, including mortals men. Will do normal damage against all others. Note: a Solar blade will do normal damage against mortals, and a Mortal blade will do normal damage to Solars or Lunars, or Dragon Blooded. +••Cost.

Defender—Weapon adds +4D to all parry attempts. +•Cost

Destroyer—The weapon deals triple damage to inanimate objects. +• Cost

Elemental—Weapon has staff magics added, and can be used as a staff at range. Popular among the Dragon Blooded, as they can draw Essence from the weapon. Add cost of the staff or wand to the cost of the weapon.

Faithful—Weapon will not draw when another attempts to use it, and will come when the user calls it. Appears at the user's side, not in his hand. Can be stopped by Wards and Counter magic, but will teleport anywhere in the Creation.+•• Cost

Fey Blade—Light and easy to use. +3 Speed. +2 Accuracy. +3 Diff to detect with scrying or scanners. +•• Cost

Flaming—Weapon is mystically ablaze. +4DL from the flames enveloping the blade. +•• Cost

Freezing—Weapon is mystically cold. +4DL each time it hits from the intense cold. Can extinguish small fires, including mystically created blazes. Negates Flaming effect when parries such a weapon. +•• Cost

Hand of Might—Single use a day. Gives the user incredible Strength, for one action. Strength 8 for one single action. Cost ••

Infinite Form—The weapon has 10 set weapons that it can morph into, from bows to melee. It has a set default form, but can morph instantly into another. Exalts can trigger this effect in the middle of a round, but mortals cannot. The weapons have +2 Speed, +1 Accuracy, +1 Defense and +2L damage for their type, ranged versions are +2 Accuracy and +20% to range. Cost •••

Lightning Bolt—Weapon can cast lightning bolts, equal to the effect of a Lightning Wand. Dex+Melee to use. Range 25. 7DL. Rate-1 +•• Cost

Merciful—The weapon deals only non-lethal damage. +• Cost

Mighty Blade—A heavy, mystically enhanced blade.-2 Speed. +4 Damage, not die.+••• Cost.

Phantom Blade—Blade can strike dematerialized Spirits and ghosts. Must be able to see the entities to hit. +•• Cost

Poison Blade—Constantly sheens with poison. Choose poison to coat with. Must soak blade in poison of choice once a month, and can change toxins once a month. +•• Cost

Primum Battery—Weapon can hold an additional 10 Essence that the user can call on. +••Cost

Primum Blade—Weapon acts as 3D Countermagic, and will store up to 10 Essence for the user. Weapon will hold Essence for a month. +•• Cost

Returner—Weapon returns when thrown. Usually on a mace or hammer. + • Cost

Sharpness—Mystical sharpening provides an ever keen edge. Can be applied to any bladed weapon. +1 automatic success to damage, not die.. Shimmers a bit as the blade extends a few micrometers further than normal. +• Cost

Singing Blade—Blade hums and sings, vibrating. Cuts exceedingly well. Can be coupled with Sharpness. +•• Cost

Soul Drinker—Drains Essence from targets. Each strike it will drain 1 point of Essence for each point of damage done—target may “soak” this affect with his highest Virtue+Willpower. If target is drained of Essence, the weapon will do double damage, after the soak. Any killed by these blades will be trapped in the blade, and cannot be reincarnated until the weapon is destroyed. Half the points drained are shared with the user. +•••• Cost

Speed—The weapon allows one extra attack per round. The attack is taken as a normal action, but the die cannot be split into any other action, but can be used on any target the character chooses. +••• Cost

Sun Blade—Blade is brilliant, pure energy. Ignores armor not made of the Five Magical Materials. +3 Damage, not die, and cannot be soaked by normal armors or parried by normal weapons. Does Aggravated damage to ghosts, Demons, and Malfeans. +••• Cost

Terror—Mystical aura surrounds the user. Must check Valor to approach the bearer. Failure means must spend Willpower to approach, and at +2 Difficulties. Botch will mean victim is frozen and fear, and cannot act, even to defend. +•• Cost

Thunder Shock—Weapon mystically shocks target when it hits. +6DB, and will conduct through metallic armor or a shield or metallic weapon if parried. Does not affect The Five Magical Materials +•• Cost

Warded—Weapon acts as +3D of Countermagic. Add +3D to resist any mystical effect, including flames, terror, or the like. +•• Cost

But the Cost of these enhancements can drive the cost of the weapon past Resources 5? WTF?

Yes, the cost of multiple enhancements drives the cost of some weapons well past Resources 5—at which point they should be treated as Artifacts. That goes for Firearms and Armor as well. A suit of super heavy plate that has the Spelled Suit option, becomes a 3 Point Artifact. Further enhancement brings it up higher. This is House rule that I use to simplify Artifact creation for

NPC's and if players want to create Artifacts on their own, but lack imagination. It doesn't cover all situations, but it's an easy rule of thumb and an ST can use it as a guide for quick and dirty Artifact creation. Players can still come up with Artifacts on their own, and I encourage it, but when coming up with NPC's, it can make outfitting them a little easier, and gives a degree of customization for fairly standard items.

Examples of Artifact Weapons:

Types	Speed	Acc	Dmg	Def	Rate	Str	Dex	MA	Art Rng	Note
Cannonade	+7	+0	+8L	+1	3	•••	-	-	•••150	P

Note: Cannonade do not fire normal rounds, but must be loaded with Bombard loads—10 max

Crushfist	+2	+0	+4L	+3	1	••	-	-	• -	P,C
Direlance	+12	+2	+9L	+3	3	-	-	-	•• 100	***
Fire-SmashFist	-3	+1	+5L	+3	7	••	-	-	• 75	
God-Kicking Boot	-2	+2	+6L	+1	3	••	-	-	• -	
Guncleaver	+5	+2	+8L	-1	4	••	-	-	•• 75	
Gunklaive*	+7	+3	+6L	+2	5	••	-	-	•• 125	
Gunklaive, Grand*	+10	+2	+12L	-1	3	•••	-	-	••• 200	
Gunklaive, Reaper*	+9	+4	+4L	+1	4	••	•••	-	•• 250	
Gunklaive, Reaver*	+7	+3	+9L	+0	4	••	-	-	•• 150	
Gunklaive, Short*	+3	+4	+4L	+1	6	-	-	-	•• 75	
Gunklaive, 9 Ring*	+3	+2	+7L	+1	4	••	-	-	•• 125	
GunMaul	+7	+1	+6L	+1	4	••	-	-	• 100	P
GunMaul, Grand	+10	+0	+9L	+1	3	••••	-	-	•••• 75	P

Lightning Torment

Hatchet *****	+3	+2	+6L	+2	+3	••	-	-	••• 20	**
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Note: This weapon is a thrown weapon, and accepts no ammunition, and cannot be used as firearm.

Razor Claws	+0	+1	+5L	+1	6	-	••	-	• --	
Serpent-Sting Staff*	+3	+0	+5L	+3	4	-	••••	••••	•• 100	
Shot-hammer **	+6	+1	+6L/+8L	+1	4	•••	-	-	•• 30	***

Note: Shot hammers fire Shotgun rounds, and will not accept any other ammunition.

Smashfist -3 +1 +5L +3 7 •• - - • - P

* Weapon can be used to fire a burst

** Weapon can be thrown.

*** Weapon can be used to engage mounted opponents without penalty.

**** Targets lose -1 per hit to all their pools until end of scene, max -3

P Weapon does Piercing damage

C Weapon is a clinch enhancer

Unless otherwise noted, all of the above weapons can be used as firearms. Due to the enchantment, they will accept any ammunition clip that is introduced, with some limitations. Unless noted, shotgun rounds will not be loaded into a Gunklaive, nor will bombard rounds. Any standard ammunition clip will be used by the weapons, from pistol to rifle rounds, and will do their normal damage base as a ranged attack as a product of the enchantments, but they are still limited by the number of rounds in the clip presented unless Charms are used.

Artifacts-Thrown	Acc	Dam	Rate	Rng	Str	Dex	ArtifactNotes
Infinite Jade Chakram	+1	+4L	4	50	-	•••	•• Returns Inst
Lightning Torment Hatchet	+1	+5L	2	20	••	•••	•• Returns
Sling of Deadly Prowess	+2	+4L	2	150	-	••	•
Artifacts-Archery	Acc	Dam	Rate	Rng	Str	Artifact	
Short Powerbow	+2	+2L	2	250	••	••	
Long Powerbow	+1	+3L	2	350	•••	•••	

Firearms

Cheap to produce and maintain. Firearms in the Realm Year, 2969, are common, used by peasants and barbarians to hunt, by the Realm to keep the peace. The culture of the Realm has long placed firearms in the hands of trained professionals, and all the Houses Major and Minor maintain armories. The peasants are restricted to hunting arms, slow cycling rifles and shotguns.

While the House’s Major and Minor, and the Legions keep pistols to arm officers, most Dragon Blooded prefer more elegant weapons. Pistols are more commonly associated with bounty hunters, slavers, and other more unsavory elements, including assassins. While a rifle can be used to bring down game and put food on the table, pistols are seen in the Realm to be used only for killing men. When the barbarians of the North first saw the Realm’s Legions use pistols against them, they thought the Legions were using magical hammers to call down thunder. This mistake led them to call them hammers, and the nickname stuck over the years, though pistols have fallen from favor from the Legions. In the Threshold and marginal elements in the Realm, pistols have maintained a certain romance and mystique. “Hammermen”, bounty hunters and outlaws and the others who make a living with the gun are seen as with a mixture of awe and revulsion. The “Hammer” is a romantic weapon, with great legends and tales associated with

them.

Among the tribes near the Threshold one travels, there are often combination arms used. Small arms combined with small magazines nestled in tomahawks and clubs as the side arm of choice among some former barbarian tribes. More popular are combined arms with rifles styled to be used as war clubs for close combat. Seen as barbaric and savage, these arms are rarely seen deep in the Realm.

Hammers	Accuracy	Dmg	Clip	Rate	Range	Resources	
Nomad Wyrding	+2	5L	16	2	75	•••	Custom built
Heavy Hammer	+1	6L	8	2	50	••	Standard
Light Hammer	+1	4L	18	2	50	••	Standard
Surprise Pistol	+0	4L	4	1/4	5	•	4 Barrel Pepper box
Peacemaker	+0	5L	9	3	50	••	+2Die to repair
Fire Hawk-combo*	-1	5L	9	2	50	•	+1 Diff to clear
Fire Club-combo**	-1	5L	13	2	50	•	+1 Diff to clear
.50 Mjollnir	-1	7L	18	2	100	•••	Custom built
Sturm-Stein	-1	10L	12	1	150	••••	The most powerful handgun in the world.

* Can be used as +2L melee weapon

**Can be used as a +3L melee weapon

Rifles/Carbines	Accuracy	Dmg	Clip	Rate	Range	Resources	
Nomad High Power	+2	8L	26	1	1400	••••	Fine sniper rifle
Light Hunting	+1	4L	30	1	150	••	Cheap carbine
Heavy Hunting	+1	5L	6	1	200	••	Standard hunting rifle
“1281” Magnum	+1	9L	8	1	1000	•••	Heavy hunting rifle
Realm Standard	+0	5L	30	2/30	300	•••	Military/Sec favorite
Heavy Rifle	+0	6L	40	3/40	300	•••	Legionnaire’s favorite
Assault Rifle	+0	7L	90	5/30	400	•••	Elite troop’s favorite
Nomad Battler*	+1	6L	40	3/30	300	•••	Combination rifle

* Combined with a battle club. Can be used as a +5L melee weapon.

Shotguns	Accuracy	Dmg	Clip	Rate	Range	Resources	
General Purpose	+1	6L	11	3	40	••	Popular game hunting
Sport	+1	5L	9	2	30	••	Popular in the Realm
Double Barreled Sawed Off	+3	6L*	2	2	10	•	Cheap and easy to get
Assault	+3	7L	45	2/10	40	•••	Military version
“Crusher” Tactical	+3	6L*	8	3	10	••	Threshold favorite
Multi-Magnum	+2/+4	7L	32	4	40	••••	Strength ••• 4 Barrel
Ram Shot**	+3	6L	1	1	1	•	Hand load.
Shot Staff***	+3	6L	6	1	2	•	Street weapon.

* Subtract 1DL each meter past 5.

** Fire all four barrels at once. Str •••• to attempt. Firing all four barrels adds +8D to accuracy, and is considered an area attack. Normal dodge is not possible.

*** Street weapon. Shotgun shell with a pressure pin or short stick. Shot is ineffective past range

War Wands and Battle Staves

The weapons of choice of the Dragon Blooded and elite troopers of the Realm. Spelled to create gouts of elemental fury, these weapons are used by the elite of the Realm as hunting weapons and to protect their lives, as well as the favorite of the Legions’ officers.

Expensive to maintain, and to produce, these weapons rarely find their way to the hands of commoners. While these weapons can be used as short clubs and staves in close for melee, most Legionnaires prefer sword, mace, or spear in close. In the Realm, the Dragon Blooded often use blades that have been spelled with a wand or staff option, allowing them to make ranged attacks with their side arms.

The true power of these weapons are for the Exalted who attune themselves with the weapons. Every charge will yield a single point of temporary Essence to recharge their pools. All Wands and Staves can be recharged at a Manse, focusing the Essence flows to refill their charge in a single round, or a connection to the Mana Net will allow a Wand or Staff to recharge at a rate of ten charges per second. Likewise, an Exalt can recharge their weapons with their own Essence pools at a rate of one charge per point of temporary Essence they put into the weapon.

Fire Weapons

Fire wands are spelled to create sheets and gouts of flame. Fanning an area can cover a larger area, but with less heat. Staves can fire larger bolts, and are more effective to fan their flames, and the Lances of the Assault troops Legions are fearsome indeed. Bolts of flame can be shielded against, but not normally parried with weapons. Fanned flames cannot be normally dodged either. Fanning flames expends charges much faster. Wands can be used as clubs in melee, staff for staff, and lance statistics for lance.

	Accuracy	Damage	Clip	Rate	Range	Resources
Fire Wand	+2	6L/3L	50	2/15	150	••
Fire Staff	+1	7L/3L	40	3/20	300	•••
Fire Lance	+0	9L/5L	50	3/25	300	•••
Assault Lance*	+0	12L/6L	100	3/20	500	••••

*Requires a mount, and Strength ••••• to use. Cannot be used in melee

Lightning Wands

Arcing a bolt of lightning, these wands are popular with line troops, as well as Air Aspects. In addition to the burns that result, targets must make a Stamina+Resistance check at a +2 difficulty. Failure results in the target being stunned. Botching the roll results in an added +2L in damage as well. Even if the target makes the check, he is at a +2 Difficulty to all actions for the next round. Wands can be used as clubs in melee, staff for staff, lance statistics in melee.

	Accuracy	Damage	Clip	Rate	Range	Resources
Lightning Wand	+2	6L	10	1	50	••
Lightning Staff	+1	7L	25	1	75	•••
Lightning Lance*	+0	9L	50	1	200	••••

* Requires a mount, or Strength ••••• to use. Cannot be used in melee

Ice Wands

Spelled wands that use extreme cold, either in a wide cone, or a concentrated burst. The cone will encase an object in ice, while a concentrated burst will freeze a foe. Often used by Water Aspects. Can be used to counter Fire Wands, and protect against fire by throwing up a sheet of ice to use as a shield. This effect can only be done with the cone setting, and each success on the Firearms check can be used as a Parry against incoming fire. Wands can be used as clubs in melee, staff for staff, lance for lance.

	Accuracy	Damage	Clip	Rate	Range	Resources
Ice Wand	+2	+6L/+3B*	50	2/15	150	••
Ice Staff	+1	+7L/+3B*	40	2/20	300	•••
Ice Lance	+0	+8L/+4B*	50	2/20	500	•••
Assault Lance**	-1	+12L/+6B*	100	2/20	800	••••

* Damage is equal to the number of Strength+Athletics to free self from the ice.

** Requires a mount, or Strength ••••• to use. Cannot be used in melee

Earth Wands

Spelled wands that tap into the Elemental Pole of Earth. While the wands can create a volley of stones to crush and kill, the more common use is to create shockwaves to stun. Wands can create avalanches and trigger mines when used properly, though most often it requires Earth Aspects to use these weapons to their full potential. Wands can be used as clubs in melee, staff for staff.

	Accuracy	Damage	Clip	Rate	Range	Resources
Earth Wand	+1	+6B/+8L	25	1	50/200	••
Earth Staff	+1	+8B/+12L	50	1	50/300	•••
Earth Lance*	-1	+12B/+20L	100	1	100/100	••••

* Requires mount or Strength ••••• to use. Cannot be used in melee.

Paralyzation Wands

Used for non-lethal capture, these wands stun their targets. These weapons are incapable of doing Lethal damage, even if Bashing levels take incurred exceed the Health Levels of a target. For each “wound” beyond Incapacitated, the target will be paralyzed an extra hour. Note Stun effects are considered an area effect, and cannot normally be dodged nor parried, and the Stun effect ignores all armor, save for the Five Magical Materials. Often used by the police and slavers. The headache that follows being stunned requires a Conviction check to perform any but the simplest of actions without spending Willpower for at least an hour following waking up.

Wands can be used as clubs in melee, staff for staff, and lance statistics for lance.

	Accuracy	Damage	Clip	Rate	Range	Resources
Stun Wand	+0	+8B	100	1	50	••
Stun Staff	+2	+12B	100	1	75	•••
Stun Lance	+3	+18B	100	1	150	•••

Elemental Bombards

Spelled to contain Elementals and Demons, these devices are cheaply made, and hand tossed grenades. Once the Binding is damaged, the grenade releases the Demon or Elemental. All bombards are thrown weapons, and of a uniform size and shape.

	Damage	Blast	Resources
IFRIT	+6L	2m	• Explodes, releasing Fire
TOXIC	Varies	10m	• Poison gas or paralytic
EARTH	+7L	1m	•• Ignores regular armor
THUNDER	+6B	5m	• Stuns. Ignores regular armor
RIPPER	+8L	5m	• Anti-Personnel
SALAMANDER	+10L	6m	• Incendiary. 3 rounds effect

SMOKE MEPHIT	N/A	10m	•	Smoke or signal
LIGHT MEPHIT	N/A	5m	•	Blinding
GREMLIN	N/A	15m	••	Glitches tools, vehicles, mech
BINDING	N/A	3m	••	12 Strength Bands
DUST MEPHIT	+4B	5m	•	+2 diff to all rolls-5 rounds
SHOCK MEPHIT	+7B	5m	•	Shock +2 Diff to rolls nxt rnd
FLARE MEPHIT	N/A	50m	•	Illuminates area.
SILENCE communication impossible	N/A	15m	•	+3D Stealth or makes
GRAND IFRIT range, but expends 1 charge	+10L	15m	••	Staff fired. Normal thrown
GRAND EARTH	+14L	6m	••	Staff fired. Normal thrown range, but expends 1 charge

Bombard Launcher +0 Accuracy, 250m range, 8 rounds. Considered Heavy-Strength •••••

Daemon Launcher +2 Accuracy 1600m range 50 rounds. Strength ••••••

Dragon Breather

Siege and battlefield versions of the Fire Lance. Cast fireballs over long range.

	Accuracy	Damage	Blast	Clip	Rate	Range	Resources
Light	+0	+14L	2m	100	1	1000	••••
Medium	+0	+16L	4m	100	1	2000	•••••
Heavy	+0	+20L	8m	100	1	4000	••••••
Siege	+0	+26L	10m	100	1	6000	••••••

Storm Casters

Harnessing powerful Air Spirits, these Lances focus powerful bolts of lightning. While powerful, these weapons can only fire once every three rounds. The power build up is impressive, and loud.

	Accuracy	Damage	Blast	Clip	Rate	Range	Resources
Light	-1	+18L	5m	50	1	1000	••••
Heavy	-2	+22L	10m	50	1	2000	•••••
Assault	-3	+28L	15m	50	1	3000	••••••

Blizzards

The weapons fire blasts of intense cold, that explode on impact in a hail of frost and ice. Often used in tandem with Dragon Breathers to break down walls. Used in direct tandem, Dragon Breathers gain double their amount of successes to damage walls, added to their base.

	Accuracy	Damage	Blast	Clip	Rate	Range	Resources
Light	+0	+14L	2m	100	1	1000
Medium	+0	+16L	4m	100	1	2000
Heavy	+0	+20L	8m	100	1	4000
Assault	+0	+26L	10m	100	1	6000

Quakers

These Earth based weapons, cause tremendous seismic shocks that cause structures to shake themselves apart. Living targets are unaffected by these weapons normally, though when structures shake themselves apart, there is usually a good deal of falling debris. All structures directly in front of the weapon, in range, are affected. Inanimate Constructs like Golems or Alchemical Exalted are affected by these devices.

	Accuracy	Damage		Clip	Rate	Range	Resources
Light	+2	+28L		50	1	600
Siege	+2	+38L		25	1	800

Structures and buildings, and any inanimate objects not made of the Five Magical Materials will be shaken by the blast, in a radius centering on the Quaker drums. Areas with loose, or unstable ground are unsuitable to this weapon, as the weapon will bury itself. Not used in sieges requiring towers or other structures.

DECAY Bolters

Festooned with black and blasphemous sigils, these Lances are evil weapons rarely seen outside sieges, and are often more demoralizing on the troops using these weapons, than those being fired upon. When firing, the weapon howls with an unholy whine, that force all troops in range of the weapon to check Valor, each time they fire. Failure means they must spend Willpower to stay. Exalted are not affected this way.

The weapons fire distilled Decay, pure globes of the Abyss. In order to fire, the weapon must be primed with the Essence stolen from the Hungry Dead. Each weapon will fire as often as the crews can stand, but only for that day. For each sunrise, the weapon must be recharged both with a human sacrifice as well as a Hungry Ghost. Without such a sacrifice, the weapon will become useless.

	Accuracy	Damage	Blast	Clip	Rate	Range	Resources
Light	+1	+18L	5m	varies	1	2000
Heavy	+0	+24L	10m	varies	1	3000

Note: damage from the Bolter continues to do base damage for 3 rounds, unless it can be scraped away. If an object is destroyed in the first round, the splash will continue through walls and floors. Note: Only objects of the Five Magical Materials can soak DECAY. Damage is Aggravated, and sometimes takes a while to finish its work.

Balefire Dragons

Ornate, heavy, ponderous, these Daemon possessed engines of destruction stride into battle, slower than War Golems, but able to target with only a word from the Sorcerer-Gunner. Dragons spit out Balefire—greenish-blue flames that come straight from the Yozi. Mortals can only dodge the fire, they cannot soak or parry Balefire. Balefire is aggravated damage.

Dragoons are difficult to control, and are notorious for being as destructive to their lines as the enemy. Care must be taken in placement and use of these horrible weapons. Balefire not only destroys flesh, but corrupts the souls of those consigned to its flame. Souls are sent directly to the Yozi, and are lost to the Creation. Exalted souls cannot be corrupted in this fashion, but they are touched, and marked in their next incarnation.

If a gunner botches an attack roll, the Dragoon runs out of control for one round for each level of the botch. The Dragoon will fire at whatever target the Storyteller deems worthy. Dragoons seek to be as destructive as possible, and they don't care which side they destroy. Crews who guide these weapons often hear them whispering. Areas hit with this weapon are touched with the Infernal Taint, crops sicken, children born in bombarded areas are mewling, twisted things, best put out of their misery. Those who survive the effects of a Dragoon, are scarred with greenish pits and lashes, and have a tendency to attract Hungry Ghosts and other creatures of Malfeas, who find the character to be irresistible. This effect can be cleansed by Charms and Sorcery, but mortals often succumb to the call of the Yozi, who they will hear for the rest of their days, calling to them from their Tainted flesh.

	Accuracy	Damage	Blast	Clip	Rate	Range	Resources
Spitter	-1	+12DL	2m	50	1	500	••••
Viper	-2	+14L	2m	50	1	500	••••
Flambeau	-3	+18L	3m	50	1	500	•••••
Inferno	-4	+24L	3m	50	1	600	•••••
Diable	-5	+28L	4m	50	1	1000	•••••

Elemental Caster

Catapults that launch glass globes across enemy lines. When the glass shatters, the Elementals contained are released, and will act according to the orders given them by the Sorcerer-Gunner that bound them. These Elementals can be dispelled by the Sorcerer-Gunner, and are often called on to watch the shifting lines of battle to call off their Elementals from attacking friendly troops. If the Gunner is killed before the Elemental is dispelled, it will act according to the letter of its orders, and then disappear in 10 minutes.

	Accuracy	Damage	Rate	Range	Resources	
Light Mortar	+2	varies	1	1000	••	Common
Medium Mortar	+1	varies	1	2000	•••	Common support
Heavy Mortar	+0	varies	1	3000	•••	Heavy support
Siege Mortar	+0	varies	1	4000	••••	Not easily moved.
Kriegsmortar	+0	varies	1	6000	•••••	Emplaced

Firearms Options

Armor Piercing—Weapon ignores normal armor, though Charms to resist damage, and Parry and Dodge Charms will add protection. Armor made of the Five Magical Materials is unaffected by this effect. +•• Cost

Dead Eyed—Weapon is much more accurate, covered with runes and sigils, the weapon adds +3D to Accuracy, and reduces range modifiers. +•• Cost

Dedicated Weapon—Weapon does Aggravated damage against a particular type of foe. Lunars, Solars, Dragon Blooded, God Blooded, Fey, a particular kind of Spirit—such as Air Elementals, Hungry Ghosts—Beastmen, bears, wolves, sharks or any particular species, including mortals men. Will do normal damage against all others. Note: a Solar blade will do normal damage against mortals, and a Mortal blade will do normal damage to Exalts. +•• Cost.

Defender—Weapon adds +4D to all Parry/Dodge attempts. +•• Cost

Elemental Lens—The weapon has a lens to focus a Dragon Blood's anima effect. Requires 5 motes to attune, or an additional 2 if added to an Artifact. Two lenses cannot be used on the same device. The Lens allows the Dragon Blood to create a +4L Elemental attack, create an Elemental Burst that does 3L for each mote invested or increases damage radius (Permanent Essence+motes spent in yards) Total motes spent cannot exceed Stamina. +•• Cost.

Faithful—Weapon will not draw when another attempts to use it, and will come when the user calls it. Appears at the user's side, not in his hand. Can be stopped by Wards and Countermagic, but will teleport anywhere in the Creation. +•• Cost

Fey Gun—Light and easy to use. +3 Speed. +2 Accuracy. +3 Diff to detect with scrying or scanners. +•• Cost

Flaming—Shells mystically blaze. +4DL from the flames. +•• Cost

Freezing—Shells are mystically cold. +4DL each time it hits from the intense cold. Can extinguish small fires, including mystically created blazes. +•• Cost

Ghost Killer—Weapon can hit dematerialized spirits and other entities. +•• Cost.

God's Gun—Weapon fires pure, brilliant energy. Ignores armor not made of the Five Magical Materials. +3 Damage, not die, and cannot be soaked by normal armors or parried by normal weapons. Does Aggravated damage to ghosts, Demons, and other creatures of the Malfeans. +••• Cost

Hidden-Weapon is easily concealed, whether in a sleeve, or a pocket. Add +4D to Stealth attempts to hide the weapon. +• Cost

Mighty Blast-A heavy, mystically enhanced weapon.-2 Speed. +4 Damage, not die.+••• Cost.

Merciful-Weapon inflicts Bashing damage only. +• Cost.

Phantom Bullets-Bullets can strike dematerialized Spirits and ghosts. Must be able to see the entities to hit, but when invoked, bullets will pass through material objects without penalty, including the living without harm. Activated as a free action, but this option cannot be used against physical creatures and dematerialized creatures in the same round. Bullets can strike Possessing Spirits without harming host. Effective against Golems, as the shells strike the Spirit animating them, leaving the shells unharmed. +•• Cost

Poisoned Blast-Shells are coated with a toxin, or the blast itself is toxic Choose poison. Must soak weapon in poison of choice once a month, and can change toxins once a month. +•• Cost

Powerful-Mystical improvements to caliber provides more damage to ranged attacks. Can be applied to any weapon with a ranged attack. +1 automatic success to damage, not die. +• Cost

Primum Battery-Weapon can hold an additional 10 Essence that the user can call on. +•• Cost

Primum Gun-Weapon acts as 3D Countermagic, and will store up to 10 Essence for the user. Weapon will hold Essence for a month. +•• Cost

Seeker-Weapons ignores cover, and all normal Parry or Dodge attempts. +2 difficulty if the wielder cannot see the target because of cover, but can still fire. Fire bends and twists to pursue a target. +••• Cost.

Soul Drinker-Drains Essence from targets. Each strike it will drain 1 point of Essence for each point of damage done-target may “soak” this affect with his highest Virtue+Willpower. If target is drained of Essence, the weapon will do double damage, after the soak. Any killed by these weapons will be trapped in it, and cannot reincarnate until the weapon is destroyed. Half the points drained are shared with the user. +••••Cost

Speed-The weapon allows one extra attack per round. Extra Action Charms may be stacked on top of this bonus. The user’s normal action may be used any way they see fit, but the extra attack granted by the weapon may only be used for a single attack. +••••Cost

Terror-Mystical aura surrounds the user. Must check Valor to approach the bearer. Failure means must spend Willpower to approach, and at +2 Difficulties. Botch will mean victim is frozen and fear, and cannot act, even to defend. +•• Cost

Thunder Shock-Weapon mystically shocks target when it hits. +6DB, and will conduct through metallic armor or a shield or metallic weapons if parried. The effect does not conduct through The Five Magical Materials +•• Cost

Warded-Weapon acts as +3D of Countermagic. Add +3D to resist any mystical effect, including flames, terror, or the like. +•• Cost

Armor for Exalted 2020

Armor in the Modern Creation is maintained by the Realm's Own. There are a few professions that can get away with wearing armor in public—Slave Hunters, Bounty Hunters, and Mercenaries who are used to bolster security from bandits, barbarians beyond the Threshold, and private security forces, but most citizens look for the comforting emblems of authority, and if those signs aren't seen immediately, there is a good chance that the citizen will run, and report the incident as soon as she can. Armor is not seen every day, and those who are packing should be aware of this.

Helmets

Kevlar 1B/1L Cost • Steel-2B/1L Cost • Ferro-Ceramic 2B/2L Cost • High Threat 2B/2L L—
Closed faced Cost ••. Full Enviro 3B/3L Closed faced against biological or chemicals. Cost ••

Mil Spec Enviro-5B/5L Closed faced, sealed for biological or chemical threats, most come with some sense improvement enchantments as well as protections, and the ability to breathe underwater. Cost •••

Shields Small Shield +1 Defense. Cost • Large Shield +2 Defense Cost •• Full Shield +3 Defense Cost ••

Concealed Armor—Ceramics and crystalline fibers are woven into fabric into popular styles of clothing, often spelled and Warded to protect the user.

Merchant Class-2B/1L -0 Mobility 0 Fatigue Cost ••

Noble Class-3B/2L -0 Mobility 0 Fatigue Cost ••••

Spyder Suit—Mystically woven from Spider Spirits, woven to conform to a body, this sheathe of shimmery material is worn as a body suit. Soft and flexible, it can be easily concealed, and worn for long periods of time. The silk wicks away moisture, allows the skin to breathe, and can be easily peeled away.

Spyder Suit 4B/3L -0 Mobility 0 Fatigue Cost •••

Point Blank Vest—Torso only protection, are concealed and difficult to detect. Used by merchants and others who want subtle protection.

Point Blank Vest 2B/2L -0 Mobility -0 Fatigue Cost •

Breastplate—Hard armor vest, fitted for the back and front. Common for officers and scouts, both of whom need protection, as well as mobility.

Breastplate 2B/4L -1 Mobility 1 Fatigue Cost ••

Lined Coat—The street and criminal upgrade to the Buff Jacket. Expensive and often heavily enchanted. Higher grades are difficult to obtain without contact within the Guild. Police and security forces use low grade versions for themselves.

Buff Jacket- 4B/3L -1 Mobility 2 Fatigue Cost •

Operator Jacket	6B/5L	-2 Mobility	3 Fatigue	Cost ••
Guild Coat*	6B/5L	-1 Mobility	1 Fatigue	Cost •••
Mystic Weave**	6B/7L	0 Mobility	0 Fatigue	Cost ••••

* Invisible to most scanners and scrying, and adds +3D to conceal items searched by scans or scrying.

** Doubles protection from Elemental or purely magical attacks

Can wear Breastplates or Point Blank Vests to add additional protection, though the penalties will stack.

Chain Shirt—Relatively unobtrusive, this shirt made of fine links can be easily concealed under clothing. Common for those who fear assassins, but don't want to attract attention.

Chain Shirt	1B/3L	-1 Mobility	1 Fatigue	Cost ••
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Riot Armor—When the police have to fall out to suppress rebellion or disperse a mob, they reach for these padded suits, with hard plates. Heavy, with helmets with spelled gear for Nightsight, communication, as well as protection against Dazzle or Glamour affects. Often used with full body shields to throw back masses of people. Bulky and obvious.

Riot Armor	8B/6L	-2 Mobility	2 Fatigue	Cost ••
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Chain Hauberk—A long sleeved chain shirt, covering arms, chest, abdomen and the upper legs. Often with greaves to protect the legs. Often used by those who cannot afford better modern armor by those in the Threshold and by bandits.

Chain Hauberk	7B/6L	-3 Mobility	2 Fatigue	Cost ••
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Reinforced Breastplate—Balanced and light. A breastplate attached to shoulder guards, protecting the legs and thighs, and bracers for arms as well. Considered typical for House forces at regular events and many mercenary companies.

Reinforced Breastplate	6B/7L	-2 Mobility	1 Fatigue	Cost •••
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Combat Armor—Regular troop armor. Laminated metals, fitted greaves, with bracers to protect legs and arms. Usually includes communications, spelled for Night Sight, and Scrying.

Combat Armor	8B/6L	-2 Mobility	1 Fatigue	Cost •••
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Plate Armor—Articulated plates, with chain, and kevlar to cover vitals. Lighter and more mobile than previous versions, it is still heavy. Issued with communications, Night Sight, Scrying, and some even come with other mystical enhancements that can lend +1 to Initiative and +1 to Firearms at the Storyteller's option.

Plate Armor	9B/9L	-2 Mobility	2 Fatigue	Cost ••••
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Super Heavy Plate—Usually reserved for the Dragon Blooded, or other Exalted warriors, who have access to Charms to negate the heavy burden to allow them to wear this armor as easily as a mortals wears a buff jacket.

Heavy Plate 15B/14L -3 Mobility 3 Fatigue Cost •••••

Ashigaru Battle Armor—First Age armor that the Dragons have learned to reproduce. The design hasn't changed much over the Long Second Age. The armor is lightweight, and aids the bearer in various ways. The armor heightens the user's senses, negating the penalties for darkness, except for a complete lack of light—giving the bearer +2 Awareness. Filters protect the wearer against Poison and disease—adding +2 die to Resistance rolls. The armor can also camouflage the bearer, blurring their presence and adding +2 die to Stealth rolls when moving, and +3 die when stationary. Mortals must spend a point of Willpower to activate the armor, and temporarily lowers the mortal's maximum pool. Exalts must commit 4 motes to use the armor, and suffer no ill effects.

