



Exalted : Avengers

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A look at the Avengers, origins castes, and rules for making your own Avenger character, to play Exalted with.

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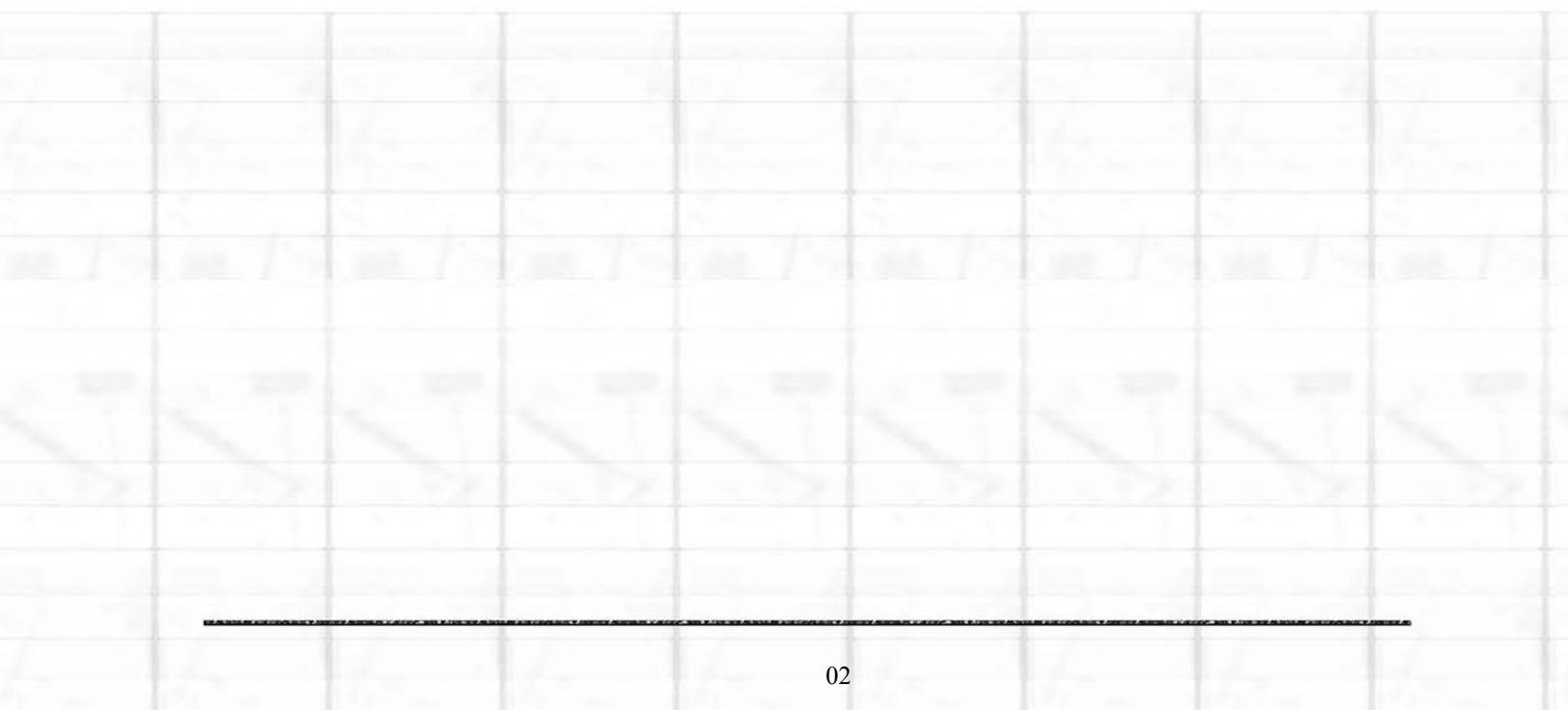
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Artifacts and Hearthstones created specifically for Avengers, some of which might also be used by the Death knight masters.



Credits

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Chapter I

Avengers

Avengers are a new type of Abyssal Exalted, created by the Death Knights by drawing upon the powers of their dark gods, to taint a mortal with the touch of death. Avengers possess a supermote but no soul shard, making them roughly equivalent to Dragon-Blooded in terms of strength, though like the Dragon-Blooded they excel at their particular fields of necromancy, in some ways nearly rivaling their masters the Death Knights.

The Five Castes of the Avengers are as follows;

Bone Caste; Masters of the walking dead, craftsman and battlefield commanders.