Ashigaru 6B/7L -2 Mobility 1 Fatigue Artifact ••

Gunzoshu Combat Armor—The pinnacle of armor for Mortals from the First Age. The armor is similar to Ashigaru Battle Armor, in that it extends the user a limited Stealth field for +4 die to Stealth, protection from poisons with +2 Resistance. The suit also allows the bearer to recover from minor injuries—one bashing Health level per turn. It also steadies the bearer's hand in combat giving +2 die to attacks and parries, and gives him +2 Strength for lifting and damage purposes. The armor requires a complex set of rituals to attune, and implanting of amulets which require surgery—diff 3. The amulets allow the bearer to power the armor with their own Essence to fuel the armor, but it comes at a cost. While the amulets are implanted, the bearer ages twice as quickly. If an Exalt uses the armor, they must commit 5 motes, but suffer no other effects.

Gunzoshu 9B/9L -2 Mobility 2 Fatigue Artifact •••

Armors of the Immaculate Dragons—First Age armorers created fine and wondrous pieces for the Exalted, and while most Celestial armors were unique creations, crafted for their masters' specific requirements, the armors for their Dragon Blooded troops, though enchanted, were designed with a common purpose. Each suit of Dragon Blooded armors was finely crafted, resembling a forged and fitted suit of articulated plate, so cunning that no gaps or seams could be found. The helms featured Essence-filtering lenses for the eyes, and face plates to filter the air.

The armors not only protect the bearer, but provide them mobility and a number of specialized abilities. The bearer is protected from poison and disease, +2 die to all Endurance and Resistance rolls to avoid disease and poison. +2 die to all Awareness checks for a cost of 1 mote per minute, and Essence-sight for 2 motes—which allows a Dragon Blood to see through all fog, haze, or smoke, or darkness, even in full dark conditions, as if there were no conditions. The Armors augmented their bearer's Strength for purposes of brute strength and damage, though these dice will not carry over for Charms. The Armors camouflage themselves, making them harder to detect. +2 difficulty on all Awareness checks to locate the bearer within 10' at a cost of 1 mote, and works specifically against Essence-sight. The Armors also provide +2 difficulty against Astronomy and Divination attempts at a cost of 5 motes and 1 Willpower per day. The Armors double the user's ground speed, and are equipped with an Elemental Lens. Each suit requires 7 motes and 2 Hearthstones to power, and each armor has 3 Hearthstone sockets to allow Dragon Blood to shift the Hearthstones to select which ones will be inactive for purposes of powering the armor.

The Most Terrifying Armor of the Air Dragon

Enameled with blue Jade, this armor intended for hard hitting attacks. It stresses power and speed, over utility. The suits have the above abilities, as well as Lightning Corona Gauntlets that allow the bearer to strike out with blasts of lightning, affecting all in a 10' radius from the striking point. Ranged attacks are made with the Thrown Ability, and the close combat effect does not blast out, but can be used with Fight, and are compatible with Charms that affect unarmed attacks. The bearer can fly at a speed of 45 yards per turn, and costs 3 motes to activate for a number of turns equal to the user's Essence score. For an additional mote, the bearer can harness the gusts of wind that hold it aloft, and gain an additional +1 difficulty to be hit by Thrown and Archery attacks. For 5 motes, the bearer can fly at 60mph for an hour, but maneuverability is limited—Dex+Athletics, diff 2 for sudden changes in course.

Air Dragon Armor	15L/13B	+2Str	-0 Mobility	1 Fatigue	Artifact •••
Lightning Corona-Melee	+5L	+2 Speed	+1 Accuracy	+1 Defense	2 motes/turn
Lightning Corona-Ranged	+10L	+0 Accuracy	Rate 1 Range 200		3 motes

The Most Resolute Armor of the Earth Dragon

Built for combat engineers, the glistening white jade plates are rounded and wide, in contrast to the sleek lines of the other Dragon Armors. The armor provides all the normal Dragon Armor abilities, and in addition, the bearer can spend 2 motes to find any weakness or flaw in a fortification or construction, and allows the next successful attack by the bearer to do double damage, after the damage is rolled. This ability can be used once every six turns. For 10 motes the bearer can build battlefield fortifications and battlements out of stone and earth quickly, as earth and stone reshape themselves to the bearer's will. The ability is not precise, and only the rudest of earth moving is possible, but pits, trenches, and low burms and walls are possible. The bearer can affect an area equal to their permanent Essence score+Craft times 3 yards in diameter. Those in the area of effect suffer 4B even if they succeed the 2 difficulty to avoid, and 4L if they fail. All in the area, save those in Earth Armor suffer a two die penalty on all actions.

Earth Dragon Armor	15L/13B	+4 Str	-1 Mobility	1 Fatigue	Artifact •••
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The Most Fearsome Armor of the Fire Dragon

Forged with copper and red jade, this armor is fast moving on the ground, and was designed to allow the user fast strike capabilities. The Armor has the normal Dragon Armor abilities, and allows the bearer to summon great fiery claws to burst from the gauntlets. The effect is solid enough to parry weapons, and can be used in conjunction with Fight Charms. For 3 motes the bearer can quadruple their ground speed. This functions lasts for the bearer's Essence in turns. For 5 motes the bearer can take two extra actions, in addition to their normal action, but only one of these extra actions can be used for an attack, and the ability is not compatible with further Extra Action Charms, Sorcery, or Hearthstone abilities, and the extra actions cannot be split their dice pool.

Fire Dragon Armor	14L/14B	+3 Str	-0 Mobility	1 Fatigue	Artifact •••
Fire Claws	+10L	+6 Speed	+2 Accuracy	+2 Defense	2 motes/turn

The Most Benevolent Armor of the Water Dragon

Black jade, inlaid with steel, the Armor is designed to allow Water Aspects to police relations with Spirits and mortals, and operate to assist the hunting of Demons. The Armor has all the abilities above, and for one mote, the bearer can see and speak to dematerialized ghosts and Spirits. Three motes, the bearer can affect them as if they were materialized. The effects last for a number of turns equal to the bearer's Essence. For 10 motes, the bearer can summon the Great Spirit Binding Wall, and doing so hardens the Creation, and gateways cannot be opened to the Creation from elsewhere—Spirits are unable to materialize or dematerialize, within a range of the bearer's Essence times five yards, and lasts half the user's Essence in turns, rounding up. Though, the effect will not affect any Spirit with a higher Essence than the user, but additional units will decrease the effective permanent Essence of all beings in the field by one. If a being's permanent Essence drops below 0, they will suffer a one die penalty on all actions, and the cost of all Charms rises by one, or each point they fall below 0. Multiple suits may act in concert, base range, duration, etc on the highest permanent Essence of any of the users.

Water Dragon Armor 15L/13B +2 Str -1 Mobility 1 Fatigue Artifact •••

The Most Puissant Armor of the Wood Dragon

Inlaid with precious woods and green jade, this Armor was designed to engage Essence manipulating foes. While it was equipped with the normal Armor abilities, it could also, at a cost of 5 motes, dampen Essence in an area equal to the bearer's permanent Essence times 5 yards, making Charms and Sorcery more difficult. Each use of Essence in the area costs a mote extra for every 3 points spent—a 6 point Charm costs 8, etc. This only affects expenditures of Peripheral Essence, not Personal. The field does not affect the Armor bearer, or other suits of Dragon Armor, or Armor units specifically tuned to the Dragon Armors. Multiple suits of Wood Dragon Armor can increase this field, at an increase in cost by one for each additional suit in the area of effect. A fang of Terrestrials all using the Wood Armor would spend 9 motes each—base 5 motes, +4 for four additional suits—to raise the dampening field, but the field would encompass the an area equal to the highest Permanent Essence of the group, and increase each use of Essence by 5 motes per 3 spent—8 mote cost for a 3 mote Charm, 16 for a 6 mote Charm.

Wood Dragon Armor 16L/14B +1 Str -1 Mobility 1 Fatigue Artifact •••

Crimson Armor of the Unseen Assassin

The ultimate First Age ranger suit. All the suits are bright scarlet in color, and obscure the wearer completely in armor and flowing robes, even at rest, the wearer is difficult to see distinctly. Most of the suit is made of a flowing, tightly woven material similar to silk. The greaves and bracers, which extend to protect the knees and elbows are metal, and often shoulder guards, but the protection is near that of reinforced plate. The true defense comes from its stealth and mobility. The armor doubles all movement rates, and adds +4 die to Stealth rolls. These dice also apply to all means to deflect and detect the wearer and specifically bypass any Charm or ability that negates magical invisibility, unless the Charm's user has a Permanent Essence 2 points higher than the wearer. For 3 motes per scene, the wearer can raise this field higher, giving them +6 die, and rendering the wearer all but invisible to the keenest eyes. The armor also adds +2 die to the wearer's own Awareness, and negates penalties for darkness, and for 2 motes per minute, it can grant the wearer Essence-sight. In combat, the user can spend 5 motes, and blur his form to become an indistinct red shadow, that flows and strikes without warning. This effect lasts a

number of turns equal to the user's permanent Essence, and reduces all actions against the user by 3 successes—including attacks and parries, though NOT dodges. So long as the wearer is encased in the armor, they are also invisible to Destiny. His actions cannot be foreseen, and they cannot be targeted by Astrology or scryed in any form. The armor requires 10 motes to attune, and wearer is warned not to use the suit too long, lest they become permanently unfixed from Destiny, and be thus removed from the cycle of reincarnation.

Crimson Armor 8L/12B +2Str -0 Mobility 0 Fatigue Artifact ●●●●

Glorious Aegis of the Sun

While these suits are all personalized, the great suits of the Solar Generals had a few features in common. Each has room for 3 Hearthstones, two of which to power these great suits, and interchangeable to allow the user to access one of the three at any time. Great lenses were implanted to enhance the Anima effects of the Solars—for half cost, the Solar may invoke his Anima ability, or for full cost, they may double the effect as well as its range. The bearer is protected from poison and disease, +3 die to all Endurance and Resistance rolls to avoid disease and poison. +3 die to all Awareness checks for a cost of 1 mote per minute, and Essence-sight for 2 motes—which allows a Solar to see through all fog, haze, or smoke, or darkness, even in full dark conditions, as if there were no conditions. The Aegis augment their bearer's Strength for +4die for purposes of brute strength and damage, though these dice will not carry over for Charms. The Aegis camouflage themselves, making them harder to detect. +4 difficulty on all Awareness checks to locate the bearer within 10'.at a cost of 1 mote, and works specifically against Essence-sight. The Aegis also provide +3 difficulty against Astronomy and Divination attempts at a cost of 5 motes and 1 Willpower per day. The Aegis triple the wearer's ground speed. In addition, each suit carries within a specialized weapon—usually a Sun Blade integral to the arm or an Infinite Weapon, and carries with it a Force Shield that adds +7D Parry against attacks. For range, most carry an Essence Cannon in an arm socket.

Aegis +14L/+14B -0 Mobility 1 Fatigue Artifact N/A

Essence Cannon 15B +1 Accuracy Rate 2 Range 75 Motes 5

Any creature hit with an Essence Cannon must make a Stamina+Athletics roll, diff 3 to remain standing. If directed against a non-living target, the damage is halved in Lethal.

Infinite Forms Aegis of Luna

In the First Age the Lunars toiled to create Aegis as strong as their Solar lovers. Relying instead on Moonsilver, the armor is shimmering, infinite in its ability to keep up with the many forms that a Lunar may take. The Aegis of Luna shifts with each form, and enhances its user in various ways. The armor augments a Lunar's already prodigious senses, giving them +3 to Awareness, and augments their Strength by +4, even in their various transformations and with Charms. The armor allows the user to spend 1 mote to invoke Essence-sight to see through all fog, haze, and even complete darkness. The Aegis gives the wearer +3 difficulty against Astronomy and Divination attempts at a cost of 5 motes and 1 Willpower per day. The Aegis triples the wearer's ground speed. The armor defends the user by interposing its Moonsilver mass against attacks, and grants the user +6D to Parry, even attacks they are not aware of. The armor allows the user to create whatever weapons they desire, much like an Infinite Weapon, but the forms are not limited save the wearer cannot create Artifact weapons. All weapons are at +2 Speed, +1 Accuracy, +1

Defense and +2 Damage for their type. The armor can cloak the user in shadows, giving them +6 die to Stealth attempts. The armor has room for 3 Hearthstones, 2 of which must be used to power the armor, but like the Solar Aegis, these Hearthstones can be invoked singly, instantly shifting the powering to allow the user access. The Aegis completely encases the Lunar in a sheen of liquid Moonsilver, that shifts and stretches like oil over the form of the Lunar. In addition to the Infinite Weapon that forms from the Aegis stuff, the Lunar can manifest an Essence Cannon, similar to the Solars'.

Infinite Aegis	+14L/B	-0 Mobility	0 Fatigue	Artifact N/A
Essence Cannon	15B	+1Accuracy	Rate 2 Range 75	Motes 5

Armor Options-

Absorbing—Armor soaks damage and transfers that strength to the wearer. For each attack that the armor soaks, it transfers one die of Strength to use THAT round, not the NEXT round of combat. +•• Cost

Deflection—Armor deflects projectiles. +4 Soak against projectiles. +• Cost.

Dematerialize—Armor allows the bearer to dematerialize as many times a day as the bearer has Essence. This lasts for the scene, and can allow the wearer to leave cells, pass through doors, walls, and the like, or avoid the effects of withering fire. +••• Cost.

Dread—The wearer becomes terrifying on the battlefield. Non Exalted must check Valor to approach the wearer. Failure means they either flee or must spend Willpower to approach him. Botches indicate the victim cannot move, and can only defend himself. All actions against the wearer are made at +2 difficulty. +• Cost

Feather Touch—Armor allows the user to fall slowly, and will not take damage from any falls. This does not apply to things that fall on the character. + •• Cost

Feather Light—The armor is -3 mobility, and -2 to Fatigue. If this reduces the armor to a negative value, the armor is considered to have a bonus. +•• Cost

Flight—The armor allows the wearer to fly at 10 times her normal sprinting speed. +•• Cost

Force Shield—Gauntlets or shields project a field of force the size of a tower shield. Can provide 3/4 to full cover against gunfire or area attacks. +6D Soak against all attacks. Cannot attack while the shield is up normally. +•• Cost.

Glamoured—Armor can change appearance to look like normal clothing. Weight and all other properties remain the same. +•• Cost

Hardened—The armor is tougher than normal. +2 to +4 B/L +• to +•• Cost

Lordly Might—The wearer becomes a magnet for his followers. +4D to all Presence and Socialize rolls. +• Cost

Quickening—Armor adds +2 to +4 to his Dexterity. +• to +•• Cost

Resistance—Armor allows the user to resist a single form of attack. +6 Soak against one attack—Fire, Electricity, Cold, Acid, Melee, Bullets, Gas, etc. +•• Cost

Skiened –Armor is difficult to detect with scrying or other magical means. +3 difficulty to detect with scanners or Spirits. +•• Cost

Spelled Suit/Cloak–The properties of a suit of armor are transferred to a suit or a cloak. The armor has the same protective qualities, but is as light and easy to remove as a suit or cloak. Often used by Agents, and higher up Dragon Blooded in the field. +••• Cost.

Stealth–The armor absorbs light, is quiet, and is lighter than normal. +1 to Mobility. And +2 D to Stealth rolls. +••• Cost

Titan’s Armor-Armor adds +2 to +4 to his Strength. +• to Cost for two points of Strength, maximum of +4 Strength.

Warded-Armor gives the user 5D of Counter Magic to nullify magical attacks. +•• Cost

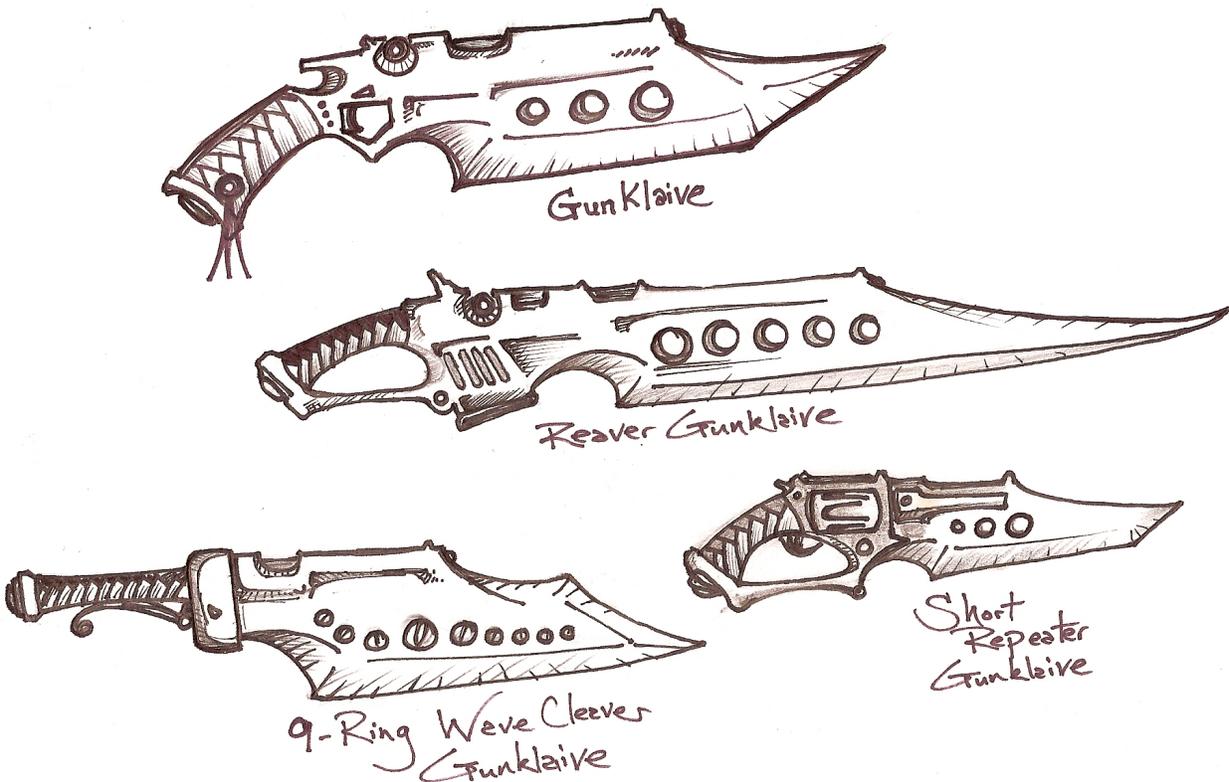


Illustration 3: Gunklaives--by Michael D. Timmerman

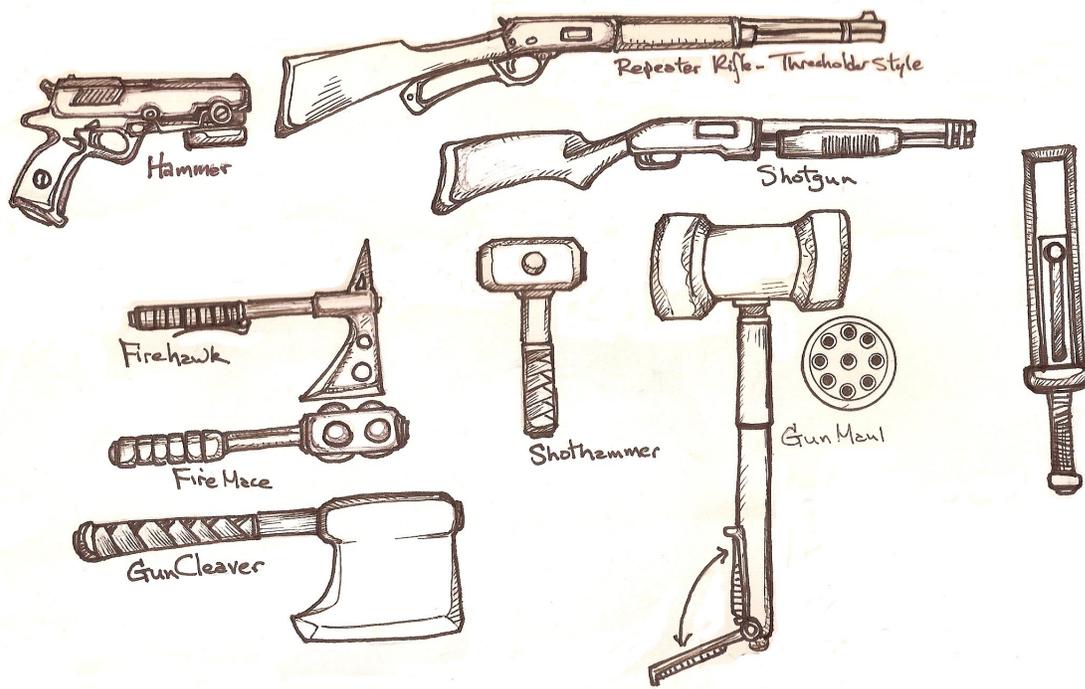
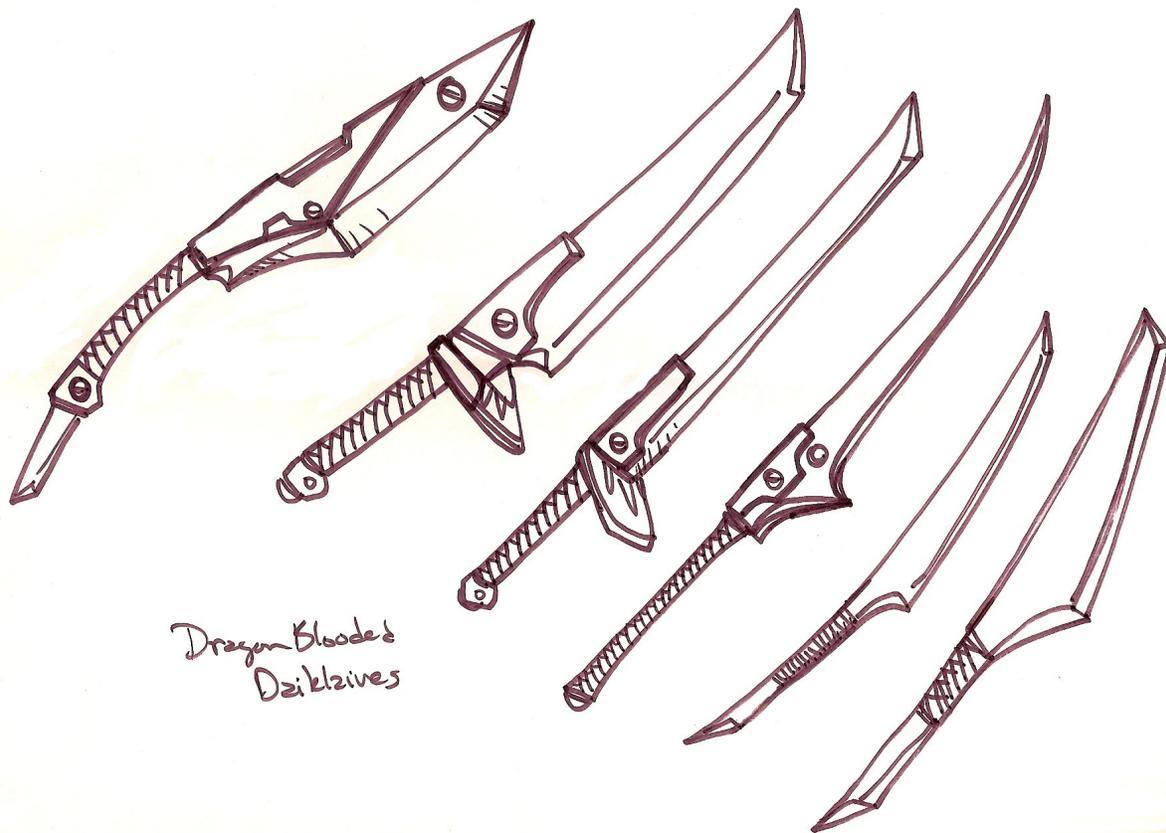


Illustration 4: Various Weapons from TLSA--Michael D. Timmerman



Dragon Blooded
Daiklaives

Illustration 5: Dragon Blooded Daiklaives--TLSA--Michael D. Timmerman

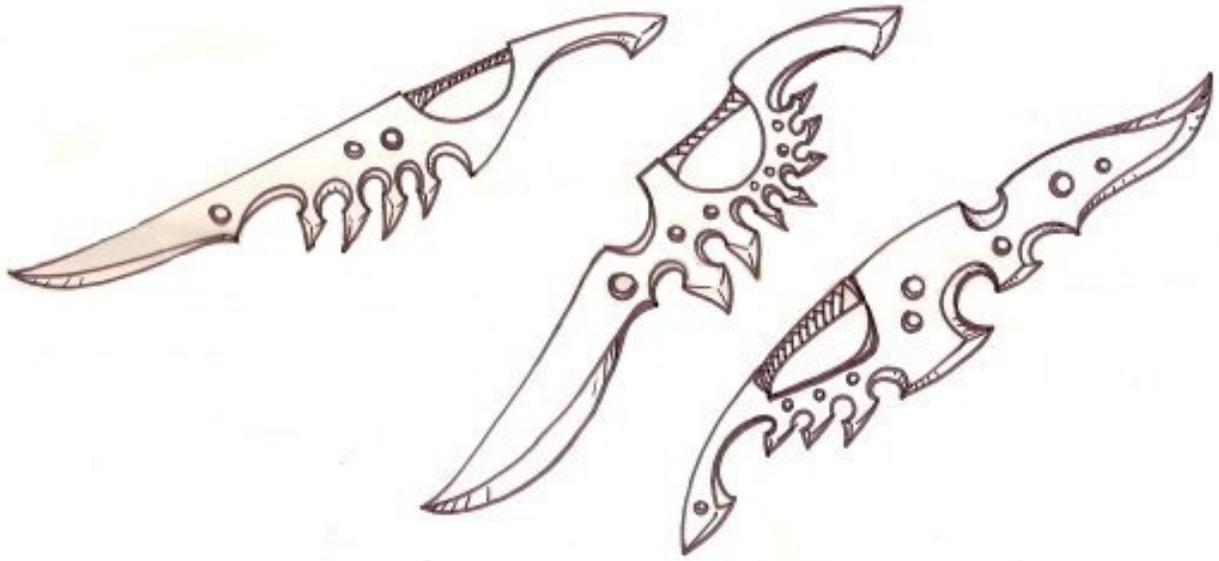


Illustration 6: Abyssal Daiklaives--TLSA- Michael D. Timmerman

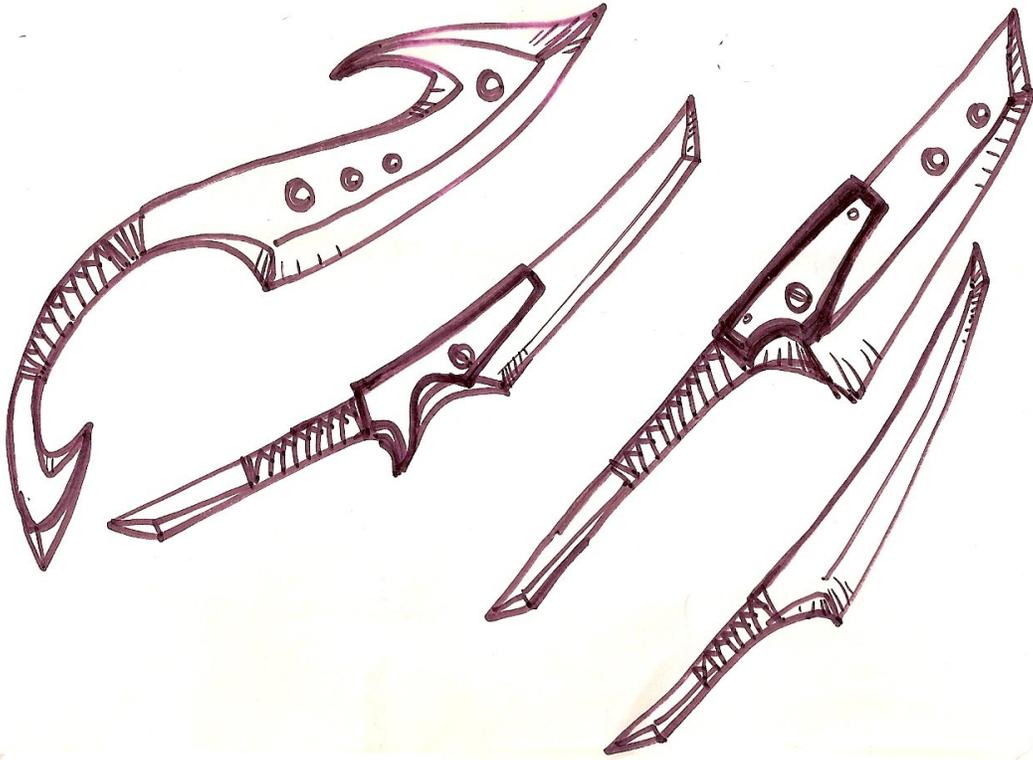


Illustration 7: Jade Daiklaives-TLSA Michael D. Timmerman
The World—The Long Second Age

“So we’re heading out?” Sparks asked as she adjusted her pack. Renard pulled out the map and checked it again, as Jeffers stretched. Tetsubo checked his pistols one last time.

Krieg closed the hood of the carriage, and picked up his kit. “That engine’s running as smooth as I can get it. If we’re heading out, now’s as good as any.”

Jeffers held out his notebook. “I’ve got the passes here, and all the licenses that Sparks snagged. So long as we keep a low profile, we should be able to make Fool’s Rush in a few weeks.”

“And then?” Tet’s pulled his hat low, as he settled into the back.

“Our contact in the Freedom Ride said that Good Water was where they’ve been sending our people. We get there before the Dragons.” Renard smiled. “You’re up for knocking around Dragons?”

“Usually. But won’t they just send a Legion?” Tetsubo scratched his chin. “I’m all for beating down Dragons, but a Legion?”

“They might, but if we can stop the Slavers, that’ll buy us some time to get those folks out. It’ll take some time to get the Realm’s Own mobilized. Threshold ops aren’t their favorite, and if the intel that Sparks lifted is right, the garrison in the Gap’s Teeth is the closest thing they’ve got to the south to mount that sort of thing. The Wall garrisons aren’t up for forays out, just reinforcing the close in pickets.” Renard tossed one of the crystals that Sparks had stolen.

“Besides, our contact inside the Rings of Ledaal Catala said that they had a Circle searching for some big First Age weapon cache.” Jeffers piped in. “Not that I trust Letticus, but if the Mask of Winters has sent out his Functions, we don’t want them finding it.”

Sparks tossed herself in the seat next to Tetsubo. “Think of it as a road trip. We get to travel, see interesting new places. Meet new people. And put a foot up the ass of evil.” She patted Tets on the cheek.

Krieg piled into the rear most seat. “I don’t trust these Gold bastards, but it’s a chance to get some real food. Let’s roll.”

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When the Solars were cast down from their station, the Dragon Blooded surged into their places. They created their Realm, and in the absence of the Solars, guided by the Sidereals, and the Realm has ground on. For two thousand years, the Realm has built up, and on, the ruins of the First Age. The cities of old have been the base which the glass and metal spires of the Dragons rise from. The Wonders of the First Age have been lost, but the Sidereals and their Dragon Blooded allies have built new wonders, from their own Sorceries.

Order has been restored to the Realm, the Creation has expanded. The Spirit Courts have come to an accommodation with the Realm, and deals a thousand years in the making are fulfilled, the Courts sending their servants to serve the Dragons of the Earth, and in return the Dragons pay respect to the Courts and sacrifice Essence collected across the breadth of the Creation to seal their agreements.

The Empress still rules the Blessed Isle. Powerful magics encircle the Empress, no longer flush with her victory over the Fair Folk after the Great Contagion, she sits in the center of the Realm, seeking to expand the Creation. Pushing the sorceries of great First Age Engines, she has pushed back the frontiers along the Elemental Poles.

Vast stelae dot the Threshold, draining the energies from the Creation, stabilizing the Poles, reining in the Wyld, powering the Realm, and supplying the Celestial Bureaucracy with Essence stolen directly from the roots of Creation. Deep in the Wyld the Fair Folk gnash and grind, but the Wall saps their strength. The Realm itself is now walled, a barrier against the nomads and barbarians that lie beyond the power of the Realm. This great Wall shields the Realm from their depredations, and pushes back the Creation further and further. A Construct of great power, the Wall advances year after year, only a few feet a month, but it grinds on, inexorable. The Wall envelopes trees, rocks and houses, and passes them through itself, leaving them unharmed by its slow march, but the barbarians and Thresholders who’s homes are passed through, find themselves pushed ahead of the Wall, that or they are forced to join the Realm, their lands swallowed by its grinding advance.

The Great Contagion saw the Deathlords rise. With the Shadowlands that sprang into

being, the Deathlords advanced, their armies spreading across the Realm. Years of constant warfare with the Realm's Own has stemmed their invasion, and treaties have been signed by both sides to keep the peace, but in the ruins of the greatest cities, in their own Shadows the Deathlords plot.

Besides the Deathlords, the Yozi whisper in the ears of mortals and Dragon Blooded alike. Cults of Infernal worshipers scheme to bring their dread lords power, and they vie with the Deathlords for followers. Both gnaw in the darkness at the roots of the Realm. The Wyld Hunt and their brethren the Infernal Diabolicus root out these Cults, with the assistance of the Watchers and Rings of Ledaal Catala and other Sorcerous Societies. Nearly forgotten, the Solars are tales told to children. The Sidereals have written themselves from the histories, and sit behind their towers of jade and crystal, shrouded by their servants, the Bronze and the Gold quietly duel for the hearts and minds of the Realm.

Forgotten by the people, but the Wyld Hunt has gotten adept at finding the few Solars who manifest in the Realm. Their Agents, posing as Magistrates, as Legionnaires, and as any of the Thousand Scales scour the Realm for any trace of their ancient foes. The Immaculates have taught the people to forget their former masters, and most regard the Solars as myths. As legends. And the Realm means to keep them myths. The order of the last two thousand years is maintained by the strictest discipline.

In the last few years, things have become passing strange. Solars have been spotted more and more often. The Deathlords are rumbling in their pits, the Infernal Cults have stirred in their nests, plots and conspiracies abound. The New Peoples, the barbarians the advancing Wall encompassed, are clamoring for their lands, their sovereignty. Strange creatures are stirring, deep in the Realm, awakened from their ancient slumber, now corralled by the Wall, they turn their fury on the those people who have settled in their old lands.

The Realm has changed. The people are looking beyond the Immaculates for their salvation. Old cults and old gods are finding favor, along with new cults, new gods, new movements. There is growing unrest with the slave bazaars, as well as the lands where slaver raid. Movements have sprung up across the Realm to cast off their chains, and the Patricians, the Guild, and the Dragon Blooded are aligned together to hold the system together.

The Guild, the Immaculates, and the Thousand Scales, the Triumvirate of power holds the Realm, and thus the Creation, together. The Guild runs the businesses, it holds the lines of communications, provides the labor, administrates the finances, and keeps the day to day details of the Realm, and beyond greased. Slaves procured in the Threshold provide labor to an expanding Realm, the Wall pushing back the edges of the Creation create more land for the dissatisfied to flee into. The Immaculates take in the lost and comfort those within the Realm, and watch the rise of the Deathlords and the Infernal cults at the same time. They minister to the homeless, take in the unfortunate, the lost sons and daughters, and provide a place to run to. In addition to their role as the shepherds for the lost, the Orders are the protectors of the Realm against the hordes of Hungry Ghosts that the Deathlords loose, the hundreds of threats from the Underworld and the Spirit Courts. The Realm maintains the Wall, the mystechs that allow the Realm to operate, they hold the Creation together both culturally, and physically. Without the Wall, without the Mystech Kraftwerks, the Elementals poles would surge back to life, the Threshold and the Periphery would be flooded with Fae and Elementals, the Spirit Courts would lose their hold on their subjects, and the Creation would be engulfed in chaos.

The Creation

The streets cleared fast as Tetsubo stepped its dust filled ruts. Cliched as it was, mothers pulled their children inside, and men took cover as he walked along the street's length. Tets walked slow and measured, his eyes were locked on the brace of men blocking the way to the courthouse, their carriage parked behind them.

"You know, when you start a party, you don't fool around." Jeffer's voice cracked in Tet's ear. "I've got a few possible contenders in this bash, beyond the five that are waiting bedside the crappy Imperitrix Regal."

"Tell me true then. Give me their positions when I start talking." Tet's hands slid the leather catches from his pistols.

"Why don't you take care of the five in front of you. Me and Sparks will take care of your party crashers. Krieg thinks you've got a couple of Outcaste Dragons in front of you. We'll just make sure that your back doesn't get creased." Jeffers popped back. "Krieg's getting the wagon ready, and Renard is trying to get the Sheriff off his ass."

"Renard has a lot more faith in that fat slob's sense of duty than I do." Tets spat to the side. "Appreciate the assist. Thought I'd be doing this on my own."

"I still don't think we've got any business getting involved over a land spat. Gonna get us the wrong kind of attention, even if Renard is able to 'motivate' the Sheriff. But a Circle doesn't roll without all the spokes, so I guess if you're going to do something this stupid, I guess we all do." Jeffers crackled. "Head's up, Big Hat Dude is rolling up."

Indeed, Big Sol was rolling up. Sol was tall, silvery skinned. God Blooded by all accounts. He'd been running things in this Threshold township for quite a while, with a gang of beastmen, Outcastes, and any other hammermen he could pull together. This far out from the Realm, there wasn't much folks could do to stop him. The Waters League was loose, and while they frowned on strongmen like this, they weren't in much position to stop them. Guild didn't mind, because Sol kept kicking jade back to them.

Tet's had taken a dislike to the God Blood the moment they came into town. Big hat, big man, big car, and lots of guns. And lots of scared folks running around. Plus, he had tossed his candy wrapper in front of Tetsubo. Too many years in the Unders had given Tets a real hate for litterbugs.

"You got some big iron on your hip, Rimmer. 'Less you aim to use 'em, you might want to head back up the road there. Hear that Tea Rose's got a special on pork pies and bitter. Might be the best call." Sol carried a Thresholder War Club, big blade shrouded, cradled in his arms. His boys carried a motley of pistols, rifles, and wands. Two of the men had the carriage of Legionaries. The lizard faced one picked his teeth with the blade of his fire hawk, and the last looked like Sol's brother, same silvery skin, same bald head, same bad attitude. He was rubbing his hands over the grips of his hammers, and was humming.

Tets spat again. "Keep iron to keep coyotes and vultures off. Don't like to waste good ammunition after bad meat." He settled into his stance, and let a trickle of Essence flow. Everything settled into place, his reactions synched to the men ahead of him. "We don't have to do this. Your men got holed, but they'll live. Just keep the hell off of the steads' land, and stay

off. You got no claim.”

Sol chuckled. “Everything in this Vale is mine. You stuck your nose in Big Sol’s business. Dragons don’t come out here. Water League stays out. You, you just don’t know no better, and I think me and the boys are going to have to show these folks what happens when you cross Big Solly.”

“Bang.” Jeffers whispered in Tet’s ear. Tet’s hammers flew into his hands. Essence crackled as it blew out. Tetsubo’s pistols pounded, double tapping the Legionaries each, and the lizardman’s jaw blew away, along with a good sized chunk of his windpipe. Feeling the flow of Essence, Tetsubo turned away from Sol and his brother’s return fire. The street behind him rained glass, as Jeffers and Sparks lit into the snipers.

Still spinning, Tetsubo reversed his grip on his hammers, and caught Little Silverfish’s fire hawk, snapping the weapon away, and catching him in the temple with the butt of the other hammer. He fell without a whimper, and was senseless as Tet’s kicked him into Big Sol. The God Blood stumbled back, and his shot went wide, cracking into the street a yard from Tetsubo.

Big Sol’s hands snapped the cover from his war hawk. He reversed his grip along the barrel, and swung at Tetsubo’s head. Or rather, where Tetsubo’s head would have been. The big man was already in the air, leaping over Sol’s swing. His hands completed the mudra of Unquestioning Speed, and his Gunklaive flew from the recesses of his coat. The orichalcum blade skewered the God Blood through the chest, the momentum of Tetsubo’s jump cleaving Sol’s chest open. As he landed, he snapped the big blade back to guard position, and then flicked the blood clear.

“You know, you don’t have finish with the pose, every time.” Jeffers voice cracked. “Now can we get the hell out of this town? Krieg’s got the wagon on the way. We’ll pick up Renard on the way.”

The Realm lies at the center of the Creation, encircled with the Great Wall—a vast iron and jade studded edifice, fifty feet high, towers along its girth every thousand yards, and gates along the main road lines. Garrisons blossom along the gates, as the Wall pushes inexorably, a few feet every year, engulfing all structures in its path. The magics that lace the Great Wall allow homes, fences, and inanimate objects to pass through its girth, but repel the living. Those on the Threshold often find their homes passing through the Wall, a few feet every year, but eventually they find themselves, and their land, part of the Realm. The Dragons offer to compensate those who don’t wish to join the Realm, but eventually their lands pass through the Wall.

Beyond the Great Wall, the Stelae push ahead, expanding in a widening circle. Each Stelae channeling Essence from the Elemental Poles, and sending it back into the Mana Net, to power the Great Wall, and send the excess back into the Realm. The effect is two fold; stealing Essence from the Poles fixes the raw Wyld beyond, pushing back the Creation, slowly, and the Essence fuels the Realm, and fulfills the treaties made with the Spirit Courts to provide them with Essence, in return for the use of their subjects to power the Realm’s Mystech devices.

To the North, the Threshold flattens into a grey sheet of ice. The South trails off to black basalt. The West ends in a Horizon of flat water, a curl of wave that doesn’t fall, doesn’t surge, just lies flat and limp, stagnant. The East ends at the tree line, a flat wall of impassable trunks.

Along the Threshold, closer to the Great Wall, teocalli dot the country side, Shrines kept by the Immaculates to appease the Little Gods, to help distribute the Essence to the Spirit Courts, and to spread the Mana-Net. By treaty, and long standing tradition, the teocalli are held as inviolate by raiders, barbarians, and the Immaculates will help any who ask them for asylum or assistance. Even the raiders know that a disruption in the Mana Net can only lead to disaster—the Essence that flows along the Mana Net keeps the Great Beasts asleep, powers the Realm's Mystech, and keeps Spirits placated. The last time the Mana Net was disrupted, Thorns fell to the Mask of Winters, and even the Threshold fears what will happen if the Deathlords aren't held in check.

The Threshold has been pushed back for millennia. Many of the areas that have been recovered from the Wyld are places of legend from the First Age. The Inland Sea, the Wasting, the Fire Islands, the Court of the Great Beasts, Dragon's Reach, all have been reclaimed from the Wyld, and set back into Creation by the memories of the Spirit Courts, Lunars, and Sidereals. The Fae retreat and flee from the Great Wall, en masse. The cold iron walls, and the Stelae suck away at their power, rob them of their Essence and their very reality, so they congregate beyond the reach of the Great Wall, to the great oceans, the White Wastes, beyond the Fire Islands or the Wasting, even in the Swamps of Despair, the Fae huddle, feeding on the collective dread of these great names, and tapping the leys that lead back to the Mana Net. Every few years, an expedition of Fae attempt to assault the Reality Towers, only to meet their doom as the Towers leech their last drop of Essence before they can even lay eyes on the immense structures. Some resort to attacking the Stelae, but even these structures wound them greatly by their very presence, leaving them vulnerable to the mortal guardians, and prowess of the Immaculate's Sorcerous defenses. The Great Beasts have been driven back by the Great Wall as well, the Wards woven into the iron repel them, though a few have managed to sleep through the Wall's passing, and a few of the Great Ones have been trapped behind the Realm's territory.

From Beyond, the Wyld creatures are stymied by the Reality Towers. Three for each pole, the Towers seal the Periphery, delineating the Edge of the Creation. While portals to the Wyld can wear through inside the Creation, near Manse and Demesne, the borders to the Creation are sealed to incursions from the Wyld. The Edge is flat, pushed back steadily by the Great Wall, the Elemental Poles are bleak places, their energy syphoned away by the Great Wall for the Realm's use, only spawning new lands, new places, as the Reality Towers pass beyond them, then the lands haze into the Creation, as they once were, or into new forms as people, and the Gods even, have forgotten What Was.

The people beyond the Wall are considered barbarians by the Realm. Uncivilized, rude, and uncouth, but these barbarians have been trading with the Realm for years, watching their crystal sets, buying their goods, and importing, if not stealing their mystech base for generations. Cast off carriages, sky sails, and even out of date Golems have become commonplace along the Threshold. The Realm still sets the pace for the Creation, even fashion out along the Threshold is often based on the Realm's, years out of date, but still based on the styles of the Court. They are poor states, without access to the great Kraftwerks of the Realm, without the vast supplies of jade, but they are hardly left behind and clueless. And knowing that the Realm will eventually roll over their lands, gives the Thresholders incentive to keep schooled on the Realm's ways.

The Realm continues along. Peasants are still bonded to their Lords by their patronage. Bondsmen who have fulfilled their obligation still hold the bond in trust. Freedmen make up the middle class of merchants, tradesmen, with no bond against them, free to make their way in the

world. The Patricians are still the peers to the Realm, born of noble families, to privilege and wealth. Next come the Blood, the Terrestrial Exalted who are by their very nature above the rest of humanity, their powers a testament to their nobility. Those who carry the Blood, are raised up to the status of Houses Minor, and most who carry the title were born to a lower strata, but their Blood flared so that the Realm could recognize them. The Dragon Blooded who are born to the Houses Major and Minor rank higher yet, their families having served the Realm for generations, proven, and they maintain their position with ruthless zeal.

The cities rise up, proud, majestic. Steel, iron, brass, copper, vast and soaring, the cities of the Realm are monuments to the skill of their creators. The oldest cities have risen up, their glories built on the roots of the cities. The Immaculate's cathedrals, enclosed with vast structures of metal, spun crystal, and jade, and then raised by powerful sorcery, the Dragons' cities are tower after tower, building after building, the original streets lost to sunlight, lost to sight. The Dragons' estates have been brought to the tops of the towers, some hundred or more stories above the streets. Lattices of bridges span the alleys and lost streets below, lost into darkness, save for the odd shaft that penetrate.

The highest towers are reserved for the Dragons' estates. Gardens and orchards dot the towers, their Bondsmen living below them. The great merchants live below the Dragons, but with spacious open areas, where they can see sun and feel the breeze. Below them, Freedmen labor, their homes sometimes open to the air, sunlight stolen from clever mirrors, and with spelled crystals, they ape the fashions of their betters. The lower classes limited to the levels below their masters, seeing sunlight on holy days and celebrations, allowed into public parks when they can wrangle the time off, and the permission of the Dragons. In the cavernous bowels of the cities are the peasants, the lost, and worse. In the deepest of the city cores are areas that men no longer wander, too dark, too cut off from the Dragons' order, things wander the halls of the depths. And they are often sealed there by the Dragons' strongest wards, and forgotten. But the things that stir haven't forgotten them...

Outside the great cities, the countryside is stable. Contracted farms work for the Guild, vast stretches of farms worked by slaves, peasants, and Bondsmen toil for the Patricians and the Blood. Roads and train tracks criss cross the land, carriages, trains, and sky sails ply trade. The Guild transports the Dragons' goods, the vast Kraftwerks of the Dragons' are serviced by the Guild's Master Crafters, and the Immaculate Temples dot the countryside to provide instruction, learning, and training for those who wish to dedicate their lives to the Order. Most often sons, who have no chance at inheritance, their sisters of the primary concern for their families, often facing marriages of convenience to seal alliances with other houses. The Order is the one place where a man can have a future not overshadowed by the Matriarchy of the Realm.

Slaves are common in the countryside. They work the land, the factories, the Kraftwerks. Taken from the Threshold, or bought from the Realm's prisons, they can look to a future of labor, and passing their bond to their children. Agencies exist that keep stables of slaves to rent to businesses. Slaves earn a slight wage, in order to give them the chance to buy their bond, but most slaves opt to buy their children's freedom, these new peasants then Bonding themselves to a House to earn enough to free their parents. Slaves are seen more often working for the Guild, on their farms, their factories, or their caravans and bazaars. The Dragons and Patricians hold slaves, but keep them tucked away behind their estates.

Young Dragons are often on the move, young nobles are encouraged to sow their oats

among the lesser classes. While not all of them get to bear the Blood of Dragons, generations down the road they may bear fruit. Children belong to their mother's family, when one of the Blood manifests, their mother and her immediate family are raised into the Blood's new station. Often the new Blood seeks to free and raise up the rest of his family, and this is one of the methods the Houses Major keep the new Blood in line, using their patronage to bring the new Blood to their heels.

Dragon Blooded women dally, but less often with mortals—there is no profit to bearing a mortal child. More likely, they will tarry with a new member of the Blood. Children are of their mother's line, and unless it is obvious that a child is not the get of her husband, he has little say.

Dragon marriages are complicated, often by affairs, alliances, lovers, and business, and so long as it is productive, both in business and with children, there is little comment. Men are often ornaments and trophies for their ladies. A man must bring wealth to his marriage, and may seek compensation in a divorce, but children rarely pass to the father's family in such cases. Succession in the Houses is only through the mother's line. Men can be placed into positions of power, but can only claim such positions through their mother's line.

The Navy and Air Force are firmly in the hands of the female Dragons. The great Guilder families are ruled by women. The Peerage sends their daughters and sons to the Deliberative Senate of Exceedingly Judicious Nobles, but its highest Councils are made of women. Men are seen to serve their ladies, as generals, as captains, as Advisors, as their hands.

Prostitutes of both sexes are common in the Realm, a legal but a low profession. Rings of forced prostitution are found from time to time, and the Houses prosecute the offenders mercilessly. Slaves are often put to work in brothels in the cities, and even a lowly Bondsman can rent a slave for "entertainment" purposes. Nobles tend to visit approved concubines, who are licensed, discreet, and certified clean. Concubines who bear a Dragon's child are immediately elevated to the new Blood's house, and it is a common profession for social climbers. Men can only hope to be elevated by a noblewoman's favor, to be freed to Bondsman status.

The only ones whose position can't be improved by a Dragon's birth are the Fringers, those driven to the city cores—escaped slaves, criminals, the poor, debtors, those who have fallen between the cracks, those fleeing indebted servitude, or the sale of their children. Slaves are as often procured by debt bonds, as they are taken from the Threshold. Fringers provide a steady black market of goods and services, and are allowed to operate so long as they don't get too bold. When they do, they are labeled 'bandits' and are hunted down by the Realm's Own. The Fringers' Underground ferries escaped slaves, goods, and contraband across the Realm, and beyond. Passage is perilous, and often leads to peasantry or worse, but it is a risk many are willing to take to live free.

Fringers serve a darker purpose as well in the great old cities. Fringers provide the Things Below, deep in the cores, something to feed on. So long as Fringers keep to their levels, they are ignored by the Magistrates and the Eye, but the moment they pass beyond their borders, they are picked up. In the depths of the cities, the crime lords rule, so long as they pay tribute and deference to the Dragons. A few seek to rise above their station, to become Guilders, to become Freedmen, and those who do escape the Fringes remember those who helped them escape.

Deep in the cores of the Great Old cities are the pits where the Deathlords plot. In the darkness, the Malfeans' servants vie with the Yozi cults, the Lunars who have been trapped by

the Realm's advance, their beastmen battle with the Lost Things that the Yozi and Malfeans bring to serve them, and their own twisted cultists. The Realm and the Immaculates fight these incursions, quietly, but the rumors persist, and most know that to walk the Unders without protection is to invite death, or worse.

Mystech

The Realm is the source of innovation in mystech and sorcery. The Heptagram's Universities are the finest schools in the Creation. The Kraftwerks are the source for the vehicles, the very Aetherstones that power the society. The Golems that toil in the factories are produced by the Realm's White Registry, with Spirits provided by the Celestial Bureaucracy.

From the least crystal Home Theatre to the great airships that ply the skies, to the floating majesty of the Dragons' newest cities, to the wands and staves that the troops use in combat, to the Library Spirits bound to books and crystal sets, there is no place where the Realm's mystech doesn't come into play. Mirrors to place calls across the Realm are as common as brooms in most households in the Realm, and outside the Realm, the cast off and out dated mystech finds a home as well. Guns and staves find their way across the borders, and the influence of the mystech pervades everywhere.

The Celestial Bureaucracy provides the Spirits to power the Realm—punishment detail, as favors, or even by volunteers to curry the Courts' favors, Spirits are Bound into Aetherstones, and their Essence and Charms provide the motive force behind the Realm's Mystech. Essence flows through the Realm, across leys along the lines of the teocalis, into the Mana Net. Homes tap into the Net for information, for power for their own use, and for services they have come to depend on. Great Aetherstones store power in cities, and bleed it off to devices, or in the case of the Dragons' most important areas, a line is opened directly to the Net, to provide constant power. The Essence ripped from the Wyld, not only pushes back the borders of the Creation, it serves to feed the Celestial Courts, as well as power the Realm, and even the Threshold buys their power from the Realm, or taps into the Mana Net illegally. All power comes from the Net, and its stations are inviolate for all civilized people.

Golems toil, artificial bodies for Spirits, powered by Aetherstones that trap the Spirits that provide their motive force and intelligence. Most Golems are lowly Spirits, given simple tasks, but a few are given more latitude, as servants. These Golems are carefully Bound and watched closely. Nannies, servants, guardians, high level Golems are seen as a luxury, and if turned, they could wreak havoc, and are watched even more carefully than slaves and servants. Their Bindings are the study of the most clever and skilled Sorcerers of the Realm, and each year, improvements to Bindings lead to more powerful Spirits being brought to heel.

While the Realm's mystech is impressive, it still often falls well below the wonders of the First Age. The towers are taller, the sky sails run on time, and the Wyld is finally contained, but at a great cost. The Spirit Courts use the Realm to further their own ends, and while the Immaculates teach that the Creation runs smoother with the Realm's guidance, the truth is murkier. Corruption in the Celestial Bureaucracy is rampant, things run without much incident, but that doesn't mean that they run the same way as the First Age. Mystech sometimes duplicates the wonders of the First Age, but it binds Spirits to the Realm, it forces servitude, and the Spirits resent the Dragons, more and more. They resent their masters, and the Yozi and the Malfeans have found ways to tap into this rage. The Lunars and the Solars are making inroads against the Realm, and things are beginning to break down.

Return of the Anathema

Renard watched the caravan as it crested the dunes. He dialed the binoculars up a notch. To the right, he saw movement. Got them!"

The caravan was tooling along the path of stones that the Realm had laid down, sand solidified into thick sheets of dark glass, sand sifted over, but never for long. The dunes flowed close, but never washed over the road, the Spirits tied to the road made sure of that. But those Spirits only leant their protection to the road, not to anything that passed over it. To the right and left, off set from each other, Renard could see the last of the Delzahn war chiefs, lying in wait. Their sun bleached war staves and rifles faded into the dunes' pale, their cloaks and robes blending them in as well. Renard knew they would be there, but the Guilders who rode below them weren't so lucky.

"Sparks, Jeffers, we've got raiders, just like we expected. When we get back to camp, we've got to burn some offerings to that dune spirit who gave them up." Renard unlimbered his rifle. "Let's pop off a few rounds, and see if we can scare them off."

Tetsubo's voice crackled over their link. "Scare them? These bastards are about to slaughter a whole caravan. I think that we can do more than scare them."

"Agreed." Krieg piped in. He was already pulling the wagon up, assault staves pintle mounted manned by Jeffers. Tets was on the move already, his skim board making quick work of the distance to the raiders. Sparks was in place already.

"We stop them, we don't kill them. That's the plan. Stick to it." Renard hopped into the wagon. "Shoot to wound, we scare the hell out of them, and they might just get leary of hitting these caravans. We kill them, their families are going to get pissed off, and slaughter every troupe that passes by. They live, they're going to be shamed, and they're going to lose any credibility to their clans."

"And in another couple of months, a new crop of bandits are going to get up the gumption to show these poor bastards up. It's not going to end, we're just going to put it off for a while." Tets piped.

"If we can stop these raids for a couple of months, that'll give us the time we need to get to their leaders. We prove to them our strength, we can negotiate with them. And then we can stop these raids for good." Renard checked the breech one last time. "So let's go."

"You're more of an optimist than I am." Sparks chimed in. "Shoot to wound. Lots of painful, very nasty wounds. Guess I can hope for infections."

"And we get the gratitude of the Guilders. That'll be good for a few more miles. We need parts if we're hitting the Threshold." Krieg snapped the shade visor up. "Let's get this over with. Sooner this is done, the sooner we can eat."

~

The Solars have returned. In the Realm, in the Threshold, on the very edges of Creation, the Wyld Hunt is stretched far and few, between Infernal Cults, Deathlords, Lunars, Forgotten Gods, Fae, and Solars. The Bronze works at a tireless pace to organize the Dragons and their

servants, but with the Solars released from the Jade Prison, and the Deathlords on the move with their Abyssal servants, they have their work cut out for them.

The Wyld Hunt works behind the scenes. Their agents are often seen as Magistrates at large, members of the Eye, Ministers without Portfolio. Their suits are symbols of their office—just cogs in the Realm’s machine. Mystic weaves in their suits give them the protection of a fully armored Legionnaire, and the shields in their wallets flashed quickly can easily break the will and resistance of mortals. Few citizens realize that they are dealing with the Hunt. Most consider the Anathema to be legends, myths, stories told to children to scare them in the dark. When the Hunt acts, it does so from secret, under the guise of the Legions, the All Seeing Eye, the Magistrates. A few suspect that something is amiss in the Realm, the Thousand Scales know that monies are routed to special projects, and that the Suits of the Agents are signs of someone, somewhere’s interest. And most folks know that too.

No one names the Hunt, because the Hunt chases down myth, legend, and no one wants to admit that the Hunt is needed. The Fae are weak and lost, the Lunars are gone, beastmen are just Touched, and many tribes have been brought into the Realm. The Shadowlands are desperately real, but contained—the military deals with them, the Mystical Ordos. The Celestials have passed on, the world has moved on. The tales of the Exalts and the First Age are merely that, tales. The Deathlords are a reality that the Realm cannot hide, but it can contain them, negotiate, and appropriate. The Celestial Court’s servants fuel the Realm, but those Spirits are rational, a part of the Creation, safe as houses.

And the Solars are moving. Rumbblings in the Threshold, in Nexus, in the deep city cores, and the rest of the Exalts are answering those rumbblings. Lunars are surfacing. The Sidereals are scouring the Realm to search for those they betrayed long ago. The new born Abyssals search for their counterparts and opposites, and there are rumors of something else, something darker than the Deathlords’ servants. As the Solars move, things that have been hidden stir in reaction, seeking their old foes, and to stop them before they can act. The Bronze are organizing their servants, and by their actions, they may be accelerating the pace at which things happen.

And now, to top things off, the Scarlet Empress, the backbone of the Realm, the architect of the Wall, the Reality Towers, and ruler of the Realm for nearly two thousand years has disappeared. The Second Age is drawing to a close, and the bones and auguries the Bronze has cast all point to the fire they had hoped to avoid by deposing the Solars in the first place. It seems that they have succumbed to the Primordials’ Curse to live in interesting times.

The Hunt is on the move, the Solars have returned, the Lunars are rising up from the depths, from the wilds, and the Dead walk from their Shadowlands, and the Yozi are whispering in the ears of those who will listened to the damned.

The Places You’ll Go

This is a **bad** idea. *Sparks thought to herself.*

She crept along the air conditioning passages, her Essence gathered around her, cloaking her presence from the Golems below, and the Sorcerous defenses that a member of the Council of Entities could command. Sparks, Krieg, and Jeffers had worked for weeks to come up with the Wards and the spells to cover her tracks. Spirits rode beside her, cloaking her, her armor threw up its own shadows, and still, she could feel the presence below testing, feeling, questing for her.

It knows something's not right. But if Krieg and Jeffers do their job... And on cue, the building rocked and shook. From her vantage, behind the louvers of the ventilation grate, she watched the Golem turn towards the window, black smoke already rising from the floor below. In that moment, Sparks flicked her web wand, snatching the file from the Dawn Sergeant's desk. The crystalline medallion whipped into her hand, and Sparks froze. The Golem turned back, and resumed its pacing.

Sparks began to back away, slowly. The medallion in her hand was secure, it was their pass port to the Library of Hollow. Tetsubo and Renard were hopefully working hard to eliminating the idiots they'd tricked into using a Quaker in the middle of Nexus. If they played their cards right, they'd be able to eliminate their pawns, and when the Council of Entities questioned the dead, Tetsubo and Renard would be cleared.

If I can get out of here, they'll be cleared. Sparks edged her way through the ventilation shafts. On the bright side, if I get caught, I'll be dead. Sparks listened to the groans of the home of the Dawn Sergeant. At least, I hope I'll be dead...

~

The Realm is wide and deep. The Creation sweeps outward, reclaiming lands lost to legend and the Wyld. Cities soar into the skies, and delve deep into the earth. Vast farms and estates dot the countryside, and the lands that were the Threshold have been forced to join the Realm, as the Wall has swept past them. Barbarians and beastmen are now citizens, and they now benefit from the riches of the Realm.

The Blessed Isle--The towers of the cities of the Isle rise up. The Dragons' estates still sprawl across the island, but the cities have soared into the air, and vast estates have been carved in the sky. **Arjuf** is a fine port, not only for the navy, the merchant fleets, but also for the Air Force and skyships, having long merged with the remains of **Nishimo** and **Tuchara**. **Chanos** burrows deep into the roots of the Isle, hiding deep to protect the military forces still based there. **Portee**, **Traiter**, have been swallowed by **Lord's Crossing**, becoming the second largest city in the Realm. **Juche** is still one of the finest quarries in the Realm and the mines still produce.

The Imperial City is the jewel of the Realm. The City dominates the east of the Blessed Isle, soaring high, sometimes encompassing the ruins and the older "Seat of Splendors." Rising up, the estates of the Dragons are wondrous, entire orchards and mansions look out from the tiered towers, while the interiors maintain, housing for the servants, slaves and Bonded, and peasantry. The Dome that protects the Old City was raised by the Empress to protect the original Palaces, itself a marvel of jade. Under its latticed structure, put into place by the best minds of the Heptagram, the Dome filters the rays of the sun into a rainbow of colors that Dragons from across the Creation flock to. The Palace of the Deliberative is a common tourist site from across the Creation, just to see the Dome from the inside.

As the Creation has expanded, the Blessed Isle has grown. Most scholars point to the Imperial Mountain, as the Pole of Earth, it continues to pour forth. Its mines, inexhaustible, forever growing, and the Reality Towers that drain the Elemental Poles to the edges of the Creation are no where to be seen, but most suspect that the Dome itself may itself be the focus of the Towers, and that it is tied to the Imperial Mountain directly.

Lookshy remains a military training ground, having become home to several fine academies. The best and the brightest of the Realm come to Lookshy to become the cream of the Legions. The martial nature of Lookshy has mellowed over the years, but they are still proud of their heritage, and joining the many mercenary units, or the Legions is still the greatest honor.

Great Forks is still governed by a theocratic oligarchy, but it has been brought to heel by the Immaculate Dragons, but the city still exports vast quantities of qat, wines, and other recreational drugs. Tamed, the city has become a useful

Nexus is the only Free City in the Realm. The Dragons were never able to conquer the city, but maintain an embassy, and assign a ambassador to the Emissary. The magics that the Emissary controls has ensured that Nexus and the lands up and down river of the Three Dams is controlled by the Council of Entities. Because Nexus controls river traffic to the east, and is a free port for trade, it is the largest, richest city in the East. The architecture is less bold, and more functional than other cities of the Realm, but it is mixed in with towers from the First Age, in twisting streets that have been carved out of Hollow, and built on the ruins. Many estates have been built over First Age ruins, and are themselves only facades covering the wonders of the First Age within.

Bustling, confusing, and wild, the city is dangerous, and opportunities await for those who have the courage to take them. The Guild sets the pace of trade, and enjoys the privileges that operating outside the Realm, while being firmly inside the borders. The markets are rich, trade is quick, and loose. A haven for those who have little use for the order of the Realm, the city is seen as a sore in the side of the Realm, and yet, the Dragons have yet to be able to move against the city—often the powers of the Council of Entities carries far from the confines of the city, and members of the Deliberative who have favored sending the Legions to move against Nexus suffer from the powerful curses and punishments of the Emissary and his Council. More than a few times in the last several hundred years, the Deliberative have seen a member turned inside out by the power of the Emissary while voting in their chambers on the Blessed Isle. Without a motion by the Deliberative to allocate the funds for the Legions to move, the Realm has been log jammed to move against the city, and few of the Great Houses wish to be on the receiving end of the magics of Old Hollow, so Nexus remains.

Thorns has fallen to the Mask of Winters. The city's Unders cultivated death cults, and eventually, the Mask rose up, bringing his Citadel into the Realm, and conquered the city outright. This bold move has mobilized the Realm to cordon off the city, but thus far, the Legions have yet to be able to make much headway against the forces that the Mask has fielded. Lookshy's forces are on alert, as are the rest of the region.

Sijan, its Shadowland, serves the Realm and the Dragons. The newest of the Dragons and their estates seek out the artisans and the dead to deal with.

The Chayans have accepted that their Republic is now a state of the Realm, and with the help of the Heptagram, the Fire Tree season is mild and euphoric, with little violence, and even

seen now as a tourist destination. The Guild has made the Fire Drug popular in some circles.

The Linowan and Haltan Republic no longer war. Both have been brought into the Realm. The Linowan are fearless sailors, and their artisans produce fine works for the Realm. Their early acceptance of the Realm has made the Linowan a powerful force among the Guild and in the Deliberative. The Haltan came to the Realm later, and with much more violence, but once they accepted the yoke of the Realm, they found that their vast forests and architecture. The vast forest cities are wonders, woven from the very fabric of the great redwoods. The reputation that the Haltan have for breeding exotic pets gives their province a boost as well.

Rathess is still being explored. The City of the Dragon Kings has sunk deep into forest, and excavations are costly, and long term. The stalkers claim lives, as well as the deadly plants and animals that inhabit the jungle. A settlement has sprung up around the dig site's base camp, and reinforced by the Realm's Own, as a permanent garrison, but Rathess' secrets have yet to be explored fully. Scholars and savants ply their trade, but it is slow work.

The Forest People have been brought kicking and screaming into the Second Age. Many tribes have been relocated to pacify them, others have been exterminated, and others have been simply enslaved and shipped across the Realm. Those tribes that are left, have been locked down by their Realm overseers. Reservations for the Forest tribes are common in the East, and settlements of relocated peasants and Bondsmen to work the bounty of the forests are often close to provide support for the troops who watch the tribes for signs of rebellion, as well as bases to support their war on the soma trade.

The Varang rule much of the south-east. Their empire has been over run by the Wall, but the Varang states have become valued provinces of the Realm. Their nobility has been brought into the fold, and Varang Dragons are now as much a part of the Realm as any other. Their old empire lost, their city states are blossoms of the Long Second Age—boiling out of the forests to become vast monuments to their tenacity and hard work. Advanced mystech and craftsmen turn out goods and services for the Realm, and the necklace of city states have become precious to the Realm. While many of their great houses have been lost, the most noble have been inducted into branches of the Great Houses of the Dragon Blooded, continuing their lines by marriage to their conquerors.

Yane remains the capital of the Varang Provinces. The cities are rich in the traditions of the Varang culture, and while they are certainly as urban and advanced as any city on the Blessed Isle, they retain the flavor of their old empire. The Varang have remain a powerful force

The city is the center of the a healthy mystech and engineering industry. The Varang entered the Realm with a high level of mystechical proficiency, and often lead the industry as much as the Heptagram. The astrological computation processes are often as good as anything the Bronze allow on the Blessed Isle. Outside their city-states, the Varang have little influence, and they allow the Guild to bring and distribute their products instead of leaving the provinces, to keep from becoming sullied by contact with outsiders.

Chiaroscuro has been built higher and higher, easily the largest city to the South. The roads have been maintained, and the blue glass break waters protect the harbor. The city has risen, as the mystech of the Realm has filtered in, restoring, and replacing the First Age ruins of the city. Grandmother Bright still rules the Plaza, an odd space in the rise of towers, but none of the city fathers wants to anger the Spirit.

The Delzhan are shadows of their former nomadic fathers, but still proud of their heritage. Their exploits have been turned from conquest and warfare, to merchant wars and business. Proud supporters of the Guild, many of the greatest merchant princes of the Second Age have risen from Chiaroscuro. The glass scimitars and veils of the Delzhan are a common sight in board rooms across the Realm, and many are recognized as nobility in the Deliberative, as well as the Court of the Tri-Khan.

The Tri-Kahn is still recognized as the leader of the leader of the Delzhan, the hereditary leader of the tribes, but to be accepted into the Deliberative, the line has been merged with several Dragon Blooded families. The Delzhan culture often clashes with the matriarchal society of the Realm, but the Tri-Kahn sends his daughters and cousins to the Deliberative, and keeps his sons to the south, to tend to the affairs of the tribes.

Paragon has been built up on the ruins of a First Age metropolis, and sits among vast estates of groves and rich farmlands. The Perfect has been accepted as the leader of the city, and has been allowed to retain his leadership as the Wall passed through Paragon.

The Perfect has rule over the city, but as he has no children, Paragon has little representation in the Deliberative, beyond those nobles who have married into the Realm. A calm, ordered place, the Guild maintains distribution facilities in the city, and takes advantage of the rich produce and groves.

Citizens of Paragon are now citizens of the Realm, and the oath sworn to the Perfect now includes the laws of the Realm. Citizens of Paragon are often seen as good investments by Guild and Dragon Blooded to employ for jobs requiring discretion. The Bond of the Paragon insures that an accountant or scholar cannot betray his employer, a servant can't plot against his master, and workers will never steal or harm their employer's property. The sigil is seen as a sign of ensured loyalty, and many of the smaller Houses in the Realm seek to employ Paragon born major domos—though the Great Houses rarely do so, because they still don't trust the Perfect.