Grave Caste; Messengers, envoys, and field agents. These Exalted are trusted with delicate missions

Shroud Caste; Masters of Ghosts, Spies and Necromancers

Dirge Caste; Warriors and Poets, they serve as the Avengers masters of battle

Forgotten Caste; Scholars and Bureaucrats, they organize the fiefs of the Death Knights

The Avengers are generally created from members of the Death Knights own families, sometimes even god-blooded descendants, and as such they often possess a couple of additional abilities beyond those that are

standard for an Avenger as listed here. It is also rumored in the underworld that it is easier for Death Knights to create Avengers from their own family members for some reason. Though Avengers are Abyssal Exalted they resemble Dragon-Blooded in

Origin of the Avengers

The Avengers are created by the powers of the Death Knights using the following powerful charm, this charm was created and taught to the Death Knights by the Deathlords, though in some circles it is said that a Death Knight first created this charm and taught its power to Lover Clad in the Raiment of Tears.

Exalt Avenger

Cost : 20 motes, 1 Permanent Willpower, 1 Experience Point

Duration : Instant

Type : Simple

Minimum Lore : 5

Minimum Essence : 5

Perquisite Charms : Touch of Death

Description : This Charm allows the Death knight to Exalt a mortal into one of the lesser Abyssal Exalted known as Avengers. While they are causing the Exaltation, this Charm is not powerful enough to create an avenger by itself, the Death knight is channeling the energies of his Deathlord, and thus this charm can only be used with the permission of the Deathlord.



many ways, and are sometimes referred to as Death-Blooded. It is rumored in some circles that existing Dragon-Blooded can trade in their powers for those of the Avengers, by seeking out a Death Knight and asking them to breath the powers of death into them. It is unknown what oaths and bindings are placed upon the Dragon-Blooded who ask such a thing, but they must be strident indeed. It is whispered in some even darker corners that the first Avengers were created by the Death Knights from captured Dragon-Blooded. Even the Avengers themselves do not know the answers to these questions. The Avengers are very new as Exalted, having not existed in any previous ages, and are still looked at as being probationary by many others, both in and out of the Underworld. They have proven themselves exceptionally useful and loyal in every instance they have been observed in so far. Avengers like their Death Knight Masters take on the pallor of the underworld, and are easily recognized for what they are even without their caste marks or anima flaring. Members of the Shroud caste however have charms that can hide what they look like when it is necessary to move among mortals.

Exaltation

The Exaltation of the Avengers is much less dramatic than that of any other Exalted. Rather than being chosen by their God and then called by their power into their service, the Avengers almost always enter the mundane service of the Death Knight or have been in service for years, and when the Death Knight finally gains permission from their Deathlord to Exalt an Avenger the waiting list has been long established. The Exaltation is done in a calm premeditated fashion and there is no surprise. Newly Exalted Avengers gain 2 points of attributes and abilities. They stay at the same essence rating. They may now choose 3 favored abilities in addition to their 5 caste ones, and 8 Avenger Charms based on the assumption that their Death Knight tutor's them in the ways of the underworld, otherwise they gain only 6 like a Dragon-Blooded. Their bonus point costs are the same as for a Solar Exalted, as listed in the main Exalted book. They gain an inherent understanding of their caste and Anima abilities.

Lifespan

An Avengers lifespan are extended by their Exaltation just as is a Dragon-Blooded, their power

over death allows them to stave its effects off a little longer, giving them a lifespan of approximately 400-500 years.

Essence

Avengers like all Abyssal Exalted, cannot regain essence by respiration outside of the Shadowlands, further they are less efficient than their master at taking essence from living things. Avengers only gain 5 motes of essence from every Health Level that take by drinking blood, eating flesh or stealing breath. Like their masters they have charms that allow them to feed more efficiently. Avengers calculate their Permanent Essence via the following formulae;

Personal Essence Pool: Essence + Willpower

Peripheral Essence Pool: Essence x 5 + Willpower + Highest Virtue x2.

Anima

Any Avenger can spend a single mote of essence to perform one of the following abilities

- Sense the location of the nearest Shadowland, much like a Death Knight.
- Flare their Caste Mark for a Scene

Corrupted Dragon-Blooded

No one knows if the rumors regarding the first Avengers creation from Dragon-Blooded are true or not... except maybe the first Death Knight to create an Avenger. The mysterious Death Knight known as Blood Lilly in service to the Deathlord Lover Clad in the Raiment of Tears is reputed to have been the Death Knight to first create Avengers. Of course many rumors are spread about this mysterious figure including that she has been Exalted since long before the Disaster. Whether these rumors are true or not, it is true that when used on Dragon-Blooded the Exalt Avenger Charm works even without the permission of the Death Lord, also those that were previously Dragon-Blooded seem to be more powerful as Avengers than those created directly from mortals.