The rivalry between Gem and Paragon is ongoing, still. The Paragon still wishes to expand his influence, but the Delzhan hem him in on the east, and the Lap on the West.. The Despot pays for his support from the Deliberative, and that keeps the Paragon in check.

The Lap is considered a great tourist destination. Citizens of the Realm sit through crystal shows of their neighbors, waving with the Last Suppliant in the background. The city in the Old Man's lap has grown, and spilled across the mountain. The area is as rich today as it was when the Empress ascended to the throne. The city has much easier access since the Wall passed through the area, and the old defenses have been dismantled to allow rail travel, and the Shoulders now house air ship docks, and elevators to the Lap proper. The Chutes are wide mystech elevators to bring goods deep into the city, and bring goods from the base of the mountain up.

Rich with crops, the Lap provides food for the south, and far into the Realm. While the citizens of the Lap are cosmopolitan and urbane, the entire region relies agriculture. Its popularity as a tourist destination has given rise to rich secondary industries, but the bulk of the population is involved in the raising, distribution, or transportation of crops across the Creation. The garrison in the Lap is large, due as much to the ease for providing food for troops, as it is a hub for transportation. While the troops here are numerous, the garrison is considered, at best, a punishment detail, or a place to bury mistakes. Deep within the Realm, and protected by a ring of

garrisons, and the Wall, there is little chance of attack.

Gem has survived its rivalries with Paragon, a line of Despots, the passage of the Wall, and it still continues. The mines are still rich, firedust flows to the Realm, and the private mercenary companies that are trained here all contribute to a robust and hearty economy, that is far from the center of the Realm, yet maintains several seats on the Deliberative, as well as with the Guild.

The slave markets of old have been turned into training facilities for the mercenary houses, though a few markets still operate, as a distribution center, as well as training facility for high end slaves sold to the Blessed Isle.

The old city of Gem has been preserved, but the bulk of the new city has been carved from the mines, vast open apartments hewn from the volcanic stone, lava tubes that have been shaped and refined, and old mine shafts that have been carved open. The Old City is seen as a rich tourist attraction. Mystech has made much of Gem livable, the oppressive heat of the old days is no longer a factor, though the old traditions die hard, and much of the city is active during the evening hours, sleeping during the heat of the day.

The city's governor is still called the Despot, though he is actually appointed by the Deliberative, and is traditionally male. His family is granted license and control over Gem's vast gem trade, and he is given control of the monopolies that the other Gem houses control. The Guild is granted contracts to these Houses, and the Great Houses maintain offices in Gem to reap the rich mines, as well as firedust. The mercenary troupes that train to serve as security in the city, and for the Guild as they travel in the desert are seen as some of the best in the Realm.

The Gap's Teeth is one of the most heavily defended passes in the Realm. The pass to the Wasting to the South, through the twisting and dangerous Dragon's Throat, the garrison is the largest in the Realm, outside the Blessed Isle.

The Gap's Teeth houses Legions ready to spring into action at a moment's notice, air-lifted to trouble spots across the Realm. Far away from distractions, there is little else to do but train. Far from the Blessed Isle, the commanders here are free from the games of the Court, and a posting in the Teeth is seen as a mark of good favor, as it is a chance to prove one's loyalty to the Realm and the Empress. At any time, the Legions based here can be lifted anywhere in the Creation to serve the interests of the Realm.

Difficult to reach, the Teeth are the seat of the Legion's power, and noticeably far from the Blessed Isle, and the Empress' Own. Commanders and officers sent to the Teeth are seen as the most loyal to the Realm, and a posting in the Teeth often leads to promotion into the Empresses' private Legions. Few commanders from House Legions can find their way to a post in the Teeth. Insulated from the ebb and flow of Court life, the Dragons who are posted to the Teeth are often lost from the intricacies of the web of politics that usually follows the Dragon Blooded. Those who are taken to the Teeth often return years later, harder, and are isolated by their brethren. This is seen as a good thing from an Imperial standpoint, and are brought into the fold of the Imperial Garrison. Not a few officers have been lost from their families by a posting to the Teeth, returning hard, loyal, and with little concern for the fripperies of the Court.

The Far Orchards covers a long stretch of rich farmlands. Great fruit trees have been cultivated, and watched over by the natives, and when the Realm expanded, the locals became

minor nobility, given their own House Minor in the Deliberative. Few representatives are sent, save to protect their products from tariffs and price fixing. The Far Orchards have few Dragon Blooded born in their midst, and to the Dragon Blooded of the Realm, the area is seen as a backwater, hopeless and provincial. Which is how the natives prefer to be seen.

The Far Orchards are a hotbed for the Freedom Ride. While employing many indentured servants for labor, the Orchards have never employed slaves, and the prospect of slavery disturbs most of its citizens. Many of the Orchard's families are involved in the Ride, smuggling slaves out of the Realm, often in casks mixed in with their applejack and wine. Their reputation for lacking subtlety and finesse is often played up in the Realm proper to hide their motives.

If the Wyld Hunt or the Magistrates ever discover the involvement of Far Orchards nobility in the Freedom Ride, the area would quickly be brought under military control, and the lands handed out to the Great Houses as tribute.

Bluehaven is into a structure of hulks, held together by the sargasso. The Lintha pirates have managed to survive still, despite the passage of the Wall. Their stronghold is protected by First Age magics, as well as their contacts in the Guild and bribes payed to the Legions have kept their operations secret and safe.

Bluehaven itself still moves, its location a secret to the family, the paths through the sargasso and fog are confusing, even for those who know the paths. The years have made the Pirates of Bluehaven legendary, and attacks by nearly any criminal in the area will be attributed to them.

The Lintha have grown into a society of more than just pirates, operating as far as Chiaroscuro, Gem, and even Lookshy, as assassins, slave runners, and smugglers. The Lintha have taken several criminal syndicates in, and transformed them into a remarkably efficient organization. Employed by the Realm's Houses Major as often as the Guild, they maintain a careful balance to keep officials beholden to them more than aggravating the Realm's Own. Thus far, they have done well in keeping the Major Houses from moving against them, and the few who are privy at all to their existence, suspect that the Grandmothers of Bluehaven have more dirt on the Major Houses than anyone suspects.

The Wavecrest Archipelago has a staunch population of fishermen and farmers, who bask in a permanent balmy spring year round. The sleepy islands are far enough from the depredations of the Pirates of Lintha, and enjoy a rich tourist industry, in addition to the fishing, and lush vegetation that makes farming easy and profitable.

Considered safe and easy going, the Realm pays little attention to the Archipelago, beyond accepting its tribute, and giving them a seat in the Houses Minor. Few Dragon Blooded are born to the islands, though God Blooded are not unknown. Their tradition of sacrificing criminals to the volcano gods is not well publicized in the Blessed Isle, but accepted by most Magistrates as a way of handling their criminals. Their nominal leader, the Feathered One is also the head officer of the Wavecrest Corporate, the company that handles most sales of fruit, fish, and also administers the tourist industry. This decision has kept the Guild from doing business throughout the region, and by many of the Realm is seen as perhaps a sign that the Cresters are less naive than they are thought to be.

Like most of the West, the society is divided by sex roles, and is patriarchal in the face of

the matriarchal Realm. The Tya are recognized and accepted among the west as a way for women to escape their role, and indeed most women from the Realm are treated as Tya. Where the Realm tends to deal with land based industries and offices, they generally deal with the many tribe's women, and little is said about their social affairs. This has developed further, since most representatives sent to the Realm are women, and diplomats and envoys are chosen from the women of the tribes.

Abalone is the largest city in the Wavecrest Archipelago, and the seat of the Feathered One, and the Wavecrest Corporate. The city is built up more so than any other island in the Archipelago, to accommodate tourism and shipping. The Guild maintains offices in Abalone, but since they are prevented from dealing with anyone other than Wavecrest Corporate, they rarely bother to try to open offices elsewhere in the islands. Too many Guilders have found themselves in jail when the volcanos of the islands get active, and watch as the jails empty to appease the Spirits to try again.

The Neck remains a place of simple fishermen, deep in communion with the ocean spirits. While the Neck rarely contributes much beyond cowry shells to the Realm, they have in recent years seen a rise in tourists, and the islanders are building up several villages to accommodate these visitors.

The Coral Archipelago has made peace with its martial history. Their warrior tradition has made these islanders prime material for the Legions, and many of the islanders leave their isles to join the Legions, or mercenary companies. As former privateers, the islanders often join the Navy and serve with distinction.

The tourist industry is based more on the casinos and gambling houses than the climate. Rain and cold predominate the islands for much of the year, their only real resource to contribute to the Realm is the iron palm industry. Shipyards on the islands produce ships of surprising sturdiness, and appointed to contracted specifications. The gambling houses of the islands often deal with more than just wagers of jade and gold, but taking on more intangible qualities for the right price—youth, health, sanity, or a sly smile.

Today, the youth of the isles often seek to leave the islands to make their fortune, and return. Many simply leave, never to see the grey isles again. The population has seen a rise as of late in poachers, raiding the Beast Islands, and the poaching industry is growing, becoming more subtle and ingenious at bypassing the Realm's protections.

The Skullstone Archipelago centers on Darkmist Island, and the West's most infamous Shadowland. A grey rock of an island, with fine black sand, there is little life native to these shores. The shores house both the dead and living, side by side.

The islands of the archipelago lie around extinct volcanos as well, but lie on the border marches of the Shadowland. A few scrubby bushes, flightless birds and bats make their homes among the islands, as well as few odd men and women. Small cities of dark stone house a few hundred thousand, all loyal to the Silver Prince. His Deathknights walk the islands as his servants and vassals, holding the islands in tow.

Citizenship extends beyond death in Skullstone. Inhabitants have a chance at immortality. Upon death, an individual's worth is judged by the Deathknights, and those who are worthy are raised back as ghost. Those who are found wanting, are brought back to serve as zombies or

skeletons. In fact, the only nobility of the island, are those who have passed beyond death. Citizens can only be judged within three days of their death, and the wait can be considerable, so often those who can afford it, stage elaborate death ceremonies in the Judgement Houses of Onyx, so that they can commit suicide in a sumptuous fashion to attract the attention of the Deathknights. While the Silver King rules the islands, they are advised a two branched council, The Elder council that holds seven seats elect the dead, and the Younger Council that holds five seats elects the living. The Silver Prince and his followers usually hold the advice of the Elders with greater respect.

Wealthy, the state offers up the wares of its undead industry. Tireless workers turn out goods, harvest the seas with efficiency, and search without respite, old hulks for relics and treasure. Their ships are unafraid of pirates, holding far worse than Linthans themselves. The Guild regularly ships items from the island, eager for its riches, but those ships rarely stay long. The tales of the Onyx brothels are enough to chill most sailors. Still, there are those who wish to risk their souls to serve the Silver Prince, and sample the charnel delights of Onyx, and they are welcomed by undead and ghostly arms.

The Denzik operate from the Inner Sea, as an alternative to the Guilds' shipping. A vast collection of barges and sailing ships, lashed together as a vast city-ship. The ship makes a regular year long circuit from the Silverfin Isles to Chiaroscuro, and then along the south-west coast. Docked to this mighty flotilla, sail into port in many smaller ships and boats, eager to trade and taste the delights of these ports. Some ports use the Denzik as shippers of non-perishable goods, relying on their clockwork navigation to deliver goods.

Safe from pirates and raiders, the vast flotilla is seen with some trepidation by some communities, the thought of 20,000 sailors making landfall at once is daunting for some, others welcome the sailors with open arms to their gambling houses, brothels, and shops. Few traders follow the fleet, though some ships do travel with the flotilla for a short time to trade, and bask in its protection, the idea of competing with so many merchants at once is unappealing, but they will travel with them for a while and then break off for a new destination.

Shark's Reef is a settlement on the Island of the Resplendent Shark's Tooth, one of the islands of the Beast Islands, situated now within the Realm with the passage of the Wall. The community is little more than a trading post, but it processes and houses the many exotic beasts and slaves taken in raids along the coasts of the Beast Islands and the Archipelago of Lost Tribes.

The city was built by Guild members and traders to reap the riches of the Beast Islands. It is seen as a horror to the Court of Great Beasts, and has a heavy garrison from the Legions, as well as buttressed by mercenaries and hunters hired by the Guild to protect their investments.

The Governor is appointed by the Guild, and pays tribute to the Realm for their protection. Most of the city revolves around sending exotic species home, living or processed for their fur, scales, or bones. The city's name comes from the Great Sharks that patrol the waters, and must be propiated by the sacrifice of cattle, and sometimes prisoners.

The Court of the Great Beasts are the only structures raised on the Beast Islands. Home to the Court of the Great Beasts, the Palace of Fangs, the Palace of Hooves, and the Palace of Tails and Fins, the island was lost to the Creation when the Wyld surged back, and reappeared a thousand years ago. In the few centuries, the Wall finally grew onto the island, encompassing it less than twenty years ago. The Realm has sent emissaries to greet the Great Beasts, and

maintains a presence to keep the peace.

The Celestial Bureaucracy charged the Great Beasts to watch over their charges, and built the Court so that the Great Beasts could meet to discuss matters of importance. Now with the Realm encroaching the Beast Islands, the Court meets often. The peace has been maintained thus far, but it is a near thing, as more and more poachers take the offspring of the Great Beasts and their families. Negotiations are in process, but the Legions are readying for a long campaign in case the emissaries fail. While the Spirit Courts are bringing pressure to bear on the behalf of the Realm, their pact for a share of the Essence garnered from the Elemental poles giving them a vested interest in the fate of the Realm, it looks as if the Great Beasts may eventually march against the Realm, and if so, the Spirit Courts may decide to march on the side of the Realm.

The Realm's Navy does nominally inspect for smuggled wildlife, but too many have been bribed to bring in exotics and the trade is brisk and fast. Not surprisingly, this is perhaps one of the few islands in the area that the Guild maintains no contact with.

Cherek is the home of House Ferem, deeply in the whaling trade. The city is on the northern shore of the Inner Sea. Urban, but unsophisticated, the Ferem are country bumpkins in the Houses Minor, and have built their city to flout their reputation. They have only succeeded in confirming their status as far as the Realm is concerned, but as an urban center, Cherek provides needed services and trade centers for the population.

Whitewall is one of the largest city of north. The city has walled off, and trapped the Shadowland that used to threaten it, and the Wall banished the Fey, and closed off the Tear to the Wyld. The Syndics still rule the city, though they pay tribute to the Realm. The roads are still enforced by the Pacts of old, and is safer than most in the Realm.

The city grew gradually, according to the Syndics' plans, and it eventually encompassed and trapped the Shadowland in its borders. According to the Pacts, the denizens cannot cross into the city without invitation, nor can they harm anyone during daylight hours. Trapped, the Shadowland has shrunk over the years. The walls no longer even have gates to the Shadowland.

Still a harsh place, the winters are long and frigid. Freed from the threat of constant attack, Whitewall has relaxed, but its penal code is still austere. No longer trapped by between the Wyld and the Shadowlands, the city has spread out to the rich lands that the Fey had controlled, and those communities have never had to suffer attacks by the undead or the Fey. Some consider the Syndics' rule harsh, but no one has yet to challenge the embodied Spirit's rule. Few of those raised in Whitewall proper would ever dream of displacing their protectors.

Gethamane is an old settlement. The mountain city is thought to be a city emptied by the Contagion, but the true origin has been lost to humankind. No matter, it stands as a testament of the engineering of the First Age. Large halls covered with intricate carvings, lit with bright crystals, thousands of halls and rooms carved from stone. The settlers have filled the Old City, and carved new passages and halls, filling them with mystech and Second Age wonders, but the heart of the city remains.

The Temples remain, filled with priests to serve their Nameless God. The Sunken Gardens still provide food, though with mystech additions, the city has a limited supply of fresh produce during the winter months. The new halls that have been added, have been at high cost, the Underways still are infested with creatures that have lived under the ice and rock for

thousands of years. As the caverns and passages are cleared and renovated, the Things Below have watched with interest.

Mercenaries are often hired to clean out passages before construction begins. The city often tries to get the Legions to do the work, but with little influence in the Deliberative, Gethamane is generally on its own. Lookshy mercs often make the trek north to take on contract, because the city is expanding quickly.

Icehome is the capital of the former Haslanti League. The nine cities still remain culturally linked, though joining the Realm has made significant changes in their governance and customs.

Modern skysails are based on designs originally put into use by the League. The Haslanti Houses maintain a larger presence in the skysail market than any other of the Houses Minor. Iceships are in use for most year, crisscrossing the north, plying trade to link most of the north, and have done so for longer than the Realm has held their lands. Their wealth is based on their transport system.

The Realm has made changes to the League, brought their matriarchy to the city states, the Oligarchy has been subordinated to the will of the Deliberative. Many of the mines from their city states are now carried directly to the Realm. The barbarians that were the Leagues greatest foes, are now their partners in the Realm. Many of the Icewalker tribes now have semi-permanent camps, and often are employed as guides for expeditions into the north. The Wyld barbarians of the north fled the expansion of the Realm, and left many of their settlements behind, allowing the tribes respite from the constant search for shelter.

One of the traditions that has survived is the mammoth hunt. Tied to their roots, the Haslanti organize ritualized hunts. In the outlying areas and villages, there are still those who survive the long winters by hunting mammoths for food. Sport hunters from the Realm are discouraged, and often find themselves attacked by Haslanti or Icewalkers. An invitation to take part of the Hunt is considered a great honor, and poachers are often shot before they see the Magistrates or the Realm's Sheriff.

Crystal is an old city, providing rich mines of crystals and platinum. Their mines have found something of interest. The Realm has sent skysails with a full Legion to investigate. And to reinforce the city, as Wyld barbarians have crossed the steppes and ice plains to attack the city in force. Frozen fog has increased in occurrence and odd beasts have boiled out of the mines.

Diamond Hearth have been providing rich ore for the north for a thousand years. The need for mercenary support for these mines has increased. The deeper mines have unlocked passages to the Shadowlands to the north, as well as cavern warrens that beasts still wander in. The Legions have been contacted for support, but with the situation in Crystal deteriorating, it is not expected that they will be getting much in the way of Legion assistance. Diamond Hearth has instead contracted for mercenaries to bolster their defense, as well as privateers to scout the cavern complex.

Outkast is the home of several dozen outcaste Dragon Bloods, and their mortal mercenary companies. The outpost is little more than a reinforced camp, dug into the ice of the north, but the camp is secure, and the rumors abound that the Dragons have found something under the ice, something that keeps them in the north.

The outpost imports supplies, and pays in jade. Much of the settlement is dug into ice, and much of the tent city around the city cover boxes of supplies, crates of equipment, and there are rumors that a team of Dragons have been hiring scholars and savants from the Realm to travel to the north.

With the activity in the area, Wyld barbarians have taken interest in the outpost. Attacks and raids have tested the Outkast defenses. While the city has opened their doors to other Dragon Bloods, they have not hired any support units, and seem unconcerned with the probes.

Deep Plains is a settlement of Icewalkers who tired of their nomadic ways. After contact with the Realm, the disaffected within the Icewalkers broke from their tribes, and settled in the Plains. With the support of the Haslanti's skysails, and a rich plain that supports grain production in the summer, the community has grown. Each year, more Icewalkers join, as do other small tribes of nomads from the east and the south. The city is growing quickly, rising from the plains, fueled by the sale of ivory that the Walkers have collected over the years.

The grain itself is not sold, but rather is used to produce high grade spirits that are sold to their brethren Walkers, for trade goods, food, and crystals collected over their travels. The grains also feed their herds, and stored for the winter. These herds are growing. Caribou and yeddim are sold for meat to the south.

Cold River sits beside the Shining Snake River. It is the last trading post to the north, and ships supplies down river. Most imports are made by skysail, and the Haslanti have a lock on incoming trade to Cold River. Ivory, crystals, and food are sent down river to communities to the south. Lumber and medicines from the east are sent inland and across the north by the Haslanti. The city also provides food and other supplies to the Wall towers.

The city is small, wide settlements surround it. Traders and merchant houses, as well as lumberyards abound. While lumber isn't a commodity scarce in the east, in the north lumber is hard to come by, and with a ready source of wood, Cold River is considered rich by northern standards. Provincial by the Realm's standards, Cold River has barely any representation in the Deliberative, and the few Dragon Bloods that have Exalted have yet to return. More common are God Blooded who serve the city Mothers.

Beyond the Wall

Edge River is the last great port, funneling trade from the Deep Forests. Bustling, busy, and reinforced, the city is set into the Wall itself, or rather the port itself is merged with the Wall, and the City Masters have spelled the wharves and piers to follow the river as the Wall moves ahead. Edge River is gambling that the Wall will be around for a long time, and that trade with the Realm is always going to be more attractive than war with the Scarlet Empress.

Fyllus sits like a jade pearl in the forest. Recovered as the Wyld retreated, this First Age city has been cleared of the vines that had covered her streets. The settlers who found this marvel have fought against the Wyld barbarians who inhabited the city before civilized men discovered her. Fyllus sits above many water ways, and filters the waters downstream, making the brackish waters sweet, potable, and disease free. The city itself is small, especially compared to the great colossi of the Realm. Wide and low, the city sits under a great white dome of jade, dotted with crystals to allow sunlight to pass through unabated. The dome allows breezes through, but protects against winds and storm. Few structures have been built in the city, rather converted and

adapted from the existing buildings. None are more than four stories, save the Jade Palace, the seat of the Precursor.

The Precursor is said to be the first man to set foot on the streets of Fyllus after it returned to the Realm. He is rarely seen, and always masked, in white robes. He controls the city's engineering, and the many Jade Spiders that swarm over the streets, repairing the streets, making additions to buildings and maintaining the Flow under the city to keep the farms and lands surrounding Fyllus with potable water, as well as the Dome that protects the city from attack and the elements. The Spiders also act as a police force and militia, defending the citizens from attack and from one another. Few crimes escape the notice of the Jade Spiders, and the Wyld barbarians have learned that the Spiders weapons are potent. Fyllus is destination for the Freedom Ride, as slavery is not condoned by the Precursor, and all slaves who enter the city are manumitted by decree of the Jade Palace. The Spiders enforce this ban, and the few Slave Trackers that have followed the Ride are often found petrified, soon incorporated into the walls of the nearest building.

Swamps of Despair sit to the north of Fyllus. A morass of impenetrable bogs, mires, and sinks, the very air in the Swamps is deadly. Some theorize that the Swamp is itself a byproduct of a Shadowland in its center, but thus far none have been able to confirm this theory, since few who even approach the Swamps return. The natives who live near, avoid the Swamps at all cost, and tell tales of things unclean that wander from its bogs.

Eastkeep is a bastion of the Old Realm set into the set of the Eastern jungle. Built by Outcaste Dragons, set into the jungle by powerful magics, Eastkeep is a fortress connected to the roots of the Earth by powerful Earth Dragon magics. The Keep is home to a network of Dragon Blooded, who have cast aside the trappings of the Realm, and make their own way. A freeholding, it accepts those who will swear loyalty to the Keepers, and makes its own laws, by the council of the Dragons and God Blooded who rule.

Farms dot the country outside the Keep, and it is vigorously defended by the Dragons and their host. From the depredations of Wyld Barbarians, bandits, and from ronin Dragons who seek to unseat the Keepers, and from the Fae who still walk the forests.

There is little trade with Eastkeep and the Realm, and any new mystech is quickly gobbled up by the Keepers and their agents when found. Eager to be self sufficient, they seek savants and sorcerers to bolster their Keeping. They offer fantastic pay for teachers, savants and scholars of all types, and the Eastkeep schools are the envy of their neighbors. Often the local tribes will send their children to the Keep's school for several seasons, to solidify their ties and treaties with the Dragons of the Keep. This network of obligation keeps the Keep viable, in spite of their isolation. There have been rumblings in the Deliberative about bringing the Outcastes to heel, being another stop for the Freedom Ride. It is the Ride that supplies the Keep with much of its current mystech, as payment for giving slaves a new start. Many of the most skilled slaves that the Ride frees are bound for the Keep, to help the Keepers carve out their home in the jungles.

Kessos is another First Age city that the Wyld has regurgitated. Though not whole, and certainly not unchanged by the years lost in the Wyld. Many of the buildings show signs of the chaos of the Wyld, but much of the damage has been repaired.

Nearly six hundred years ago, when the city was first discovered, the jungles had

overgrown the stone streets. Native tribes used the city as shelter, and slowly reclaimed Kessos from the jungle. The vast stone cisterns were filled with potable water, drawn from deep wells under the city, and the Old Gardens were filled with wonders from the First Age. The middens and Great Fill, garbage piles and sewage treatments of the First Age had lain fallow for a thousand years, even in the Wyld, and sprang back when cultivated, giving Kessos rich farmland.

Low buildings, long estates, and wide open spaces cleared of the encompassing trees punctuate life in Kessos. Hard work is the watchword of the Kessos life, and none of the reclamations have been with the aid of any great First Age magics. In fact, the Kessos are proud of the fact that they have found little relics of the First Age in the city. All that they have created, and reclaimed, has been at their own hands.

A simple people, the Kessos focus on keeping the jungle from their city, and to making a life that is the envy of the tribes around them. The Kessos vineyards are famous even in the Realm, and Kessos casks fetch fine prices on the Blessed Isle. The vineyards are what keep the city safe—few of the local tribes that would threaten them know anything of the vintage process, and the tribute that the Kess send to the local warlords appeases them, as well as the savants that travel among the tribes to help their neighbors with drainage and other projects. Kessos maintains peace with its neighbors through the value they bring, and all the local warlords prefer to accept tribute for peace, than risk going to war and destroying the balance that Kessos has created.

What amazes most in the Realm, is that Kessos is so calm. And successful, without a population of slaves. Kessos has no slavery, though bonded labor is sometimes accepted in situations of debt, but it is rare. The Kess maintain a warm relationship with the Guild to ship their wines to the Realm and further, and has yet to manumit slaves on its soil, but most Kess find the idea of slavery distasteful at best.

Pallas sits close to the Inland Sea. A minute city in the face of the great Jungle, Pallas survives as a way point for the rest of the East. North of the Inland Sea, it is situated as a hub for trade, and more importantly, it is the lifeblood for Fae's Keep to the West. The nobles who sit in the Keep have made treaties with the Mentors who rule the city, and their tribute keeps the city safe.

Few make any bones about their relationship with the Fae. Pallas survives because its Mentors all have ties to the Fae. Treaties and bans are kept stringently, and while the lands around Pallas are crawling with reavers and worse, the lands around Pallas are calm and safe. Some even say that the Fae walk openly on the streets, and deal with merchants. To be Fae touched is considered a boon in the city, and many of the Mentors bear the signs.

Fae's Keep sits in the middle of the East like a crystal spider. It's wide net of walls, embankments, and defenses all are woven to protect one of the last redoubts of the Fae in the Creation. The Fae gather here to protect their lands further East, and its pickets extend to the South to protect the One Way to Fae Reeve. Powerful magics have been woven into the woods and jungles to misdirect, confuse and disorient any who travel these Eastern woods, and there is but one road that leads safely to Fae Reeve, and Fae's Keep is the start of that path.

The Keep is a stronghold of powerful Fae nobility, and is a rallying point for Fae fleeing the advance of the Wall. Few mortals have survived long enough to report much about the Keep, save that it is difficult to find, and once there, it is harder to leave. During a few celebrations, the

Fae allow visitors, but in this place, they are as powerful as they have ever been, and few of the Realm's best have even considered attacking the place.

The Inland Sea is the largest body of fresh water ever seen. Miles wide, and as deep, the Sea is rich in fish, wild game abounds around it, and villages dot the shores of the Sea. No city has yet to be founded on the shores, because a powerful Lunar watches over the Sea, and has forbidden it. Any who seek to organize, or build a settlement too large, disappear. Be it a Guild member who seeks to build a larger camp, to a village that expands a hair too much, they disappear. All of them, cooking fires still burning, baths drawn. Without a trace.

Luvan, is congenial, assisting fishermen who get lost, returning herds that wander, and keeping the most dangerous of the Inland Sea's predators from those who ply the Sea's currents, but she is implacable on the issue of too much civilization on her shores. For this reason, fishermen send their goods to Pallas or down river. Luvan's Decree is enforced as far as the Three Sisters—Hulan, Jiffa, and Bellas—the lakes that collect near the sea, not as large, nor as rich, but these lake lands support rich lands to farm, so long as the settlers do not grow too large. Luvan does not support beastman cults nor does she take tribute from the settlers, but maintains her control over the region with an implacable hand.

Wares lies upriver of the Inland Sea, miles from the Wall, and with miles of wild country behind it leading to the Devil's Backbone. It is situated perfectly to be the premiere trading post for the south east. Villages and communities throughout the south east come to Wares to trade, and the Guild maintains the city itself. Wares is a Guild Freehold, and only Guild members hold office. The police are paid out of Guild coffers, and all the laws are made by the Guild, and there is no apology for this arrangement. Caravans and flights to and from Wares distribute goods throughout the south east, and even back to Exos, and even Foulkeep.

Freewheeling and boisterous, Wares is a city that never sleeps. Caravans load and drop off goods around the clock, goods are received and shipped to the Inland Sea, and skyships tether and land night and day. To the barbarians and raiders of the East, it makes Wares a tempting target, and the Guild pays mercenaries good wages to watch over their jewel, and the caravans that come and go.

Exos is a border town that has merged with The Gate of South East Declining, and much like Edge River, moves with the Wall as it advances. Exos is the last chance to trade before heading out into the Threshold. It's markets are rich, and the city is rife with possibility. The Guild's presence is high, and many of the town's leaders are merchant princes who have retired to the country life, yet cannot be away from the hum and pulse of trade. The Legion that is stationed to protect the city from raiders and to escort the caravans in is experienced and quick to pounce on an excuse to take action.

Sprawling and wide, Exos resembles more a vast encampment than a city, proper. As the Wall has moved on, Exos has moved with it, so structures are only used for a few years, and then abandoned. This has left a swath of warehouses and counting houses to be turned into living quarters or shops, even housing for the many who come to Exos looking for quick obols. For every success story in Exos, there are those who find themselves with the slave tattoo, sold back to the Realm, or even to Thresholders, to pay for their debt.

The Forest of Fangs is perhaps the last real stronghold of the Lunars. This vast land is the home to wild tribes, barbarians, and powerful beast lords. Few walk into the Forest of Fangs

return. A few hunters dare to tread the lands, and fewer return.

Fae Reeve is the homeland of the Fae now. Their last bastion, their last real home. The lands of Fae Reeve are vast, insulation against the Reality Towers that hem them in. Raiding parties from the Reeve spread out, seeking prey constantly. Savants and artists are often stolen from their villages to be brought to the Reeve to serve the Fae. Commoners and nobles both flock to the Reeve, bringing tribute to the powerful lords who maintain their stronghold.

Foulkeep to the south east, lies just outside the Wall, a former stronghold for barbarians and raiders. The Legions cleared out the brigands, and now use the keep as a strongpoint to guard the pass to the gates. It is seen by many as a punishment detail, deep in the heart of the fouler regions of the Threshold. To the south is the Wasting, to the east, the Devil's Backbone. Few traders venture out, though the occasional skysail comes in from Wares. As a garrison, Foulkeep is thankless, dangerous, and with little cheer.

The only bright point to break the tedium of the detail is escorting Guild caravans from the Devil's Backbone, laden with jade and ore. This is a break, because raiders and bandits find these caravans irresistible, and it is a sure ticket to a good fight. It is also a good way to get dry gulched by an officer on the take with a rival merchant, bandit chief, or who has decided to strike out on her own. Corruption in the Keep's forces is at all time high, and the last Magistrate sent to deal with the problem disappeared without a trace...

The Devil's Backbone is a stretch of switchbacks, razor peaks, and spillway scree that can lead to blind valleys, box canyons, and crumbling cliff. It is nearly impassable, and inhabited by a odd breed of treasure seeker. The Backbone is rich with gold and jade, and some say orichalcum, but getting to these veins means braving the hazards of the Backbone, and the things that make their living in the gullies, cliffs, and outcroppings. Wild beasts, beastmen, Lunars who patrol from the Forest of Fangs, and worse. Things even the Lunars are nervous about dwell in the Backbone, and even the dead are wary to wander the hills alone.

Prospectors ply the Backbone with care, often in groups, but many disappear into the rocks and are never seen again—victim to the Backbone itself, its denizen, or the greed of their partners. It's a hard area, filled with men who are harder. There are tales of those who strike it rich, but few of those who get to keep their claims. The Guild maintains several stations outside the Backbone to cart back the gold and more, and its these caravans that the Foulkeep's garrison is charged to bring in safe and sound. Even still, getting ore and jade back to the Realm is a risky venture, beyond the raiders, as the Keep's forces are notoriously corrupt. The jade eventually gets back to the markets to the Realm, and that is all the Dragons care about, so little is done about the conditions in the Backbone.

Fool's Rush is imbedded into the Wall, a permanent garrison to warn off those who would wander into the Wasting. The hindmost end of the Realm, Fool's Rush is the worst detail a Legionnaire can pull. No bandits harry, no caravans pull in, no skyships settle in, Fool's Rush sits on the middle of the Wasting, protected by the Wall, the only safe way to travel to the garrison is by rail. Once there, the Legions watch the Wastes to be sure that nothing from the Wastes tries to cross into the Realm. The portion of the Wastes that is inside the Wall has been tamed, merely empty and devoid of life, but outside the Wall, whatever sucks the life from the land is in full force. Boredom and fear are the bread of the Legionnaires stuck in Fool's Rush. Their only break are the few expeditions mounted by the bravest or most reckless. The garrison watches these fools disappear into the Wastes, never to return.

The Wasting is a desert that stretches from the Gap's Teeth to the base of the last volcanic ridge before the Edge, only miles from the Reality Tower of Fiery Fury. A vast, greyish drift of sands worn from the basalt and obsidian. The Wasting supports no life, the only things that move in the drifts and runnels are Hungry Ghosts, wandering constructs that have been lost over the years, and Demons loosed by the dark cults that use the desert to perform their dark rituals.

No tribes make their homes in the Wasting. No animals are found native, only the dead and lost Golems. Demons stalk the desert, and whisper in the wind. Even the ever present raiding tribes leave the Wasting alone. It is said that the desert sucks the life of those who step onto its grey sands. That may be true, as there is no scrub brush, no watering holes, nothing remotely hospitable to life. Some have theorized the Wasting is a proto-Shadowland in the making, slowly shifting to the Deadlands as a region. If so, no one yet, has explained how the Wasting has managed to slow its transition to the Deadlands for so long, or why. Rumors persist that the Wasting is not a reflection of Deadlands at all, but the result of some greater Spirit who has decided to render the area inert. The calcified remains of those lost in the deep desert are testaments to the power that wanders the Wasting, slowly dissolving to greyish sand. From time to time, the remains of even Constructs are found, petrified and decaying to loose, greying sand.