Bone Caste

Goth Chicks, and Way too Serious.

Bone caste avengers are responsible for managing the walking dead. They have almost the same level of abilities as full blown Death Knights when it comes to animating and controlling these creatures. They like the Grave caste spend more time in the Skinlands than in the Shadowlands and they share a special bond with the Grave caste for this reason. Members of the Bone caste tend to be stolid and practical, and while they are not generally renowned for great leaps of logic and creativity, they have a reputation for solid and dependable behavior already. They are most often chosen by the Death Knights from the ranks of craftsman or petty officers in the military. Bone caste like all Abyssal Exalted show signs of their connection to the grave, they tend to be gaunt and pale, with their skin stretched tightly over their bones. From a distance in the night, they are sometimes mistaken for the undead that they command.

Anima: Bone Caste anima's tend towards pale white's and grays. Like all Avengers they do not possess an iconic banner, but rather just a swirling mass of colors in which you occasionally seem to glimpse the outline of a bone or skull.

Favored Abilities: Members of the Bone Caste automatically favor the abilities of Crafts, Endurance, Brawl, Ride and Sail. They may choose three other abilities to favor in addition to these.

Anima Abilities: Bone Caste Avengers may spend 3 motes of essence to become as resilient and unyielding as bone for a scene, allowing them to soak lethal damage with their full stamina score.

Caste Mark: The Caste Mark for Bone Avengers appears as a simple bone white circle with three black patches that might be construed as eye sockets and a nose gap in a skull.

Quote: "My armies are invincible, they require not food or water, nor even breath, and they shall continue to claw at your walls until the end of time if I so command. Wouldn't you rather settle this like civilized people now?"

Sobriquets: Boneheads, Gravediggers, Morticians,

Grave Caste

Grave caste Avengers are the messengers of the Death Knights. They carry missives too important or delicate to trust to the dead, or when it would be an insult to send any messenger less than one of the Exalted. They are also used as field agents and sent to ensure that the orders they carry were obeyed. They are known for some creativity, but have a reputation for only stretching things as far as they need to, to ensure the job gets done. They are normally picked by the Death Knights, from among the ranks of couriers, and government agents. Like all Abyssal Exalted they show signs of their connection to the grave. Their skin turns a slate gray color, and their lips faintly blue like a dead man. Their body temperature also drops a couple of degrees, making them seem cold to normal mortals.

Anima: Grave Caste anima's tend towards grays with silver motes. Like all Avengers they do not possess an iconic banner, but rather just a swirling mass of colors in which you occasionally seem to glimpse words or the outline of a gravestone or tomb.

Favored Abilities: Members of the Grave Caste automatically favor the abilities of Archery, Medicine, Survival, Socialize and Linguistics. They may choose three other abilities to favor in addition to these.

Anima Abilities: Grave Caste Avengers may spend 3 motes of essence to double their movement rate and the movement rate of their mount for the rest of the scene. While this is in effect the foot prints of them or their mount kill any small plants they step on adding 2 to any dice pool to track them.

Caste Mark: The Caste Mark for Grave Avengers appears as a simple slate gray circle with three black wavy lines that might be construed as indistinct writing on a tombstone.

Quote: "My Lord commands you come to him, it does not matter if you walk or if your soul takes the quick way to the Shadowlands, the destination is the same."

Sobriquets: Shovelheads, Tomb Raiders, Necro's, Dead Tales, and Bad News.

Shroud Caste

Shroud caste Avengers are the spies and assistant Necromancers of the Death Knights. They control the dead without physical form, giving them power over Ghosts, and many of the creatures of the underworld. They are known for great creativity, but have a reputation for being somewhat unreliable in field operations as their occult. Pursuits, tend to distract them. They have proven to be perfectly competent battle sorcerers however. They are normally picked by the Death Knights, from among the ranks of scientists and cultists, creating an odd blend among their ranks. Like all Abyssal Exalted they show signs of their connection to the grave. Their hair turns white, and seems to grow at a vastly accelerated rate. They also appear slightly faint somehow like they are not entirely there.

Anima: Shroud Caste anima's tend towards blacks, with streaks of dark, dark red in them. Like all Avengers they do not possess an iconic banner, but rather just a swirling mass of colors that vaguely resemble a billowing shroud surrounding them.

Favored Abilities: Members of the Shroud Caste automatically favor the abilities of Occult, Stealth, Awareness, Thrown and Larceny. They may choose three other abilities to favor in addition to these.

Anima Abilities: Shroud Caste Avengers may learn spells of the Celestial Circle, and a special charm Shroud Circle Sorcery to cast them. However they are restricted to spells that affect undeath and necromancy, rather than being able to cast the full complement of Celestial Circle Spells.

Caste Mark: The Caste Mark for Shroud Avengers appears as a simple dark red circle with two black wavy lines that spreading outwards from the middle of the top towards the edge of the bottom.

Quote: "You will never escape me... never."

Sobriquets: Deaders, Casper, The Unseen, Eyes of the Dead, and Creeps.

Dirge Caste

Dirge caste Avengers are the warriors and weapon masters of the Death Knights. They control the armies of the dead, making them the oft time commanders of the Bone and Shroud castes, something they extract full payment for off the battle field. They are known for great creativity, and bouts of depression often composing songs and sonnets with decidedly morbid themes. Of all Avengers they are the most likely to form personal ties with those still in the lands of the living, and then lament for their lost loves. They have proven to be deadly warriors however despite their often poetic pursuits. They are normally picked by the Death Knights, from among the ranks of Poets, artists and actual sword masters when available, creating a mixed grouping among their ranks. Like all Abyssal Exalted they show signs of their connection to the grave. Their skin turns an unearthly shade of white and their lips ruby red. They gain an underworldly symmetry and perfection. They of all Avengers appear most like their Death Knight masters.

Anima: Dirge Caste anima's tend towards blacks and dark blues. Like all Avengers they do not possess an iconic banner, but rather just a swirling mass of colors. Dirge cast Anima displays are accompanied by a faint keening sound, like a not-quite heard Dirge being played.

Favored Abilities: Members of the Dirge Caste automatically favor the abilities of Performance, Presence, Athletics, Melee and Resistance. They may choose three other abilities to favor in addition to these.

Anima Abilities: Dirge Caste Avengers are gifted with great speed, and graceful sweeping movements like the swells of music played on an unearthly pipe organ. For a cost of 5 motes, they may take an extra free Parry, Dodge or Attack action in a round.

Caste Mark: The Caste Mark for Dirge Avengers appears as a simple blue circle with a black line swirling inwards towards the center.

Quote: "Alas, the fallen beauty of the Bone Towers, the Lakes of Midnight, and the unearthly melodies of the dead, if only to hear them again."

Sobriquets: Bagpipes, Swords of the Underworld, Windbags, Dead Poets, and Weirdo's.

Forgotten Caste

Forgotten caste Avengers are the Scholar's and Bookkeepers of the Death Knights. They control the logistics of the underworld, and are often asked for help by many members of the other castes, as they have control over the endless paperwork that seems to drive the underworld. They are known for great patience and practicality, and for being well organized. Of all Avengers they work most closely with the Death Knights and tend to be given the most weight when they finally voice their long considered opinions. They have proven to be as dangerous a foe as any Exalted on the few occasions they have been seen to fight. They are normally picked by the Death Knights, from among the ranks of managers, Liberians and Politicians. Like all Abyssal Exalted they show signs of their connection to the grave. They appear to be slightly decayed around the edges, like they are slowly going into the grave themselves. Almost like their jobs are sucking away their very souls.

Anima: Forgotten Caste anima's tend towards blacks and dark grays. Like all Avengers they do not possess an iconic banner, but rather just a swirling mass of colors. Forgotten caste have the least distinct of all Avenger Anima's

Favored Abilities: Members of the Forgotten Caste automatically favor the abilities of Lore, Investigation, Martial Arts, Dodge and Bureaucracy. They may choose three other abilities to favor in addition to these.

Anima Abilities: Forgotten Caste Avengers are gifted with the ability to see the flows of essence around them. They may for 10 motes, see essence and spirits much like the Solar Exalted Charm All-Encompassing Sorcerers Sight

Caste Mark: The Caste Mark for Forgotten Avengers appears as a simple black circle with a smaller gray circle inside..

Quote: "Sign here please."

Sobriquets: Who?

Optional Rule : Dragon-Blooded

If it should come to pass in your game that a Dragon-Blooded becomes an Avenger, or might become an Avenger, the following rules govern the situation.