Good Water is an oasis in the fiery South. On the shores of Lake Silver, the community is a refuge for those who tire of wandering. Nestled behind the Fire Mountains, the Valley of Good Waters is wide, open, with rich forests and open grasslands. The settlers here have come from far off, to disappear into this shaded vale, accessible through a narrow pass to the north. The sea route is hazardous for landfall. The bay itself is safe and secluded, but razor sharp rocks and currents make the approach difficult by sea, and the winds that whip across the mountains make air travel difficult at best. The lack of roads in this uncivilized land makes even caravan travel inconvenient. Once past all the hazards and mires that the grasslands offer, the Valley of Good Water opens into beautiful rolling hills, pleasant forests, and gentle streams and rivers.

It is in this Valley, that many of the Freedom Rides end. Slaves freed and smuggled out of the Realm, often are taken to the Valley of Good Waters, because it is difficult to get to, and harder to get out of. The settlements are closely connected, the people friendly and open, and most will close off the pass and rain rocks and fire onto invaders at a moment's notice. Slave trackers tend to disappear when they roll into the Valley, lulled by the gentle beauty of the place.

The city of Good Waters is self sufficient, farms and orchards provide well for the citizens, and the fishing is fine from the Bay of Hope, Silver Lake, and along the rivers as well. Escaped savants have made the city liveable. While the Waters doesn't have the mystech base to call on that the Realm has, they maintain the cast offs they have acquired over the years well enough, and good relations with their neighbors, the Water People keep the community in good stead.

The Water People are a tribe of great apes, who travel the forests of Valley, taking what they need from the trees and moving on. They have watched the settlement of their lands with keen interest, but generally stay away from the steadings and farms. Their neighbors leave offerings of food and drink to the Water People, and leave their paths untouched and should the Water People move into an area adjacent to a steading, often the settlers will pick up, or move on, or pause in their cultivation until the Water People continue on their way. The apes make a pilgrimage each year to Silver Lake, and it is there that they choose mates and choose leaders.

The Moot occurs in the fall, and most of the citizens of Good Waters and the surrounding settlements consider seeing a pack of the Water People heading there a sign of good luck, but all of the settlers avoid disturbing the Water People's rites. Most settlers consider the Water People to be their neighbors and guardians, and give the big apes their privacy. Thus far, the arrangement has worked well, because the Valley remains secluded and protected. Legend has it, that if the Moot is disturbed, or the Water People are harmed, the Valley will lose the protection of the Good Waters, and the vale will be open to depredation. The freed slaves who populate this refuge protect the Water People fiercely, and hunters that sometimes wander in from the north or find their way from the Fire Islands often simply disappear. The Valley has an ill reputation in the Fire Islands for this reason, and the Water People are seen as a myth to scare children among those fierce warriors.

The city of Good Waters is small compared to most Second Age cities. It is low, sprawling, and has none of the ostentation of Realm. Most buildings are under four stories, and even the Mayor's home is much like the others around it. The Holdings around Good Water are where the richest, and oldest families live. The Mayor is voted in every few years, from the most prominent citizens of the time, and serves until there is a general consensus that it is time to step down and give someone else a try. Consensus drives the community, and while most of the holders and steads are concerned more about their crops and distilleries—the area has a long standing vinery and brewing tradition—the community is made of hard gossips, and busy bodies who watch each other closely, and little escapes their notice.

While violent crime is rare, when it occurs, the community moves quickly to rectify the situation. Placid on the surface, the waters of Lake Silver are deep, and many of those who break the laws in this sleepy Vale, disappear under those waters never to be seen again.

The Fire Islands are a massive archipelago of volcanic islands. Many are uninhabitable, masses of sharp rocks and boiling lava, there are hundreds of islands where life has found purchase. These islands are hard places, farming is difficult, and most of the settlers rely on fishing and raiding. The hundreds of bays and cays provide pirates with sufficient hiding places to make the area attractive to anchor down to. The water routes through the islands are difficult to navigate, and are rife with hidden hazards. Raiding parties sail forth to harass the Spice Islands and Pirate's Reach, to raid for slaves, for food, and for goods. While traditions vary from village to village, the Fire Islands are united as a warrior people, and none of the tribes shy away from pirating their neighbors, and many of the tribes cannibalize their victims as well.

Pirate's Reach is the name given to the unlucky settlements south of the Good Water, those who weren't lucky enough to find the pass, or navigate the reefs and rocks. The Reach has fine farming, pleasant temperature, good fishing, and a few rich mines. They are also a stones throw from the Fire Islands, and are subject to raids from those pirates. While most settlements defend themselves, they are constantly harassed. The communities are insular, heavily defended, and distrustful of strangers. With the pirates to the north, and the inhospitable mountains and deserts to the south, this green strip of earth is one of the last stretches of habitable land, and those who find themselves in the Reach are often there because the alternative was worse. Most of the Reachers are escaped slaves or criminals who have fled the Realm, and civilization to find some respite. The hard life of the Reach seems to suit many, and while constant attacks from the Fire Islands harry them, the Reachers are an independent and hardy lot.

The Spice Islands are rich volcanic islands. Exporting many fine spices, herbs, and

fruits, the islands are solid trading partner to the Realm. The outermost of the Islands, is only a stone's throw from the Wall, and most of the Islanders are looking forward to the full protection of the Realm. The Dragons already patrol the Spice waters, giving their protection to the Islands against the Fire Island raiders, and ships and skysails regularly leave the Islands with heavy loads to take back to the Realm.

One aspect of having regular trade with the Realm, especially with the raid patrols, is that the Spice Islands are one of the few Threshold communities to embrace slavery. Fire Island captives are regularly sold to Island farms and work houses, a fitting end to most of the population's mind. While the Spice Islands don't import slaves from the Realm, they do take in slaves captured by the Dragons in their patrols of the area. This situation is only exacerbated by the raids from the Fire Islands on shipping, and Fire Islands can almost be seen as being at war with their richer neighbors. Nothing so cohesive could be claimed by the scattered tribes of the Fire Islands, but the tribes there never pass up a chance to raid the Spice Islands, nor to carry off captives for sacrifice or the stew pot. The harsh Fire Islands rarely give the raiders the chance to enslave captives, it costs too much to feed slaves, but captives can be used as rations for their pirating machine.

The Archipelago of the Lost Tribes is a vast stretch of islands that rise out of the West. Thousands of islands, reefs, and rocks make passage among the Archipelago hazardous, as do the natives. Surrounding the largest islands are barriers, transparent shimmerings, that have yet to be breached by the mystech of the Realm. Inside the barriers are fantastic beasts and odd people, and in the distance, what appears to be civilization. Communication beyond the barrier is ignored by those beyond the barrier, and if ships approach the barrier, those on the others side leave quickly.

The islands that do not have a barrier are populated, and most denizens are Wyld Touched. When the Archipelago disappeared after the Wyld surged, the islands were lost to the Creation. The Archipelago returned, and when it did, the islands were brought back, more or less intact. Those who survived in the Wyld on the islands were shielded by powerful magics that protected their islands. Over the years, the smaller islands' defenses waned, but the largest and most powerful remain intact. Since returning to the Creation, those islands have watched and wait. The rest of the islands are populated by tribes and peoples that have not seen the Creation since the First Age.

Slavers are keen to raid the islands, but are often stymied by the difficulty of navigation. Many of the tribes are exotic, some even mythic. Mixtures of animals and men, people made of the Five Elements, odder mixes. Though many resemble Fae, they are indeed mortals, often touched by the Wyld. Their civilization is an odd mixture of First Age customs, and those of the Long Second Age. None of the islands maintain much contact with the outside world, fearing the contact will pollute them. When ships pull into anchorage, the natives flee, fearing slavers or worse. Those under their barriers care little for the outside world.

While it has been theorized that the islands may be connected in some way, but this has yet to be proven. Many expeditions have been sent into the islands, but few have returned. The few that have come back tell tales of wild tribes, beasts, and temples that glow from within, tended by odd beasts and men the Creation has not seen since the First Age.

Land's End is the last habitation in the Creation to the West. North of the Archipelago of Lost Tribes, the isle of Caprice is only slightly smaller than the Blessed Isle. Open grasslands,

rich forests, and rolling hills, the island is inviting. It has a native population of Outcaste Dragons, the ill favored children of the Archipelago of Lost Tribes, and others who have fled everything.

The island is rich, dotted with villages, criss crossed with simple roads, and appears placid and quiet. The few ships that pass are raiders that plunder the Beast Islands, and Land's End is a peaceful harbor to take on supplies, and rest. Those pirates and slavers that think of Caprice as easy pickings are taught the error of their ways.

While Caprice is a peaceful place, and there is a placid population of mortals who live out their days in the simple life, they often live shoulder to shoulder with the most wanted and dangerous Outcastes from the Realm, escaped slaves, and pirates and cutthroats who have tired of the life on the run. These hard cases over the years have brought in an impressive arsenal, and the militia is the equal to anything found in Lookshy. The strange tribes that have fled the Lost Tribes have found purchase and acceptance on Caprice, and protect their home fiercely.

The city of Land's End itself is small compared to other Second Age cities. The harbor is open and inviting, the shipyards are busy, turning out fishing boats, and repairing the visiting ships from the Beast Island raiders. As of late, the larger factory ships of the Realm have taken to making a stop to use the facilities on the end of the first leg of their runs, and the increased Realm presence has kept the Outcastes on alert. Relations are thus far peaceful, but both sides are wary and watchful. The crews are happy enough to have liberty and leave after the Middle Ocean, but their captains and officers are cautious.

The Beast Islands are the remains of the Great Beast Lands, broken apart by the Primordials in their war. The Court of the Great Beasts has been encompassed by the Wall, to the south, but the bulk of the islands still lie outside the Realm.

The islands are large. Each is home to a wide variety of animals. While many of the beasts are simple, interspersed among the population are the last of the Great Beasts. The Primordials' first designs, these intelligent, and savage creatures live out their days hunting or grazing, with their charges. Their offspring are much more intelligent than normal animals, and given their long tenure, it is not uncommon for animals to speak.

This has made the islands a draw for poachers, and Dragon Blooded hunters from across the Creation to test their skills, as well as merchants who seek to harvest these rare beasts to sell in the bazaars of the Realm. The Great Beasts fight a constant war with the poachers, and any men who walk these islands are seen as trespassers, which has made things problematic for the few savants and scholars who seek to study the islands.

Dragons' Reach is the only habitation of note in the Beast Islands. A city from the First Age, crafted by the great Dragons. While the Dragon Kings had Rathess to the south-east, the Behemoths known as Dragons settled far from the center of the Creation. Far from the sight of men, the Dragons raised their city.

The great Dragons have faded in glory. After the Wyld surged back, Dragon's Reach was engulfed, and now that it has been returned to the Creation, few of the Great Dragons returned. Many believe that the Dragons fled into the Wyld, having enough of the Creation. Some believe they were destroyed by the Wyld, and others simply wonder what lies in the city of the greatest of the Beasts.

Tales of the Reach have filtered back to the Realm of the great halls built by the Dragons, ripped from the earth by their magics, and stories of Dragons flying in and out of the rises, preying on the denizens of the Beast Islands. Maps abound, sold in Nexus and Blue Haven, but few return with the scantest hint of treasure, if they return at all. The Dragons have put in appearances at the Court of Great Beasts, and observers have seen them fly to the West, and this is the best corroboration of the existence of the Reach. Most agree that the plethora of stories of the Reach means there is indeed some structure that the Dragons inhabit, but most also agree that to try to scale the walls is the quickest way to see the inside of a Dragon's gullet.

Farhome is carved into the ice and rock of the Great Shelf. Carved deep into the face of the Shelf, Farhome looks out glaring White Wastes. Deep in the vaults of the city, there are vast caverns, topped with ice sheets that lens sunlight deep into the earth, and here great farms are worked, a green oasis on the edge of the glacier sheets of the White Wastes. Nestled deep in face of the Shelf, those who have found Farhome are safe and warm, looking into the face of the death lands of the White Wastes.

The tribes that dot the Threshold see Farhome as the last bastion of civilization before the Wastes, a trading post and shelter from the Long Nights. While many of the tribes will raid one another, and even the caravans that come and go from Farhome, few will bring violence into Farhome. Most have come to rely on the trading post, and many come to Farhome for the winter, camping at the base of the Shelf, and eventually coming inside during the depths of the Long Nights.

Farhome was found by Outcaste wanderers, and settled by several tribes. The city is large, many more rooms, warrens and chambers than the current population can occupy. Warmed by vents deep in the city to geothermal springs and spills, and cunningly preserved by relics of the First Age that allow sunlight to collect in the deep chambers, far from the wind and cold, the city produces fresh produce around the year. During the Long Nights, starlight is collected into weak illumination that allows spare harvests even in the heart of northern winter.

There are vast caverns, deep in the warrens, that connect with cave complexes under the ice, home to Fae fleeing the Wall. They have compacts with Farhome, and leave the population alone, in return for tribute, a night of Lost Dreams. Each building in Farhome has a Mirror of Dreams, and on one night a week, the Mirrors are placed at the head of the beds of every man, woman, and child, and the city gives their dreams to the Fae to sustain them.

The beastmen who wander the White Wastes often try to raid Farhome, attacking caravans and hunters, but they have thus far been unable to scale the Shelf in numbers that would allow them to breach the walls. There has been talk lately of some force in the Wastes that is uniting the beastmen, and their attacks have become coordinated and deadlier. Farhome is raising its militia, calling in favors from the tribes they shelter during the Long Nights, but whatever is organizing the beastmen remains hidden.

Icekeep was found by a patrol of Dragon Blooded soldiers, searching out bandit raiders. Indeed, the bandits had holed up in a cavern, that turned out to be connected to a network of passages. Following the passages, the mercenaries, discovered a lost vale, that led to a glassine fortress, glassteel walls and redoubts, seemingly carved from the very ice. The vale itself is not rich, but does link to a wide passage, that leads to rich farmlands to the east.

The Keep is thought to have been a stronghold, built to protect the Manse that is housed

under the icy fortress. The central chamber is still locked, after years of occupation, and even the Dragons who occupy this fortress have no idea what treasures they sit upon, but they are trying to decode the lock on the Chamber.

Icekeep has become a rallying point for Outcast Dragons to the north. The vale is hard to work, given the Long Nights of the north, but the Keep is self sufficient. The Icekeep Companies make their living as mercenaries hired out to the northern tribes, or caravans that travel the wide open sheets of northern ice. Icekeep's masters are paying high prices for savants and scholars.

The Great White Wastes lie to the north, a vast sheet of blinding white ice. Polished by years of wind and fierce sun, the Wastes can blind in minutes. Travel across the Wastes is considered suicide by even the tribes that dot the borders of this ice field. The few beastmen that rise from the Wastes to raid outlying settlements are wild, savage creatures, without mercy, and mad with rage at anything that moves. Most resembles great bears and wolves, binding their eyes against the glare. All the outlying tribes agree that the beastmen must have some base camp, but none have traveled the Wastes enough to find it.

The Wastes do hide a vast Shadowland. Spirits tell tales of a deep cut that shelters a lost city from the sun, and during the Long Nights, the things that scuttle in that darkness wander out. Others tell tales of glassine cities that sit on the ice, facing the rising and setting sun, of alien architecture, odd Spirits from the Outside roaming near, feeding on a well of Essence that rises from the city, a blister on the face of the Creation.

Tales of the Wastes abound, and the only truth is can be gleaned is that those who travel the Wastes rarely come back, and that beastmen ride forth on great wolves and bears to raid. Spirits are loath to scout the Wastes, even Bound by oath, they will seek to avoid entering the Wastes.



Illustration 8: The Lap-Fashions-Michael D. Timmerman

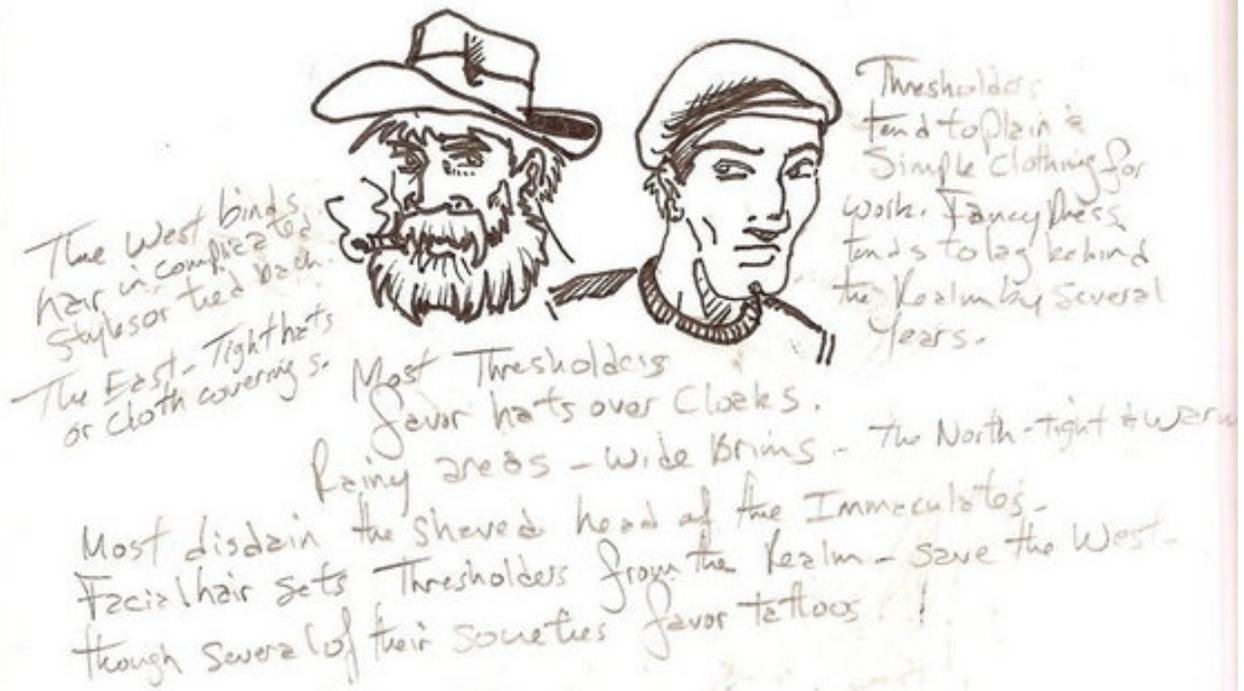


Illustration 9: Threshold Notes--Michael D. Timmerman



Illustration 10: People from TLSA

Torches. I'm exhuming a tomb, with a torch. *The pitch soaked bundle threw sparks and spat on odd occasions, and smelled far worse than Krieg had imagined it would. His grip tightened on the pick, and he let a trickle of Essence flow into it. His hands followed the rill, and his pick swung of its own accord, finding the weak point in the wall. The blow sank in, and Krieg stepped back.*

For a moment nothing happened. Then the wall began to crumble and fall. The tomb exhaled the breath that it had contained for a thousand years. Krieg could feel the pestilence that it contained, and was glad that the amulet he wore next to his breast protected him from just such nastiness. The torch began to gutter and wane, and then sprang back as the draught from the outside cleared the tomb scent away.

The tomb was lit from the inside, lichens and molds gave off a bluish haze in the dust raised by Krieg's assault on the wall. In spite of it, Krieg could see the sarcophagus, tilted and facing the broken seal. The funerary offerings were rife with the stuff, and the fuzz spilled out from the rotten baskets, and crept up the walls. In the back, jade statues loomed, weapons at the ready.

Krieg crept to the gap, and sprinkled salt and ash before him. Whispering in the speech of the Old Realm, he entered. "I apologize for the intrusion, O King of the Earth. I seek not the riches of thy tomb, but thy wisdom and counsel." Krieg made the signs of appropriation, but continued to sprinkle salt and ash before his steps, to cleanse his passage.

The jade guardians did not move, but Krieg could feel the strength of their presence. Taking the sweet buns from his pack, he placed them in the mold encrusted offering plate before the sarcophagus. He blew gently to waft the scent towards the dead king.

The visage carved into the sarcophagus swam, and lifted, translucent. The stone face remained, but the lost king lifted up to regard Krieg. His death mask of jade and moonsilver still covered his features, long dust, but his will remained, and gave him form. "Speak, Prince of Earth. I have not seen your kind for many years. I thought that your Age had passed, passed onto the Dragons of Earth, and the Wheel had moved on."

"The Wheel does turn, but the Unconquered Sun still has use for me and mine. We mean to see the Next Age. This Second Age has lasted long enough, and it is time that the Dragons let it move on." Krieg placed a jade obol into the offering plate, beside the sweet rolls, already passing into dust as their Essence was consumed by the forgotten king.

"The Third Age's passage is foretold, but Prince of Earth, it may not be yours. It is an Age of tumult. An Age of change, and it is told that the changes of the Third Age will reverberate for all the next. Beware, for you may get exactly what you wish for." The jade mask shook from side to side. "But you know this, and will do this no matter what I say. Ask your question, Son of War, Son of Anger, and let us put the Wheel into motion again."

"I know that the Third Age may not be ours, but the world must move on. This Age has lasted too long already. The longer we delay, the more we disrupt the flow. The Wheel must turn." Krieg placed pearls into the offering plate, the obols had collapsed into ash.

"Contradictions, Son of War. You say that the Wheel turns, and yet you fear that the Third Age will not come? Perhaps you need no council of mine, but need to seek out what you

truly desire.” The mask floated, impassive.

“You know as well as I do, that the Second Age lingers, and will continue, so long as the Dragons keep the Creation chained to their Realm. The Scarlet Empress binds the Creation, and the Wheel turns in place, never advancing. We are trapped in the Long Second Age by the scared old men who fear the Third. The Sidereals hide behind the Realm, cowering from the Turn of Ages.” Krieg fought the urge to spit as he spoke the name of the other Celestials.

“Perhaps they fear the Third, for they know what will come. There will be changes, Son of Anger; changes that you do not yet realize. Things will be that you cannot dream of, and if you stay this course, you may come to regret this path.” The dust in the crypt stirred with the ghost’s increased presence. “No, Son of the Earth, you will regret it.”

“That may be, but the Unconquered Sun commands that this Age be set right. And I am a servant of the Unconquered Sun.” Krieg bowed his head.

“The Gods were servants of the Primordials, and they rose up against their Masters. You and yours defeated the Primordials to set this Age into motion.” The ancient King began to take rise from the sarcophagus, taking on more substance as he fed on the offerings. “Your destiny is your own. Learn from the mistakes of the past, Son of War, learn and you may yet prove the Sidereals wrong. They fear that you will be a slave to prophesy, as they are. Destiny is in your choosing, Son of Anger. Learn that, and the Third Age will pass easily, and you will need nothing from me, but you will have my blessing.”

Krieg watched the forgotten King, whose name had been erased from record. When the Fae had surged, this tomb and the lands around it had been surrounded by the Wyld, and when the Realm had expanded again, it had survived, intact. Lost, forgotten, but intact. Held together by the will of its master. Held on for this purpose. To answer questions, and put prophesy into motion.

“That remains to be seen. I come in service of the Unconquered Sun, to regain the Codex Interregium, the Codex that you hold in this tomb. I seek it in the name of the Sun, and by the bonds of your vows and oath, I ask you now to fulfil that purpose.” Krieg suffused his being with Essence.

“And I will fulfil my vow, Son of Anger. But if you seek to redress the wrongs done to you and yours, if you seek revenge for wrongs done, and mistakes made, you will not succeed in your purpose. This is your Curse. Your road is written. But that script is written by those you serve, and those that oppose them.” The lost King rose from his sarcophagus, and pulled back the lid. Inside, all that was left was the mask whose image he wore, rags, and a book, pages of orichalcum and jade, bound with moonsilver and starmetal. “Take this, and fulfill your purpose. But know, Son of War, that you may change what is written on these pages by your actions. Those you serve play games that you do not understand, and they play with your lives. Those who oppose you, know this, and are blinded by fear. Fear not, and choose well, and the Third Age will pass into being with joy and peace. This I have seen.” The lost King hefted the Codex and placed it into Krieg’s hands.

Krieg nodded as he took the tome. Solemn. “I thank you for your council, and will honor it by considering your words.” He opened the box he had carried from Nexus, and placed the orchid blossom that he had enchanted to freshness into the plate.

The masked face issued a chuckle. “You honor me with what I have lost, and leave me memory to comfort my passing.” The flower crumbled as the King took the offering into his ephemeral hands. “I appreciate the gesture, Son of Earth, but honor me better by doing more than considering my words. Decide what you will, but do it for your own reasons. Choose not for the Sun, the Moon, the Maidens, nor even the Dragons of the Earth, or those lost into the Shadowlands. Choose for those who live, who breathe, who love and laugh. Choose for them, for they are the future. All this was made for them, and all them that bid you, exist for them. They who bid you, serve the Creation, not the Creation to serve them. Remember that, Son of Earth, and be wiser than the last Turn of the Wheel.” And with his final words, the lost King faded.

Alone in the tomb, the jade guardians crumbled to shards, the molds and lichens faded, the fresh air too much for their delicate systems. All that was left was the funerary mask, the Codex, a foul taste in Krieg’s mouth, and the words the forgotten King had burned into his brain.

As Krieg hefted the Codex into his bag, he was accompanied with the scent of orchids. It clung to him, the scent forever of doubt and regret, to the end of his days.

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Mystech Modification–

As the Dynasts have moved to become the living embodiment of the Immaculate Dragons, the Dragon Blooded have always wished for a better lot for their children, those who do not Exalt. Turning to the Sorcerers of the Scarlet Throne, many Dynasts petitioned for some way to set their children apart from the regular herd, some way to elevate their children above the rest of the mortals who walk, to better serve their families, to better embody the ideals that the Dragons have built.

In response, the Sorcerers of the Scarlet Throne turned to their fellows in the Ring of Ledaal Catala, searching for materials and processes from the First Age. Together the two sorcerous societies discovered the means to produce Mystic Modifications. While the Scarlet chose to develop the techniques of Shaping, the Ring chose to further their research into the Bound alterations.

Shaping optimizes the child, once she has been determined not to be fated to Exalt. Their hair is always perfect, their skin never blemishes, their teeth are always aligned and bright, their breath always sweet, birth marks and freckles are consumed by the process of mystically aligning the child. They are always graceful, always poised, and talented. Life is just a bit easier for the Shaped.

Many fear the process. In the competitive market, it can often seem unfair that the child of a wealthy Dynast has had a talent for business implanted, along with good looks, a winning smile, and years of training to enter the markets, and an Olympiad athlete to boot. While many in the Guild fear this new breed of Dynast, they have been assured that the Shaped will hit only a certain level of success, they will never be able to lead their families like their Dragon Blooded kindred.

The process binds a Spirit to the very soul of the Shaped, in effect giving the Shaped access to certain abilities, like the Possessed, save that the Spirit is stripped of all volition. The human has the control in the relationship, and has access to certain abilities, defined in the

process. A side effect of the process gives the Shaped their preternatural cool and aplomb, but it is their abilities that make them useful.

The Bound have powerful Spirits literally grafted to them with devices, and these Spirits make alterations to the host, real and physical changes that forever mark them. While the Shaped are perfected and optimized, the Bound are crafted to be more than mortal. The Dragon Blooded are cautious about use of this Mystech, and carefully watch their charges who receive these gifts. While many of the Dynasts have the most powerful, servants who are useful have received these alterations, they are rarely fully trusted, and the most powerful of these servants are also carefully woven with behavioral inhibitions, etched into their souls, insuring their loyalty. While a few of the Bound have slipped from their grasp, to escape into the Threshold, they are a priority given to the Wyld Hunt, either to return, or simply to eliminate.

Background--Mystech Modification

You are one of the mystical elite. You have been altered at a basic level, and you have abilities beyond the norm of men. This is more than mere optimizing, but an alteration to the basic pattern. You are more than likely already registered with the Realm, and someone, be it your family, or the Legions, or the Eye commissioned the process. Beastmen in the service of the Realm often receive these investments, and are always registered, and considered government property. You must decide if you are registered, and who commissioned your Modification, and why. If not registered, you may unmasked, and the Wyld Hunt will seek to return you to those who you owe your abilities. This Background may be bought multiple times, to get more Mods, but doing so only increases the chance that you are a slave to the Realm. Highly modified individuals are often given the Slave Node Flaw, as well as Slave Mentality. If you have escaped such a fate, you must explain why and how you have slipped past the safeguards, and if unmasked, the Wyld Hunt may simply kill you to protect the Realm.

One Dot	Two points of Simple Modification, or one point of Complex.
Two Dots	Four points of Simple Modifications, or two points of Complex
Three Dots	Six points of Simple Modifications, or three points of Complex
Four Dots	Eight points of Simple Modifications, or four points of Complex
Five Dots	Ten points of Simple Modifications, or five points of Complex

It is important to note, that for every point of Mystic Modification background, the character's Permanent Essence cap is reduced. At three points of Modification, the character will never be able to rise higher than 7 Essence, at five points of Modification, the character can never have an Essence higher than 5 Essence. The cap cannot reduce Essence further than one, but the character can never manipulate Essence, can never be Imbued as a God Blood. An Exalt that alters themselves heavily will soon find themselves unable to manipulate Essence.

Shaped Modifications

Exaltation itself burns away any Modifications, the power of the Exaltation overwhelming the petty sorceries applied to a child, and as expensive as the process is, few Dynasts will bother even attempting the process until they are certain that a child will not Exalt. Any form of Exaltation will sweep away any Shaped Modifications. Shaped Modifications are

bought only at character creation, and *cannot* be improved on, or expanded. For further Mystech Modification, the character must use Bound Modifications.

Mechanically, Shaping means the character must buy the Merit: Shaped, as well as the Flaw Shaped, and may buy Background Mystic Modification, though not all Dynasts go this far, content to simply have a child that is blessed and talented. The process of Shaping a child costs 4 points of Resources, and to give a child more, requires an additional point per die of Mystic Modification. 5 Resources for 1 point, 6 for 2, etc.

Rarely will a child be given Bound modifications, but it has been known to happen. At the beginning of play, it can be assumed if the character has bought the Background Mystic Modification the price has already been paid, whether that price was paid by the family, or by the Realm to produce a fine servant, and it is assumed that if someone has paid for the Modification, someone will seek a return on that investment. The character must take the Flaw: Bound to buy Bound Modifications to buy those Modifications.

Merit: Shaped–5 points.

You are the Mystech elite. You have been optimized by the process. While not necessarily stronger, or faster, or possessed with more endurance than the next mortal, you certainly have a knack for things. Your movements are just a hair smoother, a little more suave, a bit more intuitive. You have no birthmarks, only fashionable freckles, you never have blemishes, odd rashes, and are able to think on your feet just a little quicker. You have a permanent -1 to all difficulties, giving you target numbers of 6, instead of 7's normally, except in cases where multiple success are needed, then you simply reduce the difficulty by one. Difficulties of two, become one—at a target of 7; threes become two, and the like. In addition most mortals from the Realm recognize your superiority and you have a +2 die bonus to social interactions with mortals. They are simply inclined to like what beautiful people have to say...

Flaw: Shaped–2 points

While the Mystech elite, and suave, graceful, and perfect, it does tend to rub other Exalts the wrong way. They recognize your unearthly qualities, and something about it sets their teeth on edge, whether it is simply your natural assurance, or even outright arrogance, you suffer a -2 die penalty in Social situations with other Exalts. Dragon Bloods may consider you useful, but they don't have to *like* you.

Simple Modifications

Simple Modifications are mere increases in Attributes or Abilities granted by the Spirit bound to you. One point for an added point in an Attribute, Ability, an added Wound Level, an added point of Soak–Lethal or Bashing—or a permanent +1 bonus to Initiative. Bonuses added to an Ability add their rating to the Ability, but the Ability must still be bought normally to receive any benefit. Bonuses are limited to a +5 to any Attribute or Ability. This can quickly add up, and push the character to super human levels of ability, and rarely will the Modded character be completely free—people will expect a return on their investment.

Slaves are often Modified, and then have a Slave Node attached as well, to insure their loyalty. Concubines and slaves are often given preternatural beauty, and then closely Bound to keep them from straying. Shaped and Modified slaves often find their way to the Courts, but they

are rarely free to do more than their tasks. It is popular to have Modified servants, with beyond human capabilities in the service of the Dragon Blooded, Bound accountants, bodyguards, or even preternatural gardeners, and are seen as a lavish luxury.

Beastmen and other Shaped servants are often Modified to give them fantastic abilities and strength. Beastmen may buy this Background, and their Appearance is essentially up to them—be they horned bulls, dog faces, feathered, quadrapedal, ichtyoid, ornithoid, mammalian, or the like, but these will not affect their Abilities in the least, unless they buy the appropriate Merits and Flaws. Shaped servants are seen as exceptional and incur the usual Social modifiers for the Shaped Merits and Flaws..

Complex Modifications

More than just fine tuning and optimizing, Complex Modifications involve literally changing the body by the use of Spirits. These changes forever alter the character, and they are no longer fully mortal. Many of these changes mimic some of the Wyld Touched alterations, but are controlled to give a consistent result, over and over again. The higher the level of Complex Modification, there is an increased chance that the character is indeed a slave, or if not, will be immediately turned over to their owner, or sponsor if found to be rouge, if not killed outright by the Wyld Hunt for slipping their shackles.

One Point Modifications

Alert—The character is hyper-aware, and can detect motion up to 15 yards away with a successful Perception+Alertness roll. All attempts to Stealth or surprise the character have a +2 difficulty.

Balefire Detector—The character has an internal sensor that can detect radiation and Infernal Taint. Perception+Alertness to determine intensity, direction, and what kind of radiation. This sensor can determine the presence of Infernals and other creatures of the Yozi.

Body Weapons—The character has minor weapons implanted into his body—hardened and reinforced hands or feet, retractable claws, sharp teeth, retractable blades along the palm, a blade along the tongue, blades along the ribs, elbows, and the like. This Modification allows for +1L weapons that can be concealed, but can be interpreted as small horns, or even hooves. The weapons are natural extensions of the body, and won't trip up weapons scanners. Taking this Modification multiple times can increase the number of blades and weapons, not the damage.

Cast Iron Stomach—The character can eat almost anything without fear of poison. The character cannot be poisoned by ingestion, though non-organics like glass or needles can still cause the character damage, as could molten metal or live steam.

Chameleon—The character's skin can quickly shift colors. The colors can be simple to complicated patterns. To camouflage oneself, a Wits+Stealth roll is needed, each success adds a die to the character's Stealth pool while the color shift used. The character does need to check Willpower in times of extreme stress if he doesn't want his skin changing colors with his mood.

Climbing Pads—The character has gecko like pads on his hands, knees and feet. Add +2 die to Athletic checks involving climbing, and the character can be allowed all sorts of wall crawling, and sticky pad Stunts...

Compartments or Pockets—The character has a small space set aside, be it a pouch, pockets of skin, hollows in the teeth, or other such places. Most of these pouches or pockets allow the character to defeat weapon or other detection scans, unless specifically designed for the Shaped or Bound. The area of the pocket can conceal at most, is that of a normal clothing pocket.

Deep Breath—The character can take long breaths, and survive for long periods without a renewal. He may breath once for his Stamina in hours, and if in conditions where air is rationed, under water, trapped in a mine shaft, etc., that air supply by their Stamina times the supply's time in minutes turned to hours.

Dread—A law enforcement favorite, the character exudes a field of menace in a 50 yard radius. The character becomes terrifying on the battlefield. Non Exalted must check Valor to approach the wearer. Failure means they either flee or must spend Willpower to approach him. Botches indicate the victim cannot move, and can only defend himself. All actions against the wearer are made at +2 difficulty. Exalted suffer a +1 difficulty, but do not have to spend Willpower.

Eyes—The character's eyes are different than normal humans. Color and shape are up to the character, but this Modification allows the character to choose up to three options.

Color Shift—The character can shift their eye color at will. The pupil shape and size are also variable. This can be done for effect, or to be fashionable. Colors can be unusual, striking, and even luminescent.

Enhanced Vision—The character's eyes are better than normal. They receive +2 die to tasks involving sight. A perfect mod for snipers or scouts, though to receive the bonus, the character must still take the time to aim, and will not gain a +2 die bonus for simply regular or snap shots.

Farsight—The character has a greater than normal visual range, equal to a high end telescopic sight. The character must focus for a round to adjust his eyes, and another round to refocus for close up work again, which takes one action. The character is unaffected by range modifiers when using their Farsight, and will not take penalties for Perception checks for long distance checks.

Microscopic Vision—The character's eyes can operate like a low powered microscope, but the character must focus for a round to adjust their eyes, and another round to refocus for normal sight, which takes one action. The character can see the tiniest detail, and can take a +2 die bonus for Investigation involving close up work, such as searching for hair fibers, fingerprints, or examining documents.

Flare Compensation—The character's eyes react well to sudden changes in light. Strobes, dazzle fields, flares, and even most Fae illusions are ineffective against the character. This ability does not need any concentration, and is considered to always be active.

Nightsight—The character can see very well in the dark. Areas of low light are considered like normal daylight to the character, and unless the character is completely cut off from a light source, they will take no penalty for dim conditions. They will take normal blind conditions if there is *no* source of light, such as being in a completely enclosed room or underground.

Heatsight—The character can see into the infrared spectrum, and can perceive heat as

light. This requires a moment to shift perspective, and very large heat sources, such as bonfires or explosions can blind a character temporarily like any other flash. The character can have difficulty in environments of uniform temperature, such as underground, but will be able to see clearly any new heat source.

Ultraviolet—The character can see into the UV spectrum easily, and can see easily in any environment lit with UV emitters, and read text lit with UV normally.

Darter—The character's eyes have bundles of muscle and grow chitin slivers that pass over glands that secrete a poison of the character's choice. The character may not necessarily be immune to their own poison unless he buys this immunity with Mods. The darts have 10 foot range at maximum, and that is considered extreme range. The darts do no damage themselves, though they do sting a bit. Each eye has one dart, and they can be replaced daily once. To fire, the character must roll Perception+Alertness. The poison can do either 6DL or Bashing.

Gills The character has gills that operate normally in addition to their normal breathing apparatus. Gills may be placed on the throat or the chest. The gills won't open unless the character is placed in water. The gills allow the character to breathe normally under water, though if a pool is stagnant or sealed away, they may run into problems, just as anyone would in a completely enclosed environment without oxygen.

Hearing—The character's ears have been modified, and may take two options.

Enhanced Hearing—Your hearing is quite acute, and you may add +2 die to Perception checks involving sound.

Extended Range—Your hearing goes either below or above the normal human range.

Compensator—Your ears have muscles that contract to protect your eardrums from intense sound. You may take +2 die to Soak sonic attacks, and loud noises will rarely cause you discomfort.

Mana Pulse—Perfect for wiping away pesky Bound, blinding Spirits, driving Fey spirits from hand held objects or causing untold mischief. The pulse causes most normal Mystech devices to fail, instantly—mirrors, crystal sets, carriages, wipes clean data crystals—must be within a hands breadth of the Aetherstone that holds the Spirits to wipe them free from their Bindings, and Artifacts are immune to this effect, but perfect for ruining Mystech equipment, scrambling locked doors, and the like. More powerful locks and Artifact level devices are immune to this effect. If a device's Aetherstone is further than a handsbreadth away from the device when triggered, the effect is lost. The Pulse can be generated once a day for each Stamina point the character has.

Mimic—The character can control her voice to an incredible degree, and can reproduce any voice pattern, and a can analyze new sounds to reproduce—Perception+Performance to analyze, and Wits+Performance to reproduce. Most sounds found in nature can be mimicked, though not any louder than the character can normally speak.

Mystech Manipulators—A set of tools merged with the user's body for various tasks. They come in two varieties, Technical and Medical. The user has a small suite of technical or medical tools that are concealed in the hands or forearm, that extrude when needed. The Technical models have

a variety of tools that can expand, contract, and conform to their task, and are sensitive for feedback. The Medical model has scalpels, retractors, clamps, hypos and the like. Drugs can be administered from standard ampules, that must be supplied by the user from a normal medical supply house. The manipulators allow a great deal of fine work to be performed without worry that they will be lost, forgotten, or confiscated. The tools allow a +2 die bonus to Craft or Medicine rolls, depending on which set is used. Weapons implants cannot be more than a level one option if Manipulators are added, unless the character also has Full Body Morphing.

Nasal Filters—The character's nasal passages have been altered to protect them from chemicals or toxins. +2 die to Soak inhaled poisons.

No Pain—The character can select if she will feel pain. The ability does allow the character to ignore wound penalties, but the ST has the option to not tell the player of the character how much damage she takes in combat, until the character has a chance to reinstate her pain center, or examine herself carefully. A character can be easily killed by wounds that they aren't aware of while turning off the pain center

Paralytic Darter—A small dart gun is hidden on the character's body. Damage is done by the toxin, not the dart itself. Range 10 yards, Perception+Alertness to use. 6B each dart, but damage will not accrue to Lethal levels. The "damage" is only for the Wound Penalty effect, though a character reduced to 0 levels, will simply fall unconscious, paralyzed for an hour or so, an additional hour for each level of "damage" done beyond Incapacitated. At Incapacitated a character can spend Willpower to attempt to move, but that movement is only to stagger or attempt to crawl. The Darter has 20 shots per day, grown from the character's own body.

Poison Detector—The character has +2 die to detect poisons, either with Survival or Investigation. The character can use smell or taste, or both.

Poison Filter—The character has +2 die to resist toxins of any kind.

Secondary Organs—The character has back up organs that show up nicely on internal scans, but allow the character to add +2 die to most Stamina checks.

Skin Change—The character's skin has been altered in a way that is obvious, but useful. Be it fur, quills, scales that act as armor, shark skin that can be used to deter HTH attacks, or a combination. The change confers either +2 die to Survival, for purposes of either dissipating or retaining heat; +2B/L Soak due to plates, scales or heavy fur, or +2 damage in HTH from needles, spikes, bone plates and the like. Each time this Modification is taken, the character can choose a single kind of bonus—armor, survival, or damage increase—but each option can only be taken once.

Stabilizer—Your inner ears compensate well for movement and you will never suffer from vertigo or motion sickness.

Strobe—Character can produce concentrated bursts of bright light. User is immune to the effects, though not those of other users, unless they have the appropriate Eye Mods. Can be placed on hands, forehead, inside the mouth, or the chest. The flashes can be used in several ways: a flash burst to blind, a gut wrenching frequency that can cause seizures, a hypnotic fashion that can aid interrogation, or even low frequency that can be entertaining. The Flash raises difficulties by 3 for visual tasks. The Seizure effect must be resisted by Stamina, or suffer a 3 difficulty on all

tasks. The hypnotic effect gives +3 die to all interrogation attempts.

Tailored Scent-Scents and perfume that the character exudes naturally. Must make a Wits+Socialize check, to create a perfume, but if successful, the character has an additional die to try to charm, impress, or even intimidate people. Cost wise for Modifications, this Mod costs nothing, as it mimics Spelled Perfumes that are on the open market. The character does not need to use a Complex Modification point, but must have at least one Complex Modification already to take this option for it to be a freebie.

Tough-The character is just tougher than most. He may add +1 to his Soak rolls, and has +2 die to most Stamina checks. This can stack with other Mods.

Tracker-The character's sense of smell is so acute, that she can track like a bloodhound. Perception+Survival. The character also has +2 die to all Perception checks involving scent, but a -2 die penalty to resist inhalants, pheromones, and the like.

Truthsayer-The character has the innate ability to analyze voice patterns, and can automatically tell if a mortal is lying. He has +2 die to determine if an Exalt or other supernatural creature is lying. Note: this indicates only that the subject believes if they are lying, not the veracity of their information.

Webspinner-The character can spin webs of a black widow silk analogue that is stronger than steel, and much more elastic as well. The webbing can create rope-like strands, for binding edges together, can wrap packages, or tie objects down so they don't fly around a cabin in rough weather, or even bind a prisoner. The webbing has as many uses as the character can think of, and is popular for pilots, mystics, and law enforcement officers. One round of binding with webbing creates strands that require a combined Strength+Athletics of 8 to overcome, and each additional round increases that binding's strength by +2. The webbing is fire resistant, non-conductive, acid-resistant, and can be used as insulation against cold. The spinner can easily part threads created by spinners. The spinner can create non-sticky threads for rope, sheets, even clothing if they have the appropriate Craft. Simply ripping webbing free can cause injury if the target has exposed flesh bound...up to the Storyteller, but no more than 1 to 2 points of Bashing damage.

Witchlight-The character has a controllable light source in on their body. The patches can be IR, visible, or UV, and can be spots over the eyes, in the neck, the forehead, along arms, fingers, hands, palms, chest, or wherever the character feels like placing it. Multiple spots can be lit in a decorative fashion, and changing intensity, or shifting lights along multiple spots requires a successful Wits+Alertness roll..

Two Point Modifications

Acid-Your skin excretes a powerful acid, or a powerful saliva. The acid will eat through most materials, given time. Glassteel and Mystech crystals will take much longer, and the ST is the final arbiter of what can be destroyed by your acid. Artifacts will not be affected, and neither will any of the Five Magical Materials. Acid can be excreted from the hands, mouth, or even jetted from the eyes. The character is immune to his own acid, and the fumes that are created. Damage is 4D Lethal for up to the character's Stamina in rounds, unless washed off. The acid is particularly useful against Mystech webs. The smell is peculiar and can attract attention quickly.

Armor—At this level of Modification, +4B/L Armor, and unlike Simple Modifications that grant added Soak, these levels can be used to resist Aggravated damage. The armor is articulated, impressive, non-conductive, warm in winter, cool in summer, and comes in whatever form the character wants—metallic, scales, bone plates, or the like. Lacquering is an option, and a character with this Modification can add +2 die to Intimidation rolls, as well +2B in hand to hand.

Body Control—You have fine control of your bodily functions—breathing, temperature, hunger, thirst, metabolic efficiency, pain and the like. Your body can adapt to harsh conditions quickly, and you may ignore the effects from these conditions. Add your Stamina in die to all Survival and double your Stamina for direct Stamina checks. You are immune to most forms of Interrogation. You may also add +2 Soak against adverse weather conditions. You have conscious control of most autonomic functions—breathing, heart rate, sweat production, even blink response. You never give away a tell gambling, and can add +2 die to checks involving anyone reading your responses, and can beat a Truth Sayer check without rolling. If exposed to sunlight, you may increase your melanin content to tan in a single day, and suspend body functions if necessary, appearing dead for all intents and purposes.

Body Morphing—You have limited control over your body's shape. The character can shift muscle and bone to alter his appearance. Fine tuning is not possible, but the character can alter his appearance sufficiently to disguise himself. Height, build, and features can be altered with a Perception+Awareness check. Gross manipulations are possible—stretching limbs, compressing the body to fit into tight spaces, narrowing to fit between bars, but this requires intense concentration and control—Intelligence+Athletics. Less obvious manipulations can be made to make Athletic checks easier—stretching slightly to reach hand holds climbing, widening hands and feet for swimming—and you may add +2 die to most Athletic checks because of this.

Body Weapons—Large, implanted weaponry. Talons, blades, spikes, spurs, batons of bone, large teeth, fangs, tusks and the like. These weapons are larger than One Point Modifications, and are difficult to conceal. At this level, the weapons can be subtle as well—hands or feet that become rock hard clubs, talons that retract, blades that slide out of long bones, ribs that spike outwards, teeth that slide from sheaths, or a jawed tongue that can shoot out. Subtle weapons do +2L damage. Impressive and large weapons cannot be hidden, but do +3L. These weapons have otherwise the same performance as a fist.

Charismatic—The character is suave and smooth, his voice captivating. Laced with sonics, the character can cause mortals, and even unsuspecting Exalts to come under her sway. Add +2 to all Manipulation checks, unless the target has a way to filter out sonics. Those with Enhanced Hearing or Ultrasonic hearing, you may take +4 die against.

Extra Limbs—The character has a pair of extra limbs, or a large, useful limb such as a tail. The limbs are of equal Strength and Dexterity—though the character can decide to shift points, making the limbs weaker, but more agile, or stronger but more clumsy, at a point for point basis. Extra legs will double land speed. Each extra set of limbs allows the character **one** extra action per round with those limbs—reloading a weapon while firing, drawing a second weapon, parrying while attacking, taking something from your pocket while typing, drawing a suture closed while readying a hypo, applying suction for yourself while performing surgery, calibrating a tool while using another. Biotic Manipulators can be bought to use with this secondary set of limbs, and it is a popular option for the Bound who work in the Kraftwerks. Tails are less popular, but possible, even tentacles, and the limbs with low Strength can be retracted to be hidden under clothes.

Fast Healer—Your body repairs quickly. While not true regeneration, the character does heal at twice the normal rate.

Poisonous—The body creates a toxin internally, analogued to either fish or reptile toxins. The character secretes his own anti-venom, so that an antidote can be delivered, and it protects the character from injuring himself. Poison can be delivered by bites, spitting, licking blades, spikes, or delivered from spurs. Poisons can cause pain, incapacitation, or paralysis—7D Bashing. Lethal poisons are strictly controlled, but Bound can be outfitted with them—7D Lethal.

Modified Limbs—Your limbs have been modified for a specific purpose—brachiation, leaping legs, extra flexibility, prehensile feet. The character must decide the modification. The limbs should have a specific purpose, and give no more than a +2 bonus for their activity—though in the case of prehensile feet, they would be no more agile than the character's regular hands. The bonus should not be for combat purposes—Body Weapons covers this already.

Thunder Touch—The character can deliver an electrical touch. Charge does 6D Bashing or Lethal, depending on the character's wish, and unless the armor is insulated, will bypass Armor soak. The character may use this Touch up to his Stamina repeatedly, recharging one use every 20 minutes. Touch attacks must either be delivered, or through a conductive medium.

Three Point Modifications

Adaptation—More than Body Control, the character allows the character to fully adapt her body to new conditions. Temperatures, gravity, atmosphere. The character must check Survival for truly hostile conditions—calendra of volcano, deep sea pressures, vacuum, and the like—for an hour per success, while nearly impossible conditions can be resisted for perhaps minutes—lava, bottom of the Marenias Trench, temperatures in double or single digit Kelvin degrees. Use of this Mod takes intense concentration, and the character cannot engage in combat while using this Modification. The character is immune to the Warping effects of the Wyld while he or she concentrates on resisting the effects as well.

Body Transformation—This Modification allows the Shaped greater control over their body to shape her features, to change her fingerprints, etc. This power also allows more gross manipulations than Body Morphing as well. The character cannot sprout limbs, or change his skin texture to armor, but he does have enough control to impersonate someone else. Perception+Performance. The effect can be ruined if the character has radical Modifications like Extra Limbs, or implanted weapons, but if properly dressed, they can pass cursory inspection. The form cannot be held for long, and the character must make a Stamina check each hour, increasing in difficulty by one each increment in hours equal to the character's Stamina. While a character can hold his shape, a longer impersonation becomes difficult, if not impossible.

Body Weapons—Implanted weaponry. Generally placed in arms, shoulders or the chest. All use their own ammunition supply, regrown within a day, though they will accept standard ammunition in a pinch.

Dartgun +2 Accuracy, Dmg 3DL-single shot, 5DL-short burst, 7DL long burst. Rate-5/10/15 Clip-60 Rng 50m. Concealable in sleeves.

Shocker 0 Accuracy, Dmg 6DL Rate-1, Clip 10, Range 50m. Ignores armor Soak unless target is insulated. Throws lightning bolts. Very flashy, very obvious.

FireWand +1 Accuracy, Dmg 6DL, Rate 3, Clip 30, Range 150m. Concealable in coat sleeves, but obvious without.

Firestaff +1 Accuracy, Dmg 8/10/12L, Rate 3, Clip 40, Range 300m Not concealable at all.

Drug Factory—The character can synthesize drugs and chemicals, either through his skin or saliva, even suspended in his breath. The character must have the components to create the drugs handy, and make an Intelligence+Medicine check to create the proper drug. The character can ingest the proper components prior to an encounter to have them handy—an anti-venom, painkillers, anesthesia. Bound with this Modification often eat a variety of chemicals every day to keep their supply up. This Modification can make Medicine checks much easier, as the drugs can be exuded straight through their skin, or even in their breath. ST's must adjudicate the use of anesthesia on targets in combat, or the like.

Mana Shield—The Shaped has some control over magical forces. The character may resist magical attacks without a physical component with an additional +3 to Soak, and may use his full Stamina to Soak Aggravated attacks involving such attacks. In addition, the character can add his Stamina rating to Stealth attempts against those using Mystech device, Spirits, and Golems. The shield does take some concentration to use, and maintaining the shield counts as an action for splitting actions.

Regeneration—Your body repairs itself quickly. If the character takes no actions, he will heal back one Wound level per round. Bones knit, wounds close, organs heal. The character cannot regrow lost limbs, nor Aggravated damage by fire and high strength acids. In order to act while attempting to heal, the character must check his Stamina, failure results in an additional Wound incurred. The character can flee and move while healing, but that is the extent of the action taken before incurring the Stamina check.

Wings—Specialized Extra Limbs. Most come in either angelic white feathered, basic black, or bat like. The wings allow the character to fly for short distances—Stamina times minutes, at a speed equal to the character's Strength times 10m per round. Gliding works much better—three times Stamina in hours, and if high enough to catch air (up to the ST) the character can reach speeds equal to their Strength times 6m per round. Not concealable in the least, unless the character wants to be confused with a hunchback...

Four Point Modifications

Body Molding—The character has fine control over her body, and can change her appearance to an incredible degree, whether it is mere cosmetic changes like leopard spots, or camouflage, to altering bone placement and shifting face planes. The character cannot create new, functional limbs, but they can mimic them nicely, though they do need the body mass to create them. The character can contract or expand to appear larger, but their mass remains the same. With this ability though, the Bound can assimilate new Mystech devices easily, and hide them, covering armor with skin, concealing wands in their arms, and the like. Stamina+Medicine is required to conceal new bits—difficulty 3 to have access to them at will, difficulty 2 to merely smuggle and hide—and mimic limbs or wings. The Bound often use this Modification to hide their more obvious changes, like Body Weaponry, Wings, Extra Limbs, Skin Changes, armor, and the like to appear normal. Large weapons can be concealed by changing height and build, and armor absorbed and disguised will make the character appear wide and bulky. The character can also create impromptu Body Weapons without the Level One Modification, although they are limited

to +1L. Perception+Performance is still necessary to carry out impersonations, but the character can hold the disguise for as long as they wish, without a Stamina check.

Body Weapons—This Modification gives the character access to higher grade Mystech weapons. The character may incorporate any Mystech style weapon, up to Staff size, Elemental Bombards, and the smallest of the Balefire weapons. DECAY weapons cannot be incorporated, and attempts to do so will result in the character taking their own Stamina in Aggravated damage per attempt. Siege sized weapons are too large to be used by normal sized characters, though an ST may declare that a very large character can do so. The character may only choose one weapon, at a time, and absorbing a weapon takes a minute to merge the weapon with the arm. The weapon alters the limb significantly, though smaller weapons like wands can be concealed with clothing. Recharging can be done normally. This will not allow Artifacts to be absorbed, nor firearms.

Mind Shielding—The character is immune to any mind affecting magics or telepathy. They cannot be Possessed or otherwise compelled to do anything against their will. Threats to family and friends may still work, but not brute force mind manipulations...

Mesmerizing—The character can induce emotions on those who are near her—fright, anger, desire, joy. It is not a directed charming effect, but subtle nevertheless. Manipulation+Socialize to induce emotions, resisted by Willpower. Each success allows the character to attempt to control a 10m radius, and each success garnered after being resisted indicates the level of passions incited. One success after resistance means mild interest while four is an all consuming passion. If the character is playing up emotions already present, the effect can be completely unnoticed—a riot could be incited if there were angry elements in a crowd already. Sudden, and inconsistent emotions can be notice by passers by, and later on by the targets—a squad of armored troops running from a skinny teen. If used on a single target, the effect can be dramatic, and give the character bonuses to impress, fast talk, seduce, charm, or misdirect. A favorite among Realm Courtesans...

Redundancy—The character has organs that are doubly, if not triply redundant. No single organ, not even the heart or the brain are fully important to useful function, and the character can operate without any Wound Penalties, no matter how crippling the injury. Decapitation still usually works, but a severe blow to the head, even removing large chunks of skull will not bother the character too much. The loss of an eye or ear will not heal unless the character has Regeneration, but they are less life threatening than to most mortals.

Five Point Modifications

Full Body Morphing—The character has full control over her body, shape, size, number of limbs, body covering, and the like. This ability can allow the Bound to mimic most body weaponry, armor, and can create minute changes to appearance to mimic anyone they wish. The clever can add +5 die to most physical activities, create armor up to +5L Soak, insulate themselves against the elements up to +5 die to Survival, incorporate Mystech devices like the Body Molding Modification, and create alterations to her form as she wishes—with a Wits+Medicine roll to create new organs, like poison glands, luminescent patches, and with the proper training in Craft and Occult, the character could conceivably even create Mystech device from their own body—like Wands, Staves, or other weapons. The character can radically alter their shape to squeeze through bars, can create all manner of shape shifting Stunts. The Realm rarely allows Bound with this Modification to exist at all, and then only with heavy Bindings, and rarely train them to fully use their abilities—they rarely receive Craft or Occult training at all, and are carefully watched,

often with supernatural precautions built into their bodies. Still, rogues are known to exist, and the Wyld Hunt treats them as Anathema. Literally, given time and training, the character can reproduce, nearly any of the lower Modifications, and incorporate nearly any Mystech device into their form. Usually reserved only for the most trusted agents of the Eye or House guards.

Mana Field Control—The Bound has fine control of the Essence around him, and can disrupt and shield himself equal to any of the previous Mana Modifications, giving them a +5 Soak to non-physical Aggravated attacks, and allow them to use their Stamina as well. In addition, the character can manipulate their Essence to bypass many advanced Artifact level lock outs, while they still cannot destroy such devices, the character can use a Wits+Occult roll to defeat Mystech lockouts and ID devices, to start Mystech devices without a key, to examine Mystech devices, even crystals without a reader, or even tap mirrors for their images and information without passwords. The character can now manipulate the field to create energy attacks as well. The character can generate heat, lightning, fire, and bright light. A Wits+Occult roll is made to generate 5DL attacks at will. The character can generate their Stamina rating per hour in such attacks, but are drained until they can recharge. Often used for Shaped placed in the Eye for intelligence ops.

Bound Modifications

Bound Alterations are gained with surgical implantation of Mystech devices that profoundly alter their host. Most Bound alterations are obvious, and are tightly controlled. They follow the same rules as Shaped Alterations.

Bound Modifications can be bought after character creation, at a cost in Resources equal to the level of Modification. It is important to note, that each level of Modification bought after character creation incurs the same penalties to Essence maximum. A character with four levels of Modifications will be capped at 6 Essence, and a character who has bought several Bound Modifications, say a four points of Simple tattoo Mods, a two point comm link, and a three point Jade Body would never be able to rise above one point of Essence, no matter who was Investing her. While the benefits can be great with Modifications, and can make mortals formidable, it limits their spiritual growth to rely on these devices. Because of this, most Exalted are not Modified. It is rare to find a Dragon Blood with Modifications, even if missing limbs or eyes. It is even rarer to find a Celestial Exalt chosen from those who have been altered.

There were a few Artifact level Modifications from the First Age, that did not incur the Essence cap—but these devices are rare, and impossible to find on the open market. These devices would be limited to Complex Bound Modifications, and would be considered priceless to their owners.

Only a handful of Artifact limbs and hands can be found in the Realm today, and any obvious Bound Modifications are reason to talk amongst most company, the appearance of an Orichalcum armed man, and a woman with Moonsilver eyes would invite a great deal of attention.

Flaw: Bound—5 points.

The character has been granted the Background Mystech Modification, but a price. Someone has paid for the alterations and equipment, and they will want a return on their investment. The character must choose who has financed their Modifications, and who has granted them the

license to be altered. The character cannot act against the interests of that sponsor, either by direct action, or by withholding action. The character works to further their sponsor's cause, even at the detriment of family, friends. The character can spend Willpower to overcome this compulsion, but at double the cost, and character will take 1 level of un-soakable Bashing damage for each round their assistance is forestalled. If their sponsor is harmed due to their actions, or lack of action, even inadvertent actions, the character will take three levels of un-soakable Lethal damage, for each round that they forestall action. The character is not responsible for accidents that they were not aware of, but the ST is the judge of whether or not the character was aware that harm could befall their sponsor. This Bond is dissolved only at the death of their sponsor, and the character is not liable to take damage if they worked to prevent that death. Organizations such as the Guild are too generalized for a Bond, and likewise "The Dragon Blooded" or "The Realm" but rather a specific merchant house, a Dynast House, a unit, a specific family, or a single person.

Simple Modifications-

Simple Modifications are applied with a fine filigree of tattoos, that Bind the Spirit to the users. Attributes with an application of tiny granules of Jade, Abilities with a Moonsilver and Orichalcum, often giving the heavily modified an odd appearance. Attribute tattoos are always visible—though they can be concealed by clothing at times—while Ability tattoos are only visible when in use. It takes an Occult roll to identify specific tattoos.

Tattoos can be bought after character creation, at a cost of 1 point of Resources per point of Ability or Attribute gained, and the process requires one week per point gained to lay in the tattoo. The limits to increases are the same as Shaped Modifications. The process deals one point of Lethal damage per point gained, and that must be healed normally, as any Mystech or Charmed healing will mar the process, and ruin the work.

Once the work is set, the tattoos, and the Spirits bound to them, will repair themselves under normal conditions, but if great harm is done to them, with injury, the tattoos may be disrupted and will need to be reapplied and reworked. If the character falls to -2 in Wound Penalties from Lethal damage, the ST may decide that the benefit from the tattoos has been disrupted until the damage can be healed—and tattoos cannot be induced to heal faster than the character can heal, even if the character is healed by Charms or magic, and their benefit will be lost until the damage can be repaired. If a character is reduced to -4 in Wound Penalties or Incapacitated, the tattoos benefit will be lost until they can be reapplied, repaired, or "heal" on their own. Tattoos heal at mortal rates, and no benefit can be gained from a disrupted tattoo until the Spirit that it is Bound to repairs the design. Not all tattoos will be automatically disrupted—only those that were active, and the ST may declare that a Charisma tattoo may not have been affected by a single sword blow, and Wound Level tattoos cannot be disrupted in this fashion, as it would defeat the purpose of having them—though a foe who knew that a character had such a filigree could target it specifically.

There are rumors of Artifact level tattoos, but who could apply such work, and where to find the materials is unknown. Any Artifact level Bound tattoo would attract immediate attention by anyone with more than three die in Occult.

Complex Modifications

Complex Modifications are bought in an identical fashion as Shaped Modifications, but can be bought after character creation by paying the cost in Resources. Shaped Modifications cannot be bought in this fashion, and are reserved for the Mystech Elite's favored children. Cost to get a single Mod is equal to its level, and each Modification has a Surgery Code that shows the actual surgical time, recovery time and severity of the Wounds incurred during the implantation procedure. Mystical healing can be used to speed recovery with Complex Modifications, and most Complex Mods are usable immediately.

Surgery Codes

N-Negligible. One hour. Minor discomfort, if any. No damage.

M-Minor. Two to four hours. 2B. A day or so of tenderness.

MA-Major. One day of hospitalization. 2L. Generally several days of observation and trained is recommended.

CR-Critical. Days if not weeks to install. 5L. Hospital care is required for at least a week after installation to tune and tweak. Several weeks of discomfort and adjustment.

One Point Modifications

Alacrity Pump-M-A tiny needle that is inserted through the corner of the eye, and burrows into the user's head. The spirit can be tapped to induce speed and power for short periods of time. For four rounds, twice a day, the character can trigger +2 Dex, and additional +2 to Initiative, and +1 Strength.

Audio Implants-M-The eardrums are replaced with sheets of Jade and Moonsilver. The character can take two options.

Enhanced Hearing-The character is sensitive to noise, and gains +2D to Perception checks for sound. The character can be adversely affected by loud noises.

Extended Range-The character hears above and below the normal range of human hearing. This can allow for +1D to Perception rolls, that can stack with Enhanced Hearing.

Compensator-The ears compensate for loud noises, and the any difficulties incurred for sonics is ignored.

Mana Net Link-The character can "hear" the Mana-Net, allowing him to place calls as if he had a phone implanted in his head. The character can also access the Mana Net if he has Mystech Memory.

Bank Crystal-N-Allows a citizen to travel without cash. Mystically connected to their bank, the crystal tracks purchases, and payments, and can even take payments from Mana-Net links.

Claw Implants-M--Exactly that. Fixed or retractable, based on either raptor talons, feline, or even bear-like claws. The character may make Str+1L attacks as hand attacks.

Compass–N–LED compass. Popular with soldiers and scouts.

Cosmetic Surgery–M–The character can alter their Appearance to be as strange or as lovely as they want. For each point of Resources spent, the character can increase their Appearance by +1 or -1, with a limit of +/- 5. This surgery can increase Appearance to unearthly levels, but there is a cost to having inhuman beauty, and characters should be wary of being *that* memorable...

Crystal Interface–M–A Mana Net connection. The user must have Mystech Memory to use this feature, but the interface crystal allows the user to interact with the Mana Net directly, without a magic mirror, and access information, and entertainment directly. The link also allows the user to link to Golems and other Mystech devices directly to give detailed commands to the Spirits Bound to them.

Essence Monitor–N–Quite trendy in the Realm to have your Essence information. The device can allow a Thaumaturge or Physician +2 die to any rolls that they have access to the information of the target. Makes Astrology readings, even simple Alchemical processes to be tailored with greater ease, as well as medicines. Most come with an Alert if the person's flow of Essence is disturbed–by Fae reaving, injury, possession, or spells.

Filters–N--The character has small filters implanted in their nose, and have +2D to resist air borne toxins.

Gills–MA–The character has jade implants to the throat, that act as Mystical gills, allowing the character to breathe normally underwater.

Great Heart–CR–A jade sheath is created for the heart, and implanted. The user has +2D for all Athletic and Resistance checks involving Stamina or Strength.

Gymnastica–MA–The characters joint surfaces are coated and re-lubricated, and changed by a treatment of Spirits introduced by a series of alchemical potions. The process takes two weeks, but all the while the process is engaged, the person must train to get used to the increased flexibility. The character gains +2D for all Athletics rolls due to their new found limberness, and can add +2D to some Larceny checks that might require flexibility.

Groomer Sprites–N–Spirits instantly groom the user, their hair is always coiffed, and resists dirt and soil–within moments of being dunked in sludge, the character will slough it away. Breath is always fresh, and their skin is always clear and perfect. Very popular in the Realm.

Jadespike–M–A shaft of jade is implanted into the arm or chest. The spike can triggered and retracted in less than a second, and can easily be concealed. +1 Speed, +2 Acc +1L -4 Def, Rate 2, while strong for punching through bone and tissue, it is not designed for extended use in melee.

Key Crystal–N–A Jade chip that many Realm labs and Guild security forces to identify members. Implanted under the skin, the chip opens doors and provides security clearance.

Mystech Memory–MA–The character is equipped with a crystal reader, that will allow them to access magic mirror programs. The operating Spirit acts like a Secretary Spirit, and translates memory crystals. The character can access 3 crystals at once, and has up to 10 points of Storage. Each point of storage can store one Ability point, or host a Mana Net Spirit of equal Essence. A Spirit with Four Essence takes four slots. The system will not allow the user to access any

program higher than their own Essence. Nor can the user access any crystal Abilities higher than their own Essence.

Crystal Abilities can be accessed, giving the user Abilities that he does not normally possess. Typically this allows a novice to load up Lore and Craft Abilities, although Melee, Martial Arts, or even Resistance could be learned in this fashion. The Ability only lasts as long as the crystal is in place, and once removed, the character returns to their normal level in that Ability. Note—Abilities do not stack, and a character with a higher Ability cannot gain any benefit from a crystal lower than their Ability.

Not only can Abilities be learned, but information can be uploaded instantly. Maps, manuals, operating systems, complex plans, all can be accessed instantly. Specialized programs and Spirits can be accessed as well. Examples follow that take one slot:

Pain Shunt—The character no longer feels pain of any sort. This relieves the character from Wound Penalties while the crystal is in place, but the Storyteller has the option to not tell the player how badly their character is injured while the shunt is operating.

Stress Shunt—The character is calm and unhurried. The character is unaffected by environmental factors or wound penalties. The character cannot use their Virtues while this program is in place.

Endurance Surger—The character has +1 Stamina for the duration that the chip is in. If used for more than a single scene in a day, they take 1 point of Lethal damage.

Ambidexterity—The character acts as if they had the Ambidexterity Merit.

Death Trance—The character falls into a death-like trance. The system can be programmed to revive the character after a specific amount of time has passed.

Appetite Reducer—The character can ignore penalties from hunger while the program is in place.

Mana-Net Translator—The character can transmit information to any connection to the Mana Net without a magic mirror. The connection must be made as a regular action, but can be jammed or inhibited by Wards or other Mystech.

MO Crystal—Dossiers on criminals and their Modus Operandi can be accessed, up to 10 individuals.

Courier Cache—The memory slot is unavailable to access by the user, but can carry information to be retrieved later.

Personality—A full-blown personality alteration. Perfect for under cover work.

Procedural Training—Instant training for procedures, protocols, even building and grounds layouts. Instantly forgotten when the crystal is removed. Perfect for Realm labs.

Business—Culture, Wardrobe, local customs and one language learned instantly.

Tourism—One language, as well as local customs and city layout and site information.

Medical—Can be used to cut out pain, make diagnostics, and suggest treatments.

Sleep Inducer—Puts the user to sleep no matter what, for a programmed time.

Avatar—Performs as magic mirror Avatar, and this chip costs in Resources equal to its Essence, and takes up as many blocs as its Essence. Note: if used in this fashion, the character is assumed to have a point of Wards equal to their Essence rating unless they spend more points to improve their implant.

Characters can create programs for others to use if they have sufficient Occult. To create a crystal program, the character must have a minimum Occult to the level of Ability to be imprinted on the crystal, and possess the Ability, one point higher than the level that they wish to imprint. (To imprint a 3 point Larceny Ability crystal, the character must have Occult 3, Larceny 4)

Optics—M—Jade and Moonsilver eyes. The eye color and shape of the pupil is up to the character. Each eye has up to three options:

Color shift—The eye's color can shift, as well as create odd effects, like glows, odd colors, and pupil shapes.