- The Dragon-Blooded must be willing. While the Deathlords and perhaps Blood Lilly might possess the ability to transform an unwilling Dragon-Blooded into an Avenger, no other Death knight has such powers at this time.
- As will all Avenger Exaltations the Death Knight picks the caste of the new Avenger. While the two characters might agree beforehand on a caste, it is the final decision of the Death Knight at the time she uses the Exalt Avenger Charm what the final caste will be.
- The Dragon-Blooded loses all elemental affiliations, they are no longer exalted by the Immaculate Dragon, their Death Knight is their God now. They can no longer buy Dragon-Blooded Charms, and lose all purely Elemental Charms they possess. Their remaining charms (Those that have equivalents or near equivalents among the Avenger Charms, such as Elemental Blow Technique and Death Strike.) convert to the equivalent Avenger Charms at the rate of one per day, until then are unusable.
- They recalculate their Peripheral Essence pool according to the rules for Avengers, and must follow Avenger rules for essence recovery from now on.
- They gain one point of permanent Essence, even if this would put them beyond their normal Trait max.
- They gain the normal six Avenger Charms for free, or eight if their Death Knight spends a month training them.
- They gain new Necromantic Charms in exchange for their lost Elemental ones at a rate of one per week, until they balance.

Training and Experience Points

Avengers follow the same rules in Exalted for training times, and use the following Experience Point Chart to determine their advancement.

Attribute	Current Rating x 4
Ability	Current Rating x2
Favored or Caste Ability	(Current Rating x2) -1
New Ability	3
New Specialty	3
New Charm	16
New Favored Charm	12
New Caste Charm	10
Essence	Current Rating x 8
Virtue	Current Rating x 3
Willpower	Current Rating x 2



Chapter 2

Charms and Sorcery

For the most part, the charms of the Avengers are equal to those of the Dragon-Blooded, some say suspiciously alike to the Dragon-Blooded, though death tainted instead of elementally aspected. There is a new line in some of the Charms described below; Caste. If this line exists, it lists the only Caste's able to purchase this Charm.

Bone Caste

Crafts

Bone Joining Touch

Cost: 2 Motes

Duration: Instant

Type: Simple

Minimum Crafts: 1

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Exalted, to channel their power over corpses, through their hands, and into any dead skeleton touched. The bone pieces so touched instantly fuse together. This has a number of uses for creating various types of improved walking

dead. A Skeleton, could for example have its vulnerable points reinforced so as to add 2B/1L soak, or a brawling aid could be permanently fused into its hand, forcing it to use the weapon in combat, rather than abandoning it, as the walking dead are often inclined to do.

Skeleton Repairing Method

Cost: 5 Motes

Duration: 5 Minutes

Type: Simple

Minimum Crafts: 2

Minimum Essence: 1

Death Knight Charms

While in many ways the charms used by the Avengers are very similar to those employed by Death Knights, there are some important differences to keep in mind. Death Knights are twisted mirrors of the Deathlord original Solar selves, their charms are entopic in nature, dark mirrors of those employed by the Solars. Avengers are different, created wholly as servants of the underworld they channel the energies of death, rather than sucking the power of life. As such while some of their charms might be converted for Death Knights the vast majority are unique to the Avengers, the advantage of their unique state.



Perquisite Charms: Bone Joining Touch

Description: Drawing upon their ability to join damaged pieces of bone back together, the Exalted may take a skeleton defeated in battle and repair it to be re-animated, and sent to fight again. It takes approximately 5 minutes to repair a skeleton in this way, and pieces from several skeletons could even be joined together. The skeleton to be repaired must be mostly intact for this charm to be functional, but unless special pains are taken to dispose of the pieces almost any skeleton defeated in combat can be salvaged this way.

Skull Dancing Technique

Cost: 10 Motes, 1 willpower

Duration: Instant

Type: Simple

Minimum Crafts: 3

Minimum Essence: 2

Perquisite Charms: Skeleton Repairing Method

Description: This Charm allows the Exalted to animate, the body of a dead humanoid creature into one of the walking dead. Once enacted they immediately shamble to their feet ready to serve their new master.

Bone Shaping Style

Cost: 5 Motes per alteration, 1 Willpower

Duration: 1 hour per alteration

Type: Simple

Minimum Crafts: 3

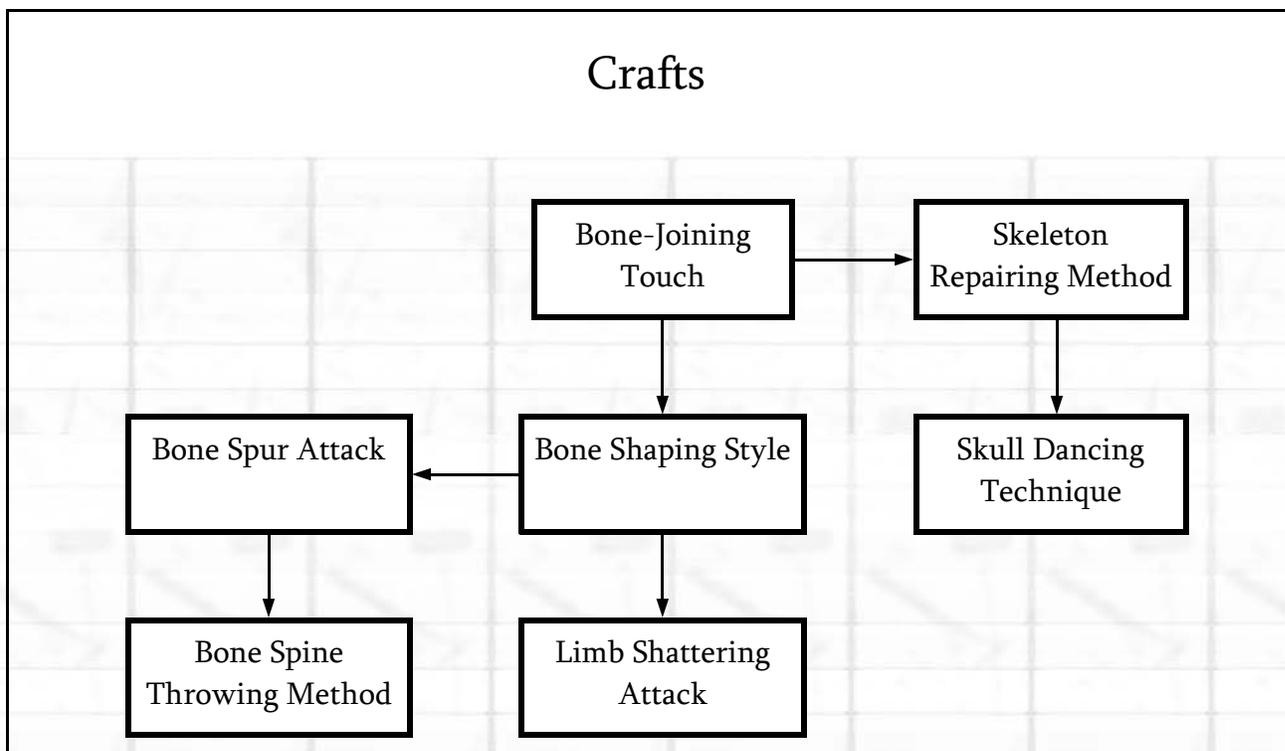
Minimum Essence: 1

Perquisite Charms: Bone Joining Touch

Description: This Charm allows the Exalted to extend their ability to join bones, into actually re-engineering the structure of the skeleton. The motes committed to this charm remain so until the alterations are completed. This charm can only be used once on any given skeleton, as additional uses disrupt the flows of death-essence that allow it to be animated. Some example modifications that can be performed with this charm follow;

- Addition of an arm; Allows the Skeleton two additional dice to allocate towards its dice pool when performing multiple actions only.
- Addition of a leg; Adds two to the Skeleton's dexterity when calculating its overland movement rate.
- Add spines to its body; Skeleton does +2L damage in a clinch.

Players and the Storyteller are encouraged to find



other uses for this Charm.

Bone Spur Attack

Cost: 3 Motes, 1 Health Level

Duration: One Scene

Type: Supplemental

Minimum Crafts: 3

Minimum Essence: 2

Perquisite Charms: Bone Shaping Style

Description: This Charm allows the Exalted to create a sharp bone spur that tears loose from the bones in their hands, dealing one level of unsoakable lethal damage to the Exalted. For the rest of the scene they may deal lethal damage with any hand to hand attack, by cutting with the bone spur, at the end of the scene the spur falls out, but could be keep as a melee weapon.