Darter—The eyes fire jade slivers that are poisoned, the character can choose either 6DL or 6DB. The darts have a 10' range, and an eye can only fire one per day. The darts reform each day.

Enhanced Vision—The eyes see better than normal, giving the character +2D to Perception checks.

Essence Sight—The character sees patterns of Essence, rather than light, and can pierce darkness, fog, smoke, rain, sleet, snow, or even through light ground cover. It does not allow sight through heavy objects such as walls or trees.

Flare Compensation—Strobes, dazzles, and glammers are ineffective against these eyes.

Microscopic Vision—The user's eyes act as low powered microscopes. The eyes do take a round to readjust for regular sight. The character gains +2D for Investigation involving close examination.

Telescopic Vision—The user has a higher visual range, equal to a telescopic sight. The eyes do take a round to readjust for close up work. The character gains +2D for Perception checks at a long distance, and adds a sight bonus for any firearm they use.

Organ Tattoos—MA—Each of the character's major organs are imprinted with a Bound tattoo that create secondary "ghost" organs that activate if the character's internal organs are stressed or injured. These phantom organs can take over briefly in times of trauma, and give the character +2D to all Resistance and Stamina checks.

Respite Gem—M—This gem is grown inside the skull, and allows the character to forgo sleep for weeks, even months, if necessary, without any fatigue symptoms. The character can reset their circadian rhythms at will, as well as set their internal clocks to allow them to sleep for exact periods—15 minutes, two hours, or any increment.

Motion Detector–N–A gem that implanted into the nasal cavity. The spirit then detects motion and translates the information as a sixth sense to the user. The character has +2D for Alertness and Perception checks for motion, and those attempting to use Stealth in 15m of the character are at +2 Difficulty.

Saturnalia Gem–N–A small gem that is swallowed, and bonds to the stomach of the user, and renders them immune to alcohol and the effects of any other recreational drug as well.

Secretary Spirit–N–More than just a calender, rolodex, and phone book, this Spirit serves as a mystical servant to file paperwork, and perform mundane tasks of a clerical nature. The Spirit is housed in a gemstone on the back of the user's hand, and acts as personal assistant in making, and keeping track of appointments, phone numbers, and can even remind a character of names, dates, and keep track of birthdays and important events. It has a record function to take dictation, and while it can't type or file, it can replay recorded events.

Sensor Gem–M–A gem that is implanted under the skin of the forehead. The gem allows the characters senses to expand. The character is unaffected by fog, mist, even total darkness, and takes no modifiers for noise, smells, or other sensory overload or obfuscation. The character is at +2 Difficulty to Stealth attempts within 10m, and gives +2D to all Alertness checks. The character is similarly given +2D to resist glamour and illusions of any sorts. The down side to this is the character cannot use most forms of Home Theater, or Spirit driven read outs or displays.

Shift-skin–MA–This mod allows the character to store up to twenty patterns of skin tones, and can add up to +2D to Stealth rolls if properly used, or assist with disguise attempts, or just be fashionably outrageous.

Shift 'Tacts–N–Color changing contact lenses that bond with the eye of the user, and include a an evolving prescription.

Shift Tats–N--Spiritually bonded tattoos that appear in moments. The tattoos can move, glow, but are otherwise normal tattoos.

Skin Grafts–MA–Skin is altered to grow fur, scales, bone armor, or even fabulous plumage. Skin Grafts can be used for protection, +2D to Lethal Soaks, and can be used to resist Aggravated damage; the Graft can change the skin's structure to cause damage in combat–quills, spikes, sharkskin-like rasps, or bony knobs and plates for +2B or +2L damage; or it could be tailored for an environment–scales for desert, fur for cold, sleek blubber insulation for water–to give +2D to Survival in that environment.

Skinwatch–N–A sub-dermal timepiece that glows only on command. Popular among the Guild.

Skin Weave–N–A kernel of Jade is implanted under the skin, and allowed to blossom. The process takes a few weeks to grow the jade plates under the skin, but when done, the user will have +2DL armor under their skins, and is nearly undetectable.

Staunch Bugs–M–Nodules are implanted along the circulatory system. When the person is injured, these nodules burst open, and scarab like Spirits seal the wound in a single round. The character cannot bleed to death. Add +2D to Resistance checks involving bleeding.

Stabilizer–N–Tiny jade beads are implanted in the inner ear, and the character will never suffer

any form or motion sickness or vertigo. The character is unaffected by conditions that would produce these effects.

Tailored Scents–M–Tailored perfumes are created by the Spirit, and these scents can be used to influence others. The character has +2D to all Socialize rolls, and additionally resembles cheaper scent tattoos that create designer scents for socialites.

Tooth Grafts–M–Modified tooth buds are implanted and forced to grow. Teeth vary wildly, from dog, bear, wolf, feline, reptile, or any other toothed critter. Large teeth from hunting animals give a Str+1 bite, while more subtle teeth give a Str-1 bite. Serpent teeth give a Str-2 bite, and poison must be bought separately. The teeth take two to three weeks to grow.

Venom's Bane Gem–N–A gem that is swallowed that gives the character +2D against all poisons, and renders them immune to all ingested toxins.

Web Spinner–N–The character's wrists have gemstones implanted that spin webs as strong as steel, and much more elastic. The webbing can be used for creating rope, binding packages, tying down objects. The webbing has a thousand and one uses, for pilots, technicians, and law enforcement. One round of binding results in a gauze that will require a Strength feat to defeat. The webbing's Strength is equal to the character who spun it, but each additional round increases the Strength of the binding. The webbing is flame resistant, non-conductive, acid resistant, and insulating against cold. The creator can also dissolve his own webbing with a wave of a hand, and a de-binder is a usual complement to a tool kit. Some models can be implanted in the palm, or even on the fingernails, but these models are much more likely to be spotted.

Wolf Mein–MA–A Wolf Spirit is bound to a nodule of Jade and implanted into the nasal passage of the user. The user's senses are increased, and he is able to notice details better. +1 Perception.

Two Point Modifications

Aqua Skin–M–A smooth, nearly frictionless coating covers the skin, that allows the character to extract oxygen from water, the coating spreads in water to form webbing between the fingers and toes. The character can not only breathe easily under water, they have +2D to Athletics rolls in the water, and can apply the +2D to rolls for escaping bindings or disengaging from clinches.

Chloramorphosis–M–The character's skin transforms to a bright, chlorophyll green. The character can absorb energy through photosynthesis, but requires at least four hours a day to root to draw in minerals and water. Particularly rich soil that is fertilized can reduce this to two hours, but any activity during the "feeding" cycle will not allow the character to metabolize properly, and they will need to eat.

Comm Link–M–The character has an internal comm, that can be tuned to specific frequencies to allow him communication with a squad or others with the same frequency.

Essence Tracker–M–The character can home in on beacons and bugs that she is privy to the frequency of. Range is dependant on the bugs and beacons.

Exo-Frame–CR–An exo-skeleton bonded to the character, permanently. Frame Strength replaces that of the character, as the frame is doing all the lifting. This level of framing encases the user's joints, and gives the long bones support in an open network. Strength 6, -1 Dex.

God Voice—MA—The character's voice box is altered, but when finished, the character's voice carries more weight due to subliminal sonics. The character has +2D to all Manipulation checks.

Jade Plating—M—Granules of Jade blossom under the skin, taking two months to complete, but when done, the Bound will have +4B/L armor, usable to Soak Aggravated damage. The armor does bulk up the user, and they gain a good deal of weight. The user does lose a point in Appearance as the armor completes its transformation of the user.

Mystech Limbs—MA—Replacement limbs. Made of the Five Magical Materials, these limbs are usually quite obvious and artificial. Two point limbs are close in proportion to a real. Strength is equal to the user's original. Arms and legs can both inflict Lethal damage due to their sturdy construction, and can carry up to four options.

Chemical Excretor—Hand can excrete poisons, lubricants, dyes, scents, even blood or acid.

Combat Reinforcement—Hands are reinforced for combat. +1L for hands or feet.

Fingertip Compartments—Finger or toe joints are hollow and can store small objects. Note: cannot be taken with Combat Reinforcement or any other hand modification.

Flashy—The limbs are gilded and decorated.

Icer—The limb can project intense cold to extinguish fires. Can create clouds of mist to obscure and distract.

Handgun—The limb can hide a pistol, which must be fitted into the limb.

Hearthstone Setting—The limb can accommodate one Hearthstone.

Mystech Lockpicks—+2D to Larceny checks against locks.

Mystech Manipulators—Tiny tools can be extruded from the hands. Tool suites are tailored to jobs. Technical tools or Medical. Technical suites have a multitude of expandable and varied multi-tools. Medical models have scalpels, hypos, clamps, retractors and the like. The tool suites give +2D to Craft and Larceny checks, or +2 Medicine.

Quick Change Mount—Changing limbs, or hands or feet easy. One round.

Realistic—The limbs are glamour'd to appear, and feel like flesh.

Spike—Identical to the Jade Spike Modification.

Swimmers—The hands and feet spread out webbing. +2 Athletics to swimming.

Rippers—M—Long blades, that spring from the fingers. +1 Speed, +1 Acc +2L.-3 Def, Rate 5

Spitter—MA—Allows the user to spit acid or poison. The venom or acid do 2L for 5 rounds, or until washed off.

Tentacle/Tail Graft—M—A prehensile limb that is fully under the Bound's control. It allows no extra actions, but can be used unseen, or to provide leverage, or an extra limb if the others are

busy. The tail/tentacle can reach 1m. Can be fitted with micro-manipulators or other tools like a normal limb.

ThunderNet—M—A network of metallic fibers are implanted under the skin, and delivers a nasty charge. Popular with law enforcement, and can be deadly under extended use. 8DB and ignores armor Soak unless the armor is insulated. ThunderNets have their user's Stamina in charges, and one use recharges every twenty minutes. If the net is charged and used defensively, the character delivers 8DB to anyone who strikes him with a conductive weapon as well, without rolling for the attack.

Toxin Glands—MA—The character has had toxin glands implanted, either reptile, insect, or fish. The character is immune to their own poison. The toxin can be delivered by spitting, biting, licking blades, spikes, spurs, or the like. Commercial toxins deliver +7B paralytics, and more lethal versions do exist, but are tightly controlled by the Realm. +7L toxins are possible, but rare.

Truthsense—M—A small pearl of implanted Jade allows the character to read the stress in a voice, and adds +2D to determine if someone is lying. Note, this does not imply that a successful roll confirms the veracity of any statement, only that the person believes that it is true.

Voicebox—M— Moonsilver lace covers the character's larynx and allows the character to imitate most sounds that they hear—from wolf calls, bird songs, to specific voices. A Performance roll is still necessary to execute the voice or noise. The ST is the final arbiter if a sound is reproducible.

Three Point Modifications

Binder—MA—The Bound's bloodstream is alive with tiny Spirits, that act as soon as the character takes damage, knitting wounds back together with supernatural haste. If the character takes no actions, he will heal back one Wound level per round. Bones knit, wounds close, organs heal. The character cannot regrow lost limbs, nor Aggravated damage by fire and high strength acids. In order to act while attempting to heal, the character must check his Stamina, failure results in an additional Wound incurred. The character can flee and move while healing, but that is the extent of the action taken before incurring the Stamina check.

Exo-Frame—CR—Combat Frame. Encases limbs, torso, and braces back and neck. Appears to be made of black Jade plates. Impossible to hide. Strength 8, -2 Dex.

Hawk's Rush—CR—The character's nerves are bonded with Jade given the speed of a diving hawk. The user has +2 Dex, +2 Initiative, and one extra full action per round. The character is unable to use any Extra Action Charms, attempts to use Extra Action Charms will result in three points of Bashing damage, with no Soak possible.

Jade Body—MA—The character's body is heavily reinforced. Jade is bonded to the character's bones, and moonsilver is woven into their tendons and ligaments. The process takes six weeks, and even then it takes getting used to. When the process is finished, the character can raise Physical Attributes beyond five points with Mystech Modifications. The process gives the character +2 Strength, and two -1 Health levels.

Janu's Mask—CR—The character's face can deform and imitate anyone that the character has seen. This does not change the character's voice, or mannerisms, but can add +3D to an attempt to disguise oneself as someone else.

Mana Shield—MA—The Bound has some shielding against magical forces. The character may resist magical attacks without a physical component with an additional +3 to Soak, and may use his full Stamina to Soak Aggravated attacks involving such attacks. In addition, the character can add his Stamina rating to Stealth attempts against those using Mystech device, Spirits, and Golems. The shield does take some concentration to use, and maintaining the shield counts as an action for splitting actions.

Moonsilver Garrote—M—A spool of Moonsilver is held in the hand. The character must sacrifice one finger joint to be replaced—usually the tip of the thumb. The garrote does +4L, and ignores all armor not made of the Five Magical Materials. The character must make a normal grappling attack, but uses +4L for the damage.

Mystech Limb—Heavy Duty—Quite obvious to inspection, this limb is highly altered. Heavy, plated. Character must have taken the Jade Body Modification to use these limbs. Strength starts at 4 die, with the Jade Body, the effective Strength of the character is 6. Further boosting can be achieved by another investment of a point of Modification, to Strength 7. Heavy Duty arms can use all the options for Realistic arms and have further options. The arms have room for six options.

Buzz Hand—Hand folds into a small Moonsilver chainsaw. +2 Spd, +3 Acc, +8L, -2 Def, Rate 3. Considered Piercing, and ignores all armor not made of the Five Magical Materials.

Chain Ripper—Hand retracts and exudes a large Moonsilver chainsaw. Takes up four option spaces. +3 Spd, +0 Acc, +12L, -3 Def, Rate 2. Considered Piercing, and ignores armor not made of the Five Magical Materials. Handy in the woods, or for carving open doors...

Extension—Arm or leg may extend by 1m. Can be used to Stunt, and adds +2D to Climbing checks, stackable with claws or talon bonuses.

Grenade Launcher—The arm hides a grenade launcher.

Hammerfoot—A mystech ram. Delivers a solid kick. +8L. Usable once per round. Can be used to open doors or thin walls, or kick a horse to death.

Hammerhand—A mystech ram. Delivers a solid punch. +6L. Usable once in a round only, but otherwise can be used as normal in hand to hand.

Hearthstone Setting—The arm may mount two Hearthstones.

Rifle—The limb may support a shotgun or rifle concealed inside.

Skatefoot—Triples land speed. Must have Athletics 3 to use properly. Self propelled.

Shoulder Mount—Two extra arms may be attached. Arms must be purchased separately. Normal use will switch control of limbs from one pair to another—limbs set in place to hold an object will continue to do so once control is given to another set. Must have Mystech Memory in order to control them further to run the program to order the limbs properly. The control program requires on bloc of memory, and can give the limbs continuing orders—say climb a ladder while engaging in gun fight, pulling up a rope line,

opening and closing doors, simple actions will not require multiple action penalties, but any attempt to act with both sets in combat will give the character one extra action with the limbs, but subject to usual multiple action penalties.

Bi-Shoulder Mount—Allows two extra pairs of arms to be attached—these arms cannot be heavy duty, will not be realistic in any sense, have a maximum Strength of four, contain three options, and the controlling program takes two blocs, and allows two extra actions. Note—these arms will not be able to support any Three Point modifications.

Tri Shoulder Mount—Allows three pairs of arms to be attached—these arms cannot be heavy duty, will not be realistic in any sense, have a Strength of two, contain two options, and the controlling program takes three blocs, and allows three extra actions. These arms will not be able to support any Three Point Modifications. Most often used with tech support and specialists.

Spike and Towline—Two option spaces. 40m cable, and one ton test. +2D to Climbing checks.

Springboard—The character's jumping height and distance are doubled.

Staff—The limb may support a full sized staff. This takes two option slots.

Talon Foot—Retractable blades swing from the feet.+0Speed, +2 Acc, +4L,-4 Def, Rate 3. Can add +2D to Climbing checks.

Wand—The character's arm hides a normal wand. Choose variety.

Slicers—MA—Crystalline blades that are discrete and nearly impossible to detect. +0 Spd, +2 Acc, +2L, +0Def, Rate 5

Tiger Blades—MA—Long tiger claw inspired blades. A trio of Jade, Orichalcum, Moonsilver, or Starmetal blades spring from their housings in the forearms. +4 Spd, +3 Acc, +4L, +2 Def, Rate 5.

Four Point Modifications

Body Plating—CR--Permanently Bonded Armor. Character resembles a Golem. Character can take five Optics—optics don't have to correspond to any normal eye positions—and two auditory options. The character is encased in a shell of the Five Magical Materials. Character has a Soak of +10L/12B, and this can be used against Aggravated damage. Armor can be further fitted, but only specially made. The character now resembles a light humanoid Golem.

Exo Frame—CR—The largest frame made. Encases the operator fully. Considered a life support suit, and Hardened. Allows for 12 hours of operation without air with no ill effect. Most often taken with Body Plating, to complete the look of a Golem. Strength 12, -2 Dex.

Mana Jet—MA—A wide band Essence emitter. Ruins for the duration that the Jet is operating, Essence based detectors or even Charms in a 100m radius. This prevents communications over the Mana Net, Essence Sight, and ruins communications with Spirits that are not Bound directly. Commands already given to Golems will be carried out, but no communication will be possible in the radius of a working Mana Jet. The jamming will be noticed fairly soon by the target

though... Sorcery is severely limited by an active Mana Jet, and all costs are doubled, both in Essence and Willpower while an active Mana Jet is active, and all Spirit Charms are also doubled for cost as well.

Quicksilver—CR—The character's nerves are bonded with Moonsilver and a is Bonded to a Lightning Spirit. The user has +3Dex, +3 Initiative, and two full extra action per round. The character is unable to use any Extra Action Charms, attempts to use Extra Action Charms will result in six points of Lethal damage, with no soak possible.

Mana Net—

One of the most pervading aspects of the Realm in the Long Second Age, besides the Wall, is the Mana Net. Links of Essence from across the Creation, through the Reality Towers, the Stelae, the teocali, and into the vast Mana Net inside the Wall. Essence flows across the Creation through ley lines incised by these anchors. Manse and Demesne are linked into the Net to add their power to the whole, and many of the places of power held by the Solars and Lunars have been tapped and lost forever.

The Mana Net is more than just the power grid for the Realm. Each node, each tap, each point in the Net, allows communication, places for Spirits to commune with others, giving the Realm instant communication. A mirror in the North can instantly link to a mirror in the South, and Spirits can access the Libraries of the Blessed Isle as easily as their master's in The Lap.

Most homes have magic mirrors. Mirrors act as communications, entertainment, and as scribes and assistants. While the cheapest of mirrors are only comms, more expensive models have Home Theatre functions, as well as Bound Spirits, Avatars, to search the Mana Net for information.

And some of the more enterprising of the Guild, the Heptagram, and other Mystechal societies have used their knowledge of the Mana Net for profit. Most who own a mirror use their connection to the Mana Net for legal purposes, but not all. A Bound Spirit can be commanded to perform functions that the Kraftwerks didn't intend, and with sufficient Occult, a Thaumaturge or Sorcerer can perform miracles, to most eyes. Mirrors can transmit spells, can be used to raid data stores, links to the Mana Net can be used to hijack Spirits, subvert Golems, even command Spirits linked to the Net to perform acts contrary to their Bond, if a Splinter can crack the mirror they're Bound to.

While it is possible for a mortal, or even an Exalt to work directly with the Mana Net, is often slower and more dangerous to boot. Most use an Avatar Spirit to work in the Mana Net—the Spirits do the actual work and carry out the instructions, giving the Splinter a level of protection, as well as lending their speed and mystical acumen. Without the buffer of an Avatar, direct contact with the Mana Net can be dangerous, and if only using the interface of a magic mirror, generally slow.

Each mirror, each Node in the Mana Net, has protective function, a Ward. The Wards are designed to Bind the Spirits that function in that Node, as well as prevent intrusion. The Ward rating is usually equal to the Essence score of the Spirit protecting the Node, but that can be increased by magics. In order to defeat a Ward, the cracker must overcome that Ward, either by Occult means, or by subverting it with another Spirit. The Sliver uses the Performance rating of the mirror they are using, usually the Essence score of the Avatar Spirit, or the Occult+Wits of

the Splinter if they are cracking the Mana Net directly.

Using an Avatar Spirit is the safest method to access the Mana Net. The Avatar provides a buffer, and allows the user to perform actions while it carries out its own actions. An Avatar acts once per round for each point of Performance it possesses, while the user can provide instructions, suggest stratagems, and can look after the defense of the mirror that she is working on for counter-intrusion by a Warded system.

Acting without an Avatar, with a simple keyboard and hand interface, the character can attempt to crack another Node, but she is limited to one action per round—either to intrude or defend, and the Sliver cannot access information directly, but must store the information gained within the mirror before accessing. A character with Mystech Memory can crack the Mana Net directly, and while in the Mana Net they may act once per round for each point of Essence they possess, this opens the character up to counter attack directly, although they may access information immediately, and have it downloaded to their Mystech Memory instantly. Most Splinters with Mystech Memory choose instead to use Avatars for the cracking, and concentrate on defending their connection.

Some Nodes are simple communications devices—mirror faces—some are passive mirrors for entertainment feeds like Home Theaters. Most homes use their mirrors for several functions, but many cannot afford more powerful systems. Even comms and Home Theatre systems have Wards to protect them from intrusion, though most aren't that high. Magics and Mystech devices can increase the security of Nodes, which can lead to secure lines that have no Avatar functions.

While a Magic Mirror has a Storage rating, this does not reflect how powerful alone the system is. This rating is how much space the mirror has to host files, as well as how powerful an Avatar it can host. A mirror with a high Storage rating can host a powerful Avatar, or a minor one with lots of Abilities and files. The cost of mirror is without the Avatar. Avatars are Bonded to a mirror or Mystech Memory when they are installed.

Mirrors can be purchased with five points of Storage per point of Resources spent. Most mirrors have a default Ward rating of one per five points of Storage, though this can be boosted at a later date. The cost will be equal to the cost of the new Ward rating in Resources. Artifact mirrors exist, and are often used by the Dragon Blooded and other Exalts for their secure Nodes.

Avatars do more than provide access to the Mana Net, they provide skills as well. Each Avatar takes up as much Storage as the sum of their Essence, and their Abilities. An Essence 4 Avatar, with Bureaucracy 3, Linguistics 2, Lore 3, and Investigation 2 would need a minimum Storage of 14. A Mirror is a medium in which the Spirits work, and each Spirit needs a large enough vessel to operate in. Generally speaking, most home mirrors do not store information, but rather access other sources. Every five points of Storage can hold the equivalent to one point of the Library Background.

Avatars are more than just utility programs, but have personalities of their own. Each Avatar has its own quirks and is unique. Many come in basic types: Professorial, Lordly, Scholars, Mystechs, Magistrates, Demons, Fae, Harlequins, or any other variant, but at their heart, all Avatar Spirits are Spiders Spirits who span the Mana Net like a vast web. Despite this, Avatars are good mimics, and adapt to their mirror's owner well, learning their likes, and dislikes, and their patterns, anticipating the needs of their master, and they adapt their appearance and mannerisms to suit their owner. An aggressive Splinter will develop an aggressive Avatar, a

cautious scholar will find his Avatar to mirror his patience. Often Avatars will seek out information for their masters while the mirror is stored. This trait can be reined in, but Avatars will seek to be as useful as possible.

In game terms, each time a character attempts to probe a Node to crack a portion of the Mana Net, she must overcome the Ward of that mirror. The attempt is a resisted roll, and if the character or Avatar achieves more successes than the Ward rating, she can then access that Node. If the character doesn't, but only ties, the Ward does nothing, but the attempt fails. If the Node scores more successes, it may then activate their own defenses.

A Spirit may roll its Performance rating against a Ward to defeat it. Usually, the Performance rating of an Avatar is its Essence score, though equipment can affect the rating. If a Ward is not defeated by a roll, the Avatar or character can attempt to subvert it again, but the Node is now activated, and can defend itself—and once alerted, a Node can act equal to the defending Avatar's Performance rating.

A Node's defenses may normally back trace an Avatar to its source by either a Performance roll itself, or if guided by a user, a Wits+Occult roll against the Performance of the Avatar. If a user is minding her own mirror's defense, then the attempt to back trace is a contested Wits+Occult rolls. Once the defender finds the offender's signal source, the Node can then make a counter attack, against the Ward rating of the offender.

Inside a Node or system, a successful Sliver can inject their own commands. That can be simply to observe and be ignored by Wards or other users—Performance+Stealth. Each success hides the Avatar or Sliver for a cycle of a Ward's sweep. Stealth can be attempted against an active system, but the roll is contested by the opposing Avatar. At least three successes must be achieved to convince an Avatar that the intruder has left. To find information to download back to the user's Node or mirror, Performance+ Investigation. In order to execute commands, the Avatar must make another contested Performance roll against the Performance of the Node in question.

If the character is making an attempt to crack a Node with Mystech Memory, he can make a Wits+Occult roll against the Performance of the system. Information can be copied equal to the one block of Storage per point of Performance per action. Information can be erased at the same rate. Information can be altered at a rate of one block of information per point of Performance per round. Note: if a character is attempting to hack the Mana Net with Mystech Memory, and an invading Avatar manages to bypass her defenses, the invader can alter memories, edit their personality, even destroy their personality. If the character's defenses are breached, the invader can choose to alter one point of Mental or Social Attributes per action, and the character's only recourse to stop them at that point is to sever the connection. If they're able to, because most Avatars that attack a Mystech Memory core, use their first action to render the victim unconscious to allow them full access...

Examples:

Mirror Face—A device for hand held communication, and popular in the Realm. Most do not sport an Avatar, but do have enough storage for images, messages, and files for perusal later on. Most can link to the Mana Net entertainment feeds, but their small size gives them lousy resolution. Cost • Storage 5 Ward 1. Stronger Wards are available for more secure communications, with an increased cost equal to the level of the Ward.

Wall Mirror—The standard Home Theater console for most homes. While the mirror provides a link to the Mana Net, and acts as a communicator, it has no Avatar, and stores only programs, lists, and messages. These mirrors are convenient for accessing public library Nodes, and to navigate one must make an Lore+Wits roll. Cost • Storage 5 Ward 1. Stronger Wards and more Storage cost an additional point of Resources each, though Wards are rarely increased as it is mainly an entertainment unit.

Data Scroll—Popular among the Heptagram, as a convenient method of storing work. A flexible mirror surface contained in a small scroll case, that can unroll and contains a stylus for altering documents. Most Sleeve Mirrors have limited access to the Mana Net, both for information and communication. Sleeve Mirrors are bulky, but have excellent resolution. Many have minor Avatars, simple information retrieval Spirits to find and schedule appointments.

Cost ••• Storage 15 Ward 3. Most are loaded with a minor Avatar—Essence 2, Bureaucracy 3, Occult 2, Lore 2 Linguistics 3. This leaves 3 blocks of Storage free. Note: the Avatar and its skills have been loaded by the Heptagram, and this Mirror would cost far more loaded with its Avatar.

Desk Mirror—The standard workstation mirror. Usually bonded to a desk or laboratory space, these mirrors are the work horses of the Mystech world. While these mirrors can and are often used as comms, and for their display capabilities, they are mainly used to give commands and monitor Mystech processes, as well as search the Mana Net for information. Most often bonded to a Spirits with some power, these station mirrors are usually immobile and monitored.

Cost •••• Storage 20 Ward 4. Most have been loaded with a fairly strong Avatar—Essence 3. Most are loaded with Library 2, Linguistics 3. This leaves 4 blocks of Storage free for custom Abilities or storage for files. This model is most often altered at a later date with custom gear, especially if used by a Sorcerer, and often more Storage.

Librium—A standard scroll case size, that contains a screen of Moonsilver and White Jade. A Librium contains information like any scroll or book. Most only contain a single book or source, but more expensive models can store several books, and can expand their memory function with normal data crystals. The most expensive models can access the Mana Net to download more information, but these only from legal sources and libraries. Cost: •to ••• Storage 2, 4, 6a Ward 2 Cannot load an Avatar or be used to access the Mana Net save for approved sources. Rarely used for anything but text and photos.

Secure Board—A large mirror case, that unrolls into a near table sized mirror. Equal to a Desk Mirror in size, and often loaded with custom gear. This model is the base for many Artifact Mirror Scrolls. Usable as a comm, a home theater, and a work station, these Mana Net mirrors are portable, and have enough storage to house a powerful Avatar, as well as a good sized Library and Abilities.

Cost: ••••• Storage 25 Ward 5. Most have been loaded with a strong Avatar—Essence 4 or 5. Most are also loaded with Library 3, Investigation 4. This leaves precious little space for Storage, but most have been altered increased Storage, Performance and stronger Wards. These Secure Boards are the workhorses for the Security professional in the Realm and abroad.

Custom Modifications

Burster—This device surges Essence across a link once a connection has been made. The first action the Avatar takes is to send a charge of Essence from the Mana Net into a Node. It doesn't attack the Ward, but instead the Node itself. Burster does damage equal to its Performance rating to the mirror, directly to the Performance of the system. If the damage done exceeds the Performance of the system, it will shut down automatically. A system that is Burst cannot be accessed, and is rendered inert and useless. Often used as a counter measure by Nodes. Cost: ●●

Chameleon—This crystal allows the Avatar to instantly conform to the Node's usual user's specifications. It defeats Ward sweeps instantly so long as the Splinter does not alter or make any commands. The Avatar can view and sample files, but cannot download them until it retreats from the system. Cost: ●●

Code Crystal—An encrypted crystal is imbedded into a Node. The codes are changed daily, and most secure systems have adopted this feature. Protected systems add +3 to their Wards, unless the specific codes are loaded into your mirror. If the Code Crystal's encryption can be broken ahead of time, you may ignore this feature. Cost:●●●

Corkscrew—While this modification slows an Avatar to glacial speeds for the Mana Net, one action per round, it increases the Performance of a mirror by +4. Wards however, so breached, do not register the Sliver's Avatar on subsequent passes. Unless the Splinter takes actions to damage a mirror and its files directly, the intrusion is invisible. Even changes in the Wards, back doors, or file changes are done so slowly, that the defenses don't register the changes. Cost: ●●●

Decrypocyphia—This application can overcome an encryption crystal. The Decrypt crystal must convince the encryption crystal that it has received the proper authorization. The system must roll its Performance directly against the encrypted device's Performance. The files will remain encrypted until the Decrypter achieves more successes than the system it is trying to translate, but can check once per action. Cost: ●●●

Dump—This option acts in tandem with the Ward. If the Ward defeats an Avatar's Performance roll, the character is dumped from the system and cannot log back in without making an entire new connection to the Mana Net, or can set up a new scrambler code. The Dump seals the system from the code that attempted to unauthorized access. A Dump can be enacted by an Avatar on a subsequent Ward check, or an activated Avatar that detects the intrusion. The Dump can be avoided by a resisted Performance check, but if the intruder only ties, they are Dumped. Cost:●●

Ejector Memory—When a mirror is cracked, the intruding Avatar often attacks the Storage capacity of the mirror. This mod caches the Storage. Files must be defined as protected—Abilities that the Avatar doesn't use on intrusions, such as Library or Linguistic files—and are immune to erasure by outside sources. Cost: ●●

Encryptomicron—This crystal translates all data in the mirror into a private language. In order to make out any of the data, or even make sense of the files, the intruder must translate the files. This requires an extended Wits+Lore check, with a difficulty equal to the Performance rating of they system. An Avatar can attempt to decrypt a file, but it must make an extended Performance check, at a difficulty of the Performance of the system that it trying to translate. This check can be made for each action, but, if at any time, the check fails to garner a success, the encryption

resets itself, requiring the intruder to begin all over again. This modification is a slim insert that bonds to the surface of the mirror, and then diffuses throughout the mass of the mirror to insinuate itself throughout. A private key code can instantly translate without invoking the encryption—anything from a word, a phrase, a touch code, fingerprints or even a bloodline. Cost: ●●

Fader—This crystal filters the signal across the Mana Net, and damps down the signal when not in direct use. This effect masks the mirror's signal if a Ward ousts your intrusion, and hides your signal from detection. The first attempt to trace your signal back to its source is made at +2 difficulty. If the Ward does not find your signal back, your Avatar may stay in the system without being booted and may attempt to subvert the Ward again, next round. This option cannot be used with a Power Booster. The second attempt to trace your signal is made at +1 difficulty, and this trick will not work a third time. Cost: ●●

Familiar Avatar—A secondary Avatar Spirit. This Avatar can perform actions just like your main Avatar, perform additional searches, or even defend your mirror against counter attacks by Secure Nodes. Familiar Avatars cost the same as normal Avatars, and eat Storage fast.

Hardening—This modification nullifies the effects of a Mana Burst, Mana Jet, or a Burster modification. The Wards will hold despite this treatment. Cost: ●●

Lockup—This device activates if an intruder is detected. The Avatar must overcome the system's Ward a second time, and if the intruder is unsuccessful, it reduces the Avatar to a single action per round, which can be used to overcome the Lockup. If the intruder shuts down their mirror while the Avatar is in the Lockup, the Avatar is lost, and can be interrogated, or destroyed. Cost: ●●

Power Booster—A crystal matrix that can focus the Essence feed to boost power. The crystal gives the mirror +2D to all Intrusion attempts by overpowering Wards. It does nothing for attempts to subvert networks by Stealth, or assist in Performance checks to give commands once a system has been penetrated. Considered restricted Mystech by most of the Realm. Not bad if you're in Security or a Magistrate, not so good if you're not. Cost: ●●

Quicksilver Cabling—While most magic mirrors are made of Moonsilver to some degree, this modification increases the response time from the Avatar or mirror. Performance is increased by a point. +●●●●Cost.

Router—This device sends false trace readings. The tracking Avatar must overcome a Performance roll against the Wits+Occult of the user, who sets up the trace route. If the tracking Avatar succeeds, it can remove one false lead. It can still act its Performance in actions per round. The Router can set up to the user's Wits+Investigation in false leads. If the tracker fails its Performance roll, it must spend a full round to gain its bearings again. Cost: ●●

Scrambler—Each mirror has a signature in the Mana Net, which identifies the user and their location. This information can be changed and altered each round to defeat tracers or identifiers. If a system can track the user, and break through its Wards, unless the system makes a successful resisted Performance check, it will not get the proper information from the mirror using a Scrambler. This can send the Hounds to the wrong location, or at least not identify the users properly, and if the system is using a Dumper, it will not recognize the user on subsequent attempts to hack it. Cost: ●●

Secure Comm Link—A heavy duty scroll case, that can be added to a normal Data Scroll or Secure Board. Add +3 to Wards for communications with a scroll or Node attached to this Modification. Cost: ●●●●

Shielding—An increase to the Ward protection for a Node, that doesn't take up valuable Storage space. +1, +2, or +3 can be added to the Ward of a Node or system. Cost: ●●, ●●●, ●●●●

Slaver Kit—Hard wired linkages to take over any device with an Aetherstone. These devices bypass the Mana Net protocols. When installed, the user must defeat the Wards with a Wits+Occult roll, but no defensive bonuses like Shielding, an active Avatar, or Code Crystals will be effective. The Golem mites that create the linkages are expensive, and physically alter the Wards that Bind Spirits to accept commands. A common Slaver Kit has enough Golem mites to take over a dozen Golems, or a small facility's Security Node. Each system is different, a carriage or Golem would require a single mite to be installed. Disabling the security mirrors for a floor would require a mite per mirror, which would have to be installed by hand. Subverting a Skyship would require a dozen or so mites. An entire facility might require more than two dozen placed precisely. The ST is the final arbiter of how many mites, and how many successes will be necessary to disable a system. Cost: ●●●●for 12 mites.