Limb Shattering Attack

Cost: 4 Motes, 1 Willpower

Duration: Instant

Type: Supplemental

Minimum Crafts: 4

Minimum Essence: 2

Perquisite Charms: Bone Shaping Style

Description: This Charm allows the Exalted to attempt to shatter any limb that they strike. Each health level of damage dealt with this attack adds an additional -1 penalty to all dexterity dice pools until the damage is healed. Repeated uses of this Charm can quite literally reduce an opponent to an invalid with every bone in their body broken. This charm can be freely combo'ed with Charms based on Brawl.

Bone Spine Throwing Method

Cost: 5 Motes, 1 willpower, 1 Health Level

Duration: Instant

Type: Simple

Minimum Crafts: 4

Minimum Essence: 3

Perquisite Charms: Bone Spur Attack

Description: This Charm allows the Exalted to launch a spine of bone from their hand or arm with great speed. This attack has a range increment equal to the Exalted's permanent Essence x 10 yards. They roll Dexterity + Athletics or Dexterity + Thrown at their option to determine if the attack hits or not. The attack deals twice their permanent essence in raw

damage, and all additional attack successes are doubled, due to the splintering that occurs on impact. This also ruins the spine however. This Charm may be combo'ed with charms based on the Thrown ability.

Brawl

Claws of the Zombie

Cost: 1 Mote

Duration: Instant

Type: Supplemental

Minimum Brawl: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Exalted floods her hands with the essence of death, imbuing them with the cold chill of solid bone. Her hand to hand attack deals lethal damage instead of bashing.

Fists of the Dead

Cost: 2 Motes per dice.

Duration: Instant

Type: Supplemental

Minimum Brawl: 3

Minimum Essence: 2

Perquisite Charms: Claws of the Zombie

Description: The Exalted charges her hand to hand attack, with the essence of death, causing her to cause much more damage than normal. Each two motes spent on this charm increases the raw damage of a single hand to hand attack by one dice. No more motes can be spent activating this charm than the Avengers Brawl x 2.

Decaying Blow Technique

Cost: 6 Motes.