Slow Cloak—This device cloaks the Avatar from detection, but does so at the cost of speed. The Avatar gains +3 to its Performance rating, but loses half its actions per round. Cost: ●●●●

Spec Screens—Mirrors painted onto glasses. Not the highest resolution, but these interfaces allow a user to check the Mana Net, with the full resources of their Mirror, without unrolling it. While these screens are not the best for performing complex work—+2 Difficulty to all Occult rolls to create or perform complex actions—they are perfect for checking specs, touching base with an Avatar performing a task, and retrieving information quickly. Cost: ●●

Storage—Gives a mirror more Storage after they come off the production line. These increases do add to the thickness of the mirror surface, although scroll cases can usually accommodate changes. Cost: ●● for +5 Storage, ●●● for +10 Storage, ●●●● for +15 Storage. More Storage can be purchased at any time, though, a scroll case must be altered for an additional +●● Cost if any Mirror receives more than a +15 Storage upgrade.

Tap—A device attached to a mirror can allow a stronger connection. A physical connection allows a Sliver to bypass the Wards for initial entry. This does not prevent detection while intrusion is in progress, but a Tap allows the Splinter to ignore Wards for the first five rounds of action. Actions that may awaken defenses will require a check against the Node's Wards. Taps may be discovered by physical checks of the Node, and when hiding the Tap, an Intelligence+ Larceny check is made. The difficulty to find the Tap is that check's successes in difficulty. Cost: ●●

Tracker—A mirror that is cracked, can send up flare into the Mana Net once it has located the offender. This option is cheap, and alerts the Magistrates and security personnel in the area to the intrusion. Once the system is found, instead of attacking its Wards, it automatically tags the offender's location, and *then* proceeds to attack the Wards of the offender. Cost: ●●

Twiner—A mirror is altered to give a specific trace. Each time the mirror is fired up, it gives off a profile that either mirrors a trace that is recognized by the Wards—which requires the proper codes, or access to legitimate mirror to pick up the trace and an extended Intelligence+Occult, difficulty equal to the Ward rating of the mirror—or a trace that sends security to another source.

Either way, the Twinner adds +2 to the Ward rating of the mirror protected. If the Twinner reflects an authorized user, the Sliver does not need to roll Performance until she attempts to perform tasks that are against the parameters of the usual user. Cost:••••

Artifact Mirrors

All ratings are current. Storage is calculated with Avatar and Abilities already loaded.

- **Jade Mirror Scroll**—A common item in the Realm, usually held by Sorcerers, but often by talented Thaumaturges. These mirrors are bound with liquid Jade screens. These mirrors are workhorses, able to connect to the Mana Net, and automatically Hardened to protect their Avatar Spirits. These items have a powerful amount of Storage, and come with Library 3. This cannot be improved upon, except during play, and neither can its Avatar be increased. Avatar Spirits are Bound to particular Jade Mirrors, and cannot be dismissed or replaced—though the Avatar can be taught and uploaded with additional Abilities. Performance-5 Storage 15 Ward 5. Avatar 3. Library 3. Linguistics 3, Lore 4.

- **Crystal Screen**—Appearing as a normal Data Scroll, this Artifact unfurls to a large screen. Held by the upper levels of the Guild, and the Heptagram, these devices contain powerful Avatars, and their Storage is legendary. While the Bound Avatar cannot be dismissed or replaced, its Library feature can be improved during play. These screens come Hardened to protect their Avatars. Clear and precise, these Screens ignore all attempts to encrypt data, and reveal attempts to cloak or hide data. Performance 6 Storage 20 Ward 6 Avatar 3. Library 3 Linguistics 4, Lore 4.

- **Silvered Mirror Mask**—A Moonsilver mask that hides the features of the user, and allows them to shift their perceptions from the world around them, to the functions of the Mana Net. The Bound Avatar cannot be dismissed, nor can its Library feature be improved, these devices are made for Splinter work. They cannot be improved with modifications, but the Avatar can be taught new Abilities. Performance 7 Storage 10 Ward 6 Avatar 3 Library 3, Linguistics 2 Lore 2 For a cost of 5 motes, the Mask can appear as the user's bare face.

- **Mirror of Command**—A black and Red Jade incised mirror scroll, the Avatar is not only a powerful entity, capable of great works, the mirror has the power to override the commands to the Bound. Devices powered by Spirits of Essence 2 or less can be suborned. For a cost of 10 motes, the Exalt can take command of a vehicle, Node, or Mystech system through the Mirror. Household Golems, most civilian vehicles, and many household items and common Mirrors can be completely overwhelmed. Note, any device linked to the Mana Net can be overridden, but contact must still be made normally, which requires an Occult+Wits roll.

While the Command Mirror can easily overcome Golem servants, and minor devices, it is a powerful tool for intrusion on its own. The Avatar it is Bound with cannot be replaced, but the device is Hardened. The Avatar Spirit can be taught new Abilities. Performance 6 Storage 10 Ward 6 Avatar 4. Investigation 4, Occult 3, Bureaucracy 4 Lore 2.

- **Quiet's Mirror Scroll**—Encased in White Jade, this mirror scroll is silent. It opens without sound, the Sliver cannot be heard while using this device. While this alone makes it useful for Splinter work, the Artifact has a more powerful feature. For a cost of 10 motes, the Avatar can work silently for a scene. Wards breached do not trigger a Node's defenses, and subsequent sweeps by the Wards do not register the Avatar. Changes made to a Node have no chance of being noticed until after the scene is concluded. Security features do not recognize the

Splinter once the Wards have been breached. The Avatar can only act once per round to perform any task. This feature cannot be altered, nor can the Avatar be replaced. The device is Hardened, and the Avatar cannot be taught any new Abilities. Performance 7 Storage 5 Ward 6 Avatar 4 Investigation 4 Occult 2 Bureaucracy 3, Lore 2 Stealth 4

- **Mana Ride Screen**—A Starmetal and Moonsilver scroll case that unfolds into a large screen. While not a particularly powerful mirror on its own, the mirror has one ability that makes it useful beyond others. For 10 motes the user can reach through the screen to place an object through the mirror that has been cracked. For 15 motes the user can open a portal between the two mirrors that can pass a single person through. For 20 motes the user can open a portal that can pass four man sized creatures—note, this does not mean a single creature the size of four men could be passed, but a portal roughly man sized will stay open long enough for four normal men to pass through. A War Golem could not pass through this portal. In order to achieve a connection for a portal to open, a mirror's Wards must be breached, and its Avatar cannot be active. For 20 motes additionally, the user can pass through the screen and collapse the Screen behind him and recover it after travelling. The Avatar for the Screen cannot be replaced, although it can be taught new Abilities.

The device is Hardened. The Screen will not accept new Modifications. Performance 6 Storage 15 Ward 7 Avatar 5 Lore 4, Investigation 4, Bureaucracy 3

- **Terror's Scroll**—Encrusted with Black Jade and a thin sheen of Starmetal. This scroll can contact other Nodes, even Bound devices that are attached to the Mana Net, and use the connection to attack. The Avatar must make a normal connection through the Mana Net, and remain hidden until a target comes into view of the mirror or Node. This can be made through a Home Theater, a Mirror Face, a Desk Mirror, or even through security mirrors in a lab. The Avatar must not be discovered while it waits for its target. Once the target comes into view from the mirror in question, the Avatar can make a magical attack. The user fuels the attack with Essence, for 10 motes, the attack is made at Performance+2 die, and inflicts 8DL. For 15 motes, the attack is made at Performance +4 die, and inflicts 10DL, and at 20 motes, the attack is made at Performance +6 die, and inflicts 12DL. This attack is made from surprise, unless the target has Charms that would allow him warning or to Dodge attacks he was unaware of. The Avatar can continue to make attacks against the target so long as they are in front of the mirror. If the mirror that the connection is made with is broken, the connection is severed with no harm to the Avatar, but in order to renew an assault against an opponent, a new connection must be made. A clever Splinter could turn a heavily monitored hallway into a deathtrap of deadly mirrors. The Avatar for this device cannot be replaced, although it is Hardened. The Avatar can be taught new Abilities, and will accept new Modifications. Performance 6 Storage 10 Ward 7 Avatar 5 Stealth 4, Investigation 4, Occult 3

- **Chefka's Ryde**—This Mirror dates back to the First Age. Orichalcum rims this Moonsilver mirror, with settings for three Hearthstones. At least one Hearthstone must be placed into the mirror to activate it. The user may place two other Hearthstones in the settings, and they will gain the benefit of those, but the initial Hearthstone does nothing but power the device.

The Solar Chefka used this Mirror to enter the Mana Net, and received the protection of its Avatar, while allowing him the benefits of his masterful skill in Occult

knowledge to raid data from the upstart Dragon Bloods who rose against him. Clad within the Ryde, Chefka could travel anywhere along the Mana Net, strike at any Node, and disappear into the Net again at will. He was smoke and shadow in any mirror, and many Dragon Bloods broke any mirror they saw to avoid the Chefka's vengeance.

The Ryde is a powerful Mirror in its own right, and it is rumored that the Avatar is a God who still owes Chefka's memory allegiance, others say Chefka himself joined with his Ryde and is its Avatar.

To use the Ryde, the user has but to step *into* the mirror. The Moonsilver coats and protects the user, allowing them to access the Mana Net directly. The Avatar may act for the user, either to protect the user from trace and detection, or to perform tasks while the user souses out defenses and Wards. The user may physically pass through any mirror that they have contact with. Once a Ward is defeated, the user can spend 10 motes to pass through the mirror. The Avatar can continue to act, and maintains its link with its master with a sheen of Moonsilver that covers the user's eyes until he passes back through the Ryde. The user may keep contact with the Ryde, and it can disconnect and crack another mirror near the user to effect an escape route, perform other tasks. The user may use another mirror to contact the Ryde through the Mana Net to create a connection to form a returning portal.

For 15 motes, the Ryde can allow the user to make a normal attack through a contacted mirror. Contact is made as normal, and the Avatar can hide its connection as normal while the user prepares their attack, even a Spell can be transmitted by the Ryde for an additional 15 motes. Unless the target is aware of the connection, and the capabilities of the device, or has the proper Charms, the attack is made from surprise. Chefka was said to litter the halls of the Dragon Blooded with dead, night after night, leaving behind thousands of broken, chipped, Obsidian Butterflies.

For 20 motes, the Ryde can attempt to trap a target within itself. The Moonsilver flows across the connection. The Avatar makes a Performance roll, as an grappling attack, Strength 8. If the attack succeeds, the victim is grappled. If the victim cannot free themselves by the second round, they are covered by the Moonsilver Ryde, and if they cannot free themselves by the third round, they are passed through their mirror, and Dematerialized. The victim can be left then inside their own mirror, trapped, filed in their own mirror as a Storage file, equal to their Essence score, or transferred to the Ryde, and stored there. While Dematerialized, the victim is severely limited, and Bound within the confines of the mirror unless they have Charms or Spells that could effect their freedom.

Rumor has it that the Ryde can absorb Essence from the "stored" files, and that the souls of those enveloped are destroyed by Ryde to power it.

The Ryde cannot be altered by any Modifications, the Avatar cannot be altered in any way, it is Hardened against Mana effective attacks, and as of yet. The Ryde's Avatar cannot be taught any new Abilities, and scoffs at the very idea. Performance 8 Storage N/A Ward 9 Avatar 6 Library 5, Lore 6, Linguistics 6, Bureaucracy 4, Investigation 6 Stealth 5 Lore 5 Occult 5

Golems

One of the greatest boons of the Mystech revolution has been the creation of cheap and loyal servants by Binding Spirits to power Mystech devices. While many devices are powered by Aetherstones, from ventilation systems, to sewage treatment plants, what captures the imagination of most of the Realm, when they think of Mystech, are Golems.

Golems come in a variety of shapes and sizes. From tiny cleaners that sweep streets and homes with efficiency, the Nanny Golems and Pleasure Drones of the Dynast Houses, to the War Golems and War Kites that protect the Realm.

All Golems center around their Aetherstone. While many Mystech devices are powered by an Aetherstone, most do not have the degree of autonomy that Golems possess. Even the least of Golems has to be able to think well enough to perform basic tasks, without supervision. The following are examples of the most common of Golems used in the Realm today.

Cleaner Mites—Resources ••

The spider Spirits that are Bound to these Golems differ from most normal Golems, in that each frame doesn't have an Aetherstone, but rather are controlled by a single, central Golem that controls a legion of mites and tiny Mystech drones. When purchased, the Cleaner Mite is set up, and given orders for the area that it is assigned, along with what it is to and not to touch, and for how long an item should remain before it is to be carted away, and where to. Mites can be given orders to carry away dirt, crumbs, crumpled paper, wrappers, bones, and other trash, while leaving sheets of uncrumpled paper alone. When activated, the central Spider Spirit then releases a horde of half inch mites that scour an area clean every twenty-four hours, removing all traces of dirt, grime, or garbage. The mites are controlled the central Spirit, and many mites can be assigned to carry away things like food containers, or rip them apart, and cart them away. They will maintain an area as large as 100 yards free and clear of trash and debris, cleaning stains and grime away. Most times, they do so in an unobtrusive manner, and Cleaner Mites are rarely seen actually working. Buildings often buy several Mite colonies to clean their buildings, instead of a janitorial staff. Stains will be scoured away, though Mites are installed with a prohibition against cleaning up blood, without express orders, and then it stores that order for perusal for up to a week for the authorities.

Janitor Golem—Resources ••

Ubiquitous, these nondescript Golems carry an array of cleaning tools, and scurry along with little sound, and little notice. Most are small, vaguely humanoid, with a blank metal face, polished to a bronze mirror sheen. They clean, pick up, and straighten offices, hallways, and are barely sentient. They concern themselves only with their duties, and then return themselves to their closets until their next scheduled cleaning cycle. Able to take orders, they will leave areas alone, pick up only specified receptacles, but don't do more than the scope of their orders—sometimes to the regret of their masters.

Str-2 Dex-1 Stam-6 Chr-0 Man-0 App-0 Perc-3 Int-1 Wits-1

Virtues-Not applicable.

Abilities-Endurance-3 Resistance-4

Charms-Possession

Base Initiative-1

Attack-None. Janitors cannot initiate any hostile action against anything but trash.

Dodge Pool: 1 Soak-2L/4B Willpower-2 Health Levels -0/-1/-1/-2/-4/ Incapacitated

Essence-1 Unable to use any Charms whatsoever in their current form.

Butler/Valet Golem—Resources ••••

The key to any good Realm estate, these Golems are shining brass, chased with inlays, are fashionable and designed to accent a home, coming in a variety of colors and styles, at heart, they exist as personal valets and servants. They are usually smart enough to keep schedules, perform tasks without being asked, and conform eventually to the wishes of their master's needs. From laying out clothing appropriate to the function, getting dinner ready after a hard day on the estate, drawing a bath, to helping dress and put their masters to bed after a long night of drinking and carousing, these Golems carry some of the tightest Bindings of any Golem—including War Golems. They perform tasks without being asked, and organize their own affairs to be sure that a household runs smoothly, often being given domain over several other Golems to insure that a house is kept in perfect order. Valet Golems can perform a myriad of tasks, and keep busy constantly. They can even act as gossip gatherers, confidants, and sounding boards, if their masters so desire. Some of the most trusted of servants, these Golems often cross the line between servant and friend for young Dragon Bloods, always looking out for the safety and comfort of their charges—even going so far to interpose their frames against threats, if need be.

Str-3 Dex-4 Stam-8 Chr-3 to 5 Man-3-5 App-0 Per-4 Int-3 to 4 Wits-3-4

Virtues: Com-2 Con-2 Temp-3 Val-3

Abilities:End-2 Perform-2 Resistance-4 Craft-1 Investigation-2 Lore-3 Medicine-2 Occult-1

Awareness-3 Bureaucracy-3 Linguistics-1-5, Socialize-2-4

Charms: Measure the Wind, Possession, Rarely Healing Charms.

Base Initiative—Only in defense, the Golem's cannot attack 6

Attack—These Golems cannot be induced to attack any living thing.

Dodge Pool: 4 Soak: 5L/12B Willpower-5 Health Levels -0/-0/-1/-1/-1/-1/-2/-2/-2/-4/-4/ Incap

Essence-2 Essence Pool:20

Nanny Golem—Resources••••

While a Valet Golem is seen as the perfect servant, many Dragon Bloods remember their Nanny Golem's face before their parents'. Stylized, with an idealized pleasant bronze face, feminine features often cloaked under clothes for the comfort of their charges, these Golems care for, watch over, and see to the needs of young Dynasts across the Realm. They feed, bathe, and entertain the young Dynasts, watching them with a careful eye. A Nanny won't allow harm to come to their charges, either out of neglect or willful action. Some Dynasts go so far as to

upgrade their Nannies with components from War Golems to make them formidable body guards as well—especially in rural estates where wild animals can sometimes get past Wards.

Nanny's can feed, clothe, bathe, even educate young children, and do so with a quiet patience, and are immune to tantrums. Their gentle voices, melodious and filled with song, are often what a young Dynast dreams of when they think of home. They cross the line often as servants to confidants, sometimes more mother than a Dynasts' own. Nanny's often raise several generations of Dynasts before their Aetherstone must be replaced, and are handed down from parents to their own children, confident that the Golem that raised them will help raise their grandchildren.

Nannies are outfitted with few tools, though most have bottles installed in their arms, soft and warm hands, they are sometimes even allowed to use low level Charms to care for their children. Nannies are strictly Bound, and most of the Spirits used enter the service of the Dragons willingly, either as a favor to the family, or to the Spirit Courts. Some Nannies have extended their services to a family, coming to care for the family and their charges.

Attributes: Str-3 Dex-3 Stam-8 Chr-3-4 Man-3-4 App-2 Per-3-4 Int-2-4 Wits 2-3

Virtues: Com-4 Con-3 Temp-2 Val-2

Abilities: Endurance-3 Resistance 4 Lore-3 Medicine-3 Awareness-3 Stealth-2 Bureaucracy-2 Linguistics-4 Socialize-3-4

Charms: Measure the Wind, Possession, Touch of Grace

Base Initiative: 5—to defend their charges.

Attack: None. A Nanny cannot initiate combat.

Dodge Pool: 4 Soak: 4L/8B Willpower-5 Health Levels -0/-1/-1/-2/-4/ Incap

Essence-2 Essence Pool:20

Pleasure Golem—Resources •••• or •••••

Dynasts sometimes don't have time for a mistress—their duties keep them far too busy—and these Golems are produced for the discerning tastes of Dynasts who wish to be pampered, but don't wish to pay for the services of living women.

Molded from a special clays, these Golems look and feel like women, their features stunning and beautiful, their figures lush and ripe. A Pleasure Golem acts as a mistress, a doxy, a play thing, and never complains, no matter what the use. Always willing, always eager, the Golems learn the tastes of their master, and seek to please him however he sees fit.

The simulacrum isn't perfect. The skin is cool to the touch, their faces are not quite as mobile, they are toys that will put themselves away when the Dynast is through with them. Sometimes they will act as a Valet as well, but these models are rare, the Spirits that animate them are often limited in intelligence, and fulfill a limited role. A willing, eager partner in the bedroom, that will satisfy physical cravings, only the best models will be able to do more than squeal and quiver at their master's touch.

Attributes: Str-1 Dex-3 Stam-6 Chr-2-4 Man-1-4 App-3-6 Per-2 Int-2 Wits 2

Virtues: Com-2 Con-1 Temp-1 Val-1

Abilities: Endurance-3 Resistance 4 Socialize-3-4

Charms: Measure the Wind, Possession

Base Initiative: 5.

Attack: None. A Pleasure Golem cannot initiate combat.

Dodge Pool: 4 Soak: 2L/4B Willpower-2 Health Levels -0/-1/-1/-2/-4/ Incap

Essence-1

Bodyguard Golems—Resources ••••

Given a charge to protect, these models are tough, no nonsense, and able to carry weapons, and use them at a moment's notice. Bodyguard Golems are tightly Bound, and can only act with specific orders to protect their charges—often being given charge over a family, and unable to initiate combat with any Dragon Blood unless their master is under direct threat—these Golems are the height of fashion. Armored, sleek, and given the best of weapons, these Golems often act in concert, usually paired or in a trio to give maximum protection, these Golems are able to protect a Dynast from commoners, animals, and even escort rude Dragon Bloods from a domicile without harming them too much. These Golems are rarely given to much talk—they are too busy watching out for the safety of their charges, they are intelligent enough to react to situations where they may have to pull their master out of fire. They cannot normally initiate violence, not without direct orders, but can do so if they see a direct threat—say an incoming War Kite, an armed peasant in their path, their Bindings are loose enough that they can, and will, kill to protect their master—though some members of the family may be exempt from action—say the head of the family, their husbands, or the like. Bodyguards are seen as loyal servants, and are sometimes given patrol duties to supplement House Guards.

Attributes: Str-4 Dex-3 Stam-10 Chr-1 Man-1 App-0 Per-4 Int-2 Wits-3

Virtues: Com-1 Con-1 Temp-3 Val-3

Abilities: Archery-3 Fight-3 Firearms-3 Thrown-2 Endurance-4 Resistance 4 Investigation-2
Medicine-2 Athletics-3 Awareness-3 Dodge-3 Stealth-3 Bureaucracy-2 Linguistics-4 Pilot-3
Socialize-2

Charms: Measure the Wind, Possession

Base Initiative: 7

Attack: Fists—Speed-0 Acc-0 Dam +1L Def +2 Rate-4

Can use Firearms or Melee weapons at will

Dodge Pool: 6 Soak: 8L/12B Willpower-5 Health Levels -0/-0/-1/-1/-1/-2/-2/-4/-4/ Incap

Essence-2

Industrial Golem—Resources ••• to ••••

Skilled, patient, and tireless workers, Factory Golems are the backbone of the modern Realm. Foundries, factories, and all manner of industries, including fisheries and farms use Industrial models to do rote physical labor. They act as assistants to smiths, assembly line workers, tireless teamsters, and any other kind of repetitive labor that others don't want to do, or need done cheaply. Stronger than most peasants, able to work long hours without tiring, these models do most of the labor in the modern factory. Able to take limited order, with only the skills they need to perform their jobs, these Golems are sometimes immobile, rooted to the factory floor to perform their duties, and only their duties. Some are more autonomous, and serve as assistants and brute labor, but are only able to communicate in a limited fashion about their duties.

Most have implanted tools, necessary skills, and are stronger than a man, but tightly Bound to prevent accidents from happening to living workers, these Golems make up the bulk of the workforce in the Realm, from assisting sculptors and quarries, to forming assembly lines.

Attributes: Str-3-8 Dex-2-4 Stam-10 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-2

Virtues: Industrial Golems do not check Virtues as automatons

Abilities: Endurance-4 Resistance 4 Craft-4 Awareness-3

Charms: Measure the Wind, Possession

Base Initiative:0

Attack:None

Dodge Pool: 3 Soak: 5L/10B Willpower-2 Health Levels -0/-0/-0/-1/-1/-1/-2/-2/-4/-4/ Incap

Essence-1

Driver/Carriage Golems—Resources ••• to ••••

While some Driver Golems are blank faced humanoids, able to drive nearly any transport imaginable, most Golems of this nature are fitted into the carriage itself. The Golem is often fitted into the carriage, wagon, or boat as an autopilot, able to navigate without deviation, able to avoid obstacles, and manage traffic without incident. They rarely have much imagination, little in conversational skills, the Golems perform the task of getting a vehicle to a destination efficiently and safely. Driver Golems aren't imaginative, and cannot perform stunts or maneuvers, but can negotiate traffic with patience.

Attributes: Str-1 Dex-3 Stam-6 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-3

Virtues: Drivers merely drive. They automatically succeed Valor checks, and fail all others.

Abilities: Dodge-3 Pilot-4

Charms: Measure the Wind, Possession

Base Initiative: 5

Attack: Fists—None.

Dodge Pool: 6 Soak: 2L/4B Willpower-5 Health Levels -0/-1//2/-4/-4/ Incap

Essence-1

Riding Golem—Resources •••• to •••••

Shaped like a mount, these Golems are a favorite of country estates. The mount may be of any sort—horse, bike, Auroch, gryphon, dragonne—but the constant is the ability to navigate rough terrain on their own, at high speeds. A horse-form can gallop, safely avoiding pitfalls and obstacles, without the rider worrying about such things. A Riding Golem can be given a destination, and they will carry the rider without them having to worry about guiding the Golem, instead they can just enjoy the speed of the ride. Most will carry a rider at twice the speed of a horse, and without tiring.

Attributes: Str-4 Dex-3 Stam-10 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-3

Virtues: Riding Golems automatically succeed Valor Checks and fail all others.

Abilities: Endurance-4 Resistance-4 Survival-4 Athletics-4 Awareness-3 Dodge-4

Charms: Measure the Wind, Possession

Base Initiative: 7

Attack: None, unless specially modified.

Dodge Pool: 7 Soak: 8L/12B Willpower-5 Health Levels -0/-0/-1/-1/-1/-2/-2/-4/-4/ Incap

Essence-1

Hunter Golem—Resources ••• to ••••

Most often shaped like lean hounds, these Golems act as hunting companions, helping to track down prey—human, Spirit, or animal—leading their master through brambles and thick vegetation, or a convoluted urban landscape. Able to track, these Golems can even attack designated prey with their jaws or implanted weapons, though the latter is rare. Slave Trackers often use Hunter Golems instead of dogs because they cannot be fooled by simple scent tricks, instead tracking the Essence of their target, and are unaffected by foul weather or supernatural prey. Some models are given simple sphere shapes, feline shapes, or even humanoid forms, but they all perform the same task in much the same manner.

Attributes: Str-3 Dex-4 Stam-10 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-3

Virtues: Hunters automatically succeed all Valor checks, fail all others

Abilities: Fight-3 Endurance-4 Resistance 4 Survival-4 Athletics-3 Awareness-3 Dodge-3 Stealth-3

Charms: Measure the Wind, Possession

Base Initiative: 7

Attack: Claws—Speed-0 Acc-0 Dam +1L Def +2 Rate-4 Bite: Speed-0 Acc+1 Dam +2L Def-2

Rate-2

Dodge Pool: 7 Soak: 5L/8B Willpower-5 Health Levels -0/-0/-1/-1/-1/-2/-2/-4/-4/ Incap

Essence-2

Messenger/Delivery Golem—Resources •• to ••••

From quick humanoid forms to ponderous lorries, these Golems deliver goods and packages across the Realm. Often used for Guild business, these Golems perform simple deliveries to their stated destination efficiently. Most are unable to communicate beyond asking for a signature to indicate that they delivered their charge, most Delivery Golems carry non-essential packages across a city or county, often making several stops. The Guild sometimes outfits a large Golem lorry with smaller humanoid forms to carry in goods, around the clock.

Attributes: Str-3 Dex-3 Stam-6 Chr-0 Man-0 App-0 Per-2 Int-2 Wits-3

Virtues: Messengers just deliver, they fail all Virtue checks, and will flee combat. They will remain in an area if prevented from delivering their message, unless given orders to return, and will wait days, months, even years to carry out their charge.

Abilities: Endurance-3 Resistance-6 Investigation-3 Bureaucracy-3

Charms: Measure the Wind, Possession

Base Initiative: 3

Attack: Fists—None.

Dodge Pool: 3 Soak: 2L/4B Willpower-5 Health Levels -0/-1/-2/-4/-4/ Incap

Essence-1

Maid Golem—Resources •••

The backbone of a Dynast house, these vaguely feminine shaped Golems dust, clean, and order a home, moving furniture, sprucing up an estate, even performing simple fetch and carry jobs for their master or mistress with aplomb and ease. Not bright, these Golems will beat carpets, wash dishes, shine silver, and set a table, and any number of other light house duties, without complaint, quietly and quickly.

Attributes: Str-1 Dex-3 Stam-6 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-3

Virtues: Maids merely clean, and do not need Virtue checks. Assume they flee in any combat..

Abilities:Endurance-2 Resistance-2 Socialize-2

Charms: Measure the Wind, Possession

Base Initiative: 3

Attack:None.

Dodge Pool: 3 Soak: 2L/4B Willpower-2 Health Levels -0/-1/-2/-4/-4/ Incap

Essence-1

Cook Golem—Resources ••••

Limited in their scope, these Golems can clean and dress meat, prepare meals, stock a pantry, clean the kitchen, and otherwise maintain a Dynasts' kitchen in perfect order. They rarely leave their kitchens, receiving orders to prepare meals, have certain dishes ready by a certain time, and then clean the kitchen to have it in top shape for the next day. Often they work in tandem with a Valet Golem, who can advise them of their master's schedule, these Golems remember how much salt their master likes, their beverage of choice, and favorite dishes. They can bake, grill, boil, and otherwise take care of the mundane details of a kitchen, even able to order food from the market if given permission. While they cannot harm people, they are merciless against chickens, hogs, fish, and other consumables.

Attributes: Str-3 Dex-3 Stam-6 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-3

Virtues: Cooks will automatically succeed Valor checks, and fail all others.

Abilities: Endurance-3 Resistance-4 Craft-3-4 Socialize-1

Charms: Measure the Wind, Possession

Base Initiative: 3

Attack: Knife-Spd-0 Acc+1 Dam +2L Def-3 Rate 4

Dodge Pool: 3 Soak: 2L/4B Willpower-4 Health Levels -0/-1/-2/-4/-4/ Incap

Essence-1

Tutor Golem—Resources ••••

These Golems are instructors, able to take young Dynasts and instruct them with patience, teaching them all manner of subjects, and prepare them for their roles as members of society. They can tutor a young charge, track down information, and tailor lessons to each student. Most can only tutor, and assist, but some are seen by some families as the best and easiest method of teaching their children, choosing to school their children at home.

Attributes: Str-2 Dex-2 Stam-6 Chr-0 Man-0 App-0 Per-4 Int-3 Wits-3

Virtues: Com-3 Con-2 Temp-2 Val-1

Abilities: Endurance-3 Resistance-4 Craft-3-4 Lore-4 Medicine-2 Occult-2 Bureaucracy-3
Linguistics-4 Socialize-3

Charms: Measure the Wind, Possession

Base Initiative: 2

Attack: None—though some models have been coupled with Bodyguard units.

Dodge Pool: 2 Soak: 2L/4B Willpower-5 Health Levels -0/-1/-2/-4/-4/ Incap

Essence-1

Clerk Golem—Resources •••

A secretary, accountant, and clerk, these Golems can make a business or office operate efficiently, taking down orders, add figures, keep books, and even fill orders. Not strong, these Golems are often used by large stores to assist managers in stocking shelves, assisting customers, taking money, and otherwise filling a clerk's position. Humanoid in form, with blank faces, these Golems can act as secretaries or accountants as easily as they can do inventory or filing. A good Clerk Golem is seen as a necessity in many Guild operations, as they don't make accounting errors, keep files immaculate, and are always pleasant to customers or their masters. In some Guild operations, this is seen as a detriment, just as often, and altering the Bindings to allow some "creative" book keeping is often de rigor. Clerk Golems act as library assistants, and some laboratories use them to help with paperwork or other light duties.

Attributes: Str-2 Dex-3 Stam-6 Chr-0 Man-0 App-0 Per-4 Int-2 Wits-3

Virtues: None. Clerks will automatically flee or bow to serve.

Abilities: Endurance-3 Resistance-4 Craft-3-4 Bureaucracy-3 Linguistics-2 Socialize-1

Charms: Measure the Wind, Possession

Base Initiative: 3

Attack: None

Dodge Pool: 3 Soak: 2L/4B Willpower-4 Health Levels -0/-1/-2/-4/-4/ Incap

Essence-1

Maintenance Golem—Resources •• to ••••

These Golems can perform manual repairs, assist in technical repairs, and otherwise act as regular maintenance personnel. Outfitted with tools, these Golems can perform repair duties around the clock, adjusting and maintaining equipment without supervision, or assist in jobs at a garage or laboratory. Rarely noticed, these Golems can be small humanoids, squat balls that roll into place, solid blocks of tools that trundle through their areas, or large hulking industrial models that can lift carriages to assist in repairs. All of them can perform repairs and maintain equipment, though more expensive models will be higher skilled, and more versatile. Often, semi autonomous, the Golems will keep to a route, making scheduled repair checks over a facility, respond to calls in their building, or can be unloaded to make specific repairs on call. Some Guild operations rely on teams of Carriage Golems and Maintenance Golems to service clients across a city.

Attributes: Str-3 Dex-3 Stam-6 Chr-0 Man-0 App-0 Per-4 Int-3 Wits-3

Virtues: Maintenance Golems flee or bow down to others.

Abilities: Endurance-6 Resistance-8 Craft-3-4 Occult-3-4 Bureaucracy-2

Charms: Measure the Wind, Possession

Base Initiative: 3

Attack: None

Dodge Pool: 3 Soak: 2L/4B Willpower-3 Health Levels -0/-0/-0/-1/-1/-1/-2/-4/-4/ Incap

Essence-1

War Golem—Resources •••• to •••••

Large, imposing, armored, these Golems are war machines, plain and simple. Able to take orders, the Golems can patrol, execute attacks, defend an area, and are tightly controlled by officers who watch their actions, to be sure that their orders are constantly updated. Given an area to defend, a War Golem can easily rain down fire on friendly forces that wander into their area. War Golems are not imaginative, being mobile weapons platforms, given strict duties to perform, and are implacable foes. War Golems don't understand mercy, only an order to cease fire. War Golems can engage in combat with designated targets both at range, and in melee, switching weapons and tactics to fit the situation. Given a target, they will engage it in the manner ordered, and they will not deviate from those orders until they are countermanded. Literal minded, War Golems will destroy a building if ordered, or simply clean it out of any resistance. Often, War Golems are used as shock troops, expendable but effective in crushing a target.

Attributes: Str-6 Dex-4 Stam-15 Chr-0 Man-0 App-0 Per-4 Int-3 Wits-3

Virtues: Com-1 Con-1 Temp-2 Val-5

Abilities: Archery-4 Fight-4 Firearms-4 Thrown-2 Endurance-6 Resistance 6 Survival-3 Athletics-3 Awareness-4 Dodge-3 Stealth-3

Charms: Measure the Wind, Possession, Principle of Motion

Base Initiative:8

Attack: Fists—Speed +2 Acc+2 Dam +3L Def +2 Rate-4

Can use Firearms or Melee weapons at will.

Dodge Pool: 7 Soak: 12L/20B Willpower-7 Health Levels -0/-0/-0/-0/-1/-1/-1/-1/-2/-2/-2/-4/-4/ Incap

Essence-3 Essence Pool: 70