Duration: Instant

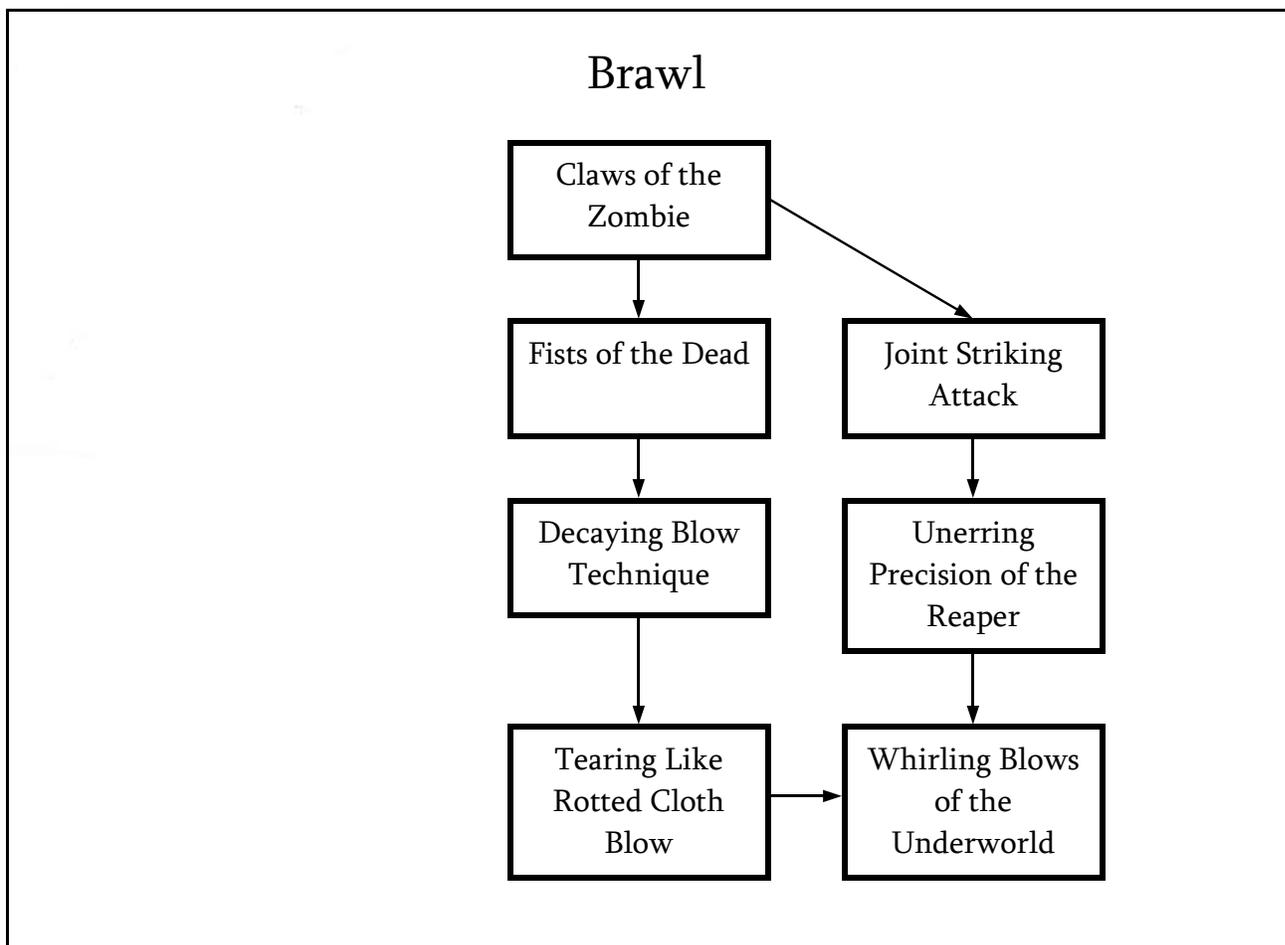
Type: Reflexive

Minimum Brawl: 4

Minimum Essence: 2

Perquisite Charms: Fists of the Dead

Description: This charm allows the Exalted to call upon the might of the Death Knights to increases the chance that her blows deal a telling amount of damage. Once the damage dice have been rolled, if the results are not to her likening the Avenger can activate this charm and roll the dice again, taking the



new result in place of the old one.

Tearing Like Rotted Cloth Blow

Cost: 3 motes per re-roll, 1 willpower.

Duration: Instant

Type: Reflexive

Minimum Brawl: 5

Minimum Essence: 3

Prerequisite Charms: Decaying Blow Technique

Description: This charm allows the Exalted to draw more deeply upon the might of the Death Knights to ensure that their blows deal a telling amount of damage. Once the damage dice have been rolled, if the results are not to her liking the Avenger can activate this charm and as a reflexive action spend 3 motes to roll the dice again, taking the new result in place of the old one, she can do this as many times as she likes, and has the essence to pay for.

Joint Striking Attack

Cost: 1 Mote per dice.

Duration: Instant

Type: Supplemental

Minimum Brawl: 3

Minimum Essence: 1

Prerequisite Charms: Claws of the Zombie

Description: The Avenger attunes herself to the essence in her opponent to guide her hand to hand strikes unerringly to where she wants them to land. Each mote spent on this charm adds one dice to the Exalted's Dexterity + Brawl Dice pool for a single attack. No more dice can be added this way than the Avengers Brawl + Appropriate specialties.

Unerring Precision of the Reaper

Cost: 1 Mote per dice.

Duration: Instant

Type: Supplemental

Minimum Brawl: 4

Minimum Essence: 2

Prerequisite Charms: Joint Striking Attack

Description: Attuning herself to the essence of life and death all around her the Avenger increases her

chance to land a blow during the entire fight. For the remainder of the scene she may add her permanent essence score to any Dexterity + Brawl rolls, however this may not be supplemented by other charms.

Whirling Blows of the Underworld

Cost: 6 motes, 1 willpower

Duration: One Scene

Type: Supplemental

Minimum Brawl: 5

Minimum Essence: 3

Perquisite Charms: Unerring Precision of the Reaper, Tearing like Rotted Cloth Blow

Description: The Exalted charges her entire being with the power of death, becoming a deadly opponent in hand to hand combat. For the remainder of the scene the characters hand to hand attacks deal Lethal damage, and she may add her permanent essence to the raw damage of such attacks.

Endurance

Death Body Technique

Cost: N/A

Duration: Permanent

Type: Ox-Body

Minimum Endurance: 1

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm permanently alters the body of the Exalted to be more resilient to damage. It is the Avengers Equivalent to the Ox-Body technique of other Exalted, and it may be purchased once for each dot of Endurance the Avenger possesses.

Unending March of the Dead

Cost: 6 Motes

Duration: One Day

Type: Simple

Minimum Endurance: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This charm allows the Exalted to march with the tenacity of the troops they command, allowing them to march without tiring. So long as they do nothing but travel overland, they suffer no fatigue while this charm is in effect.

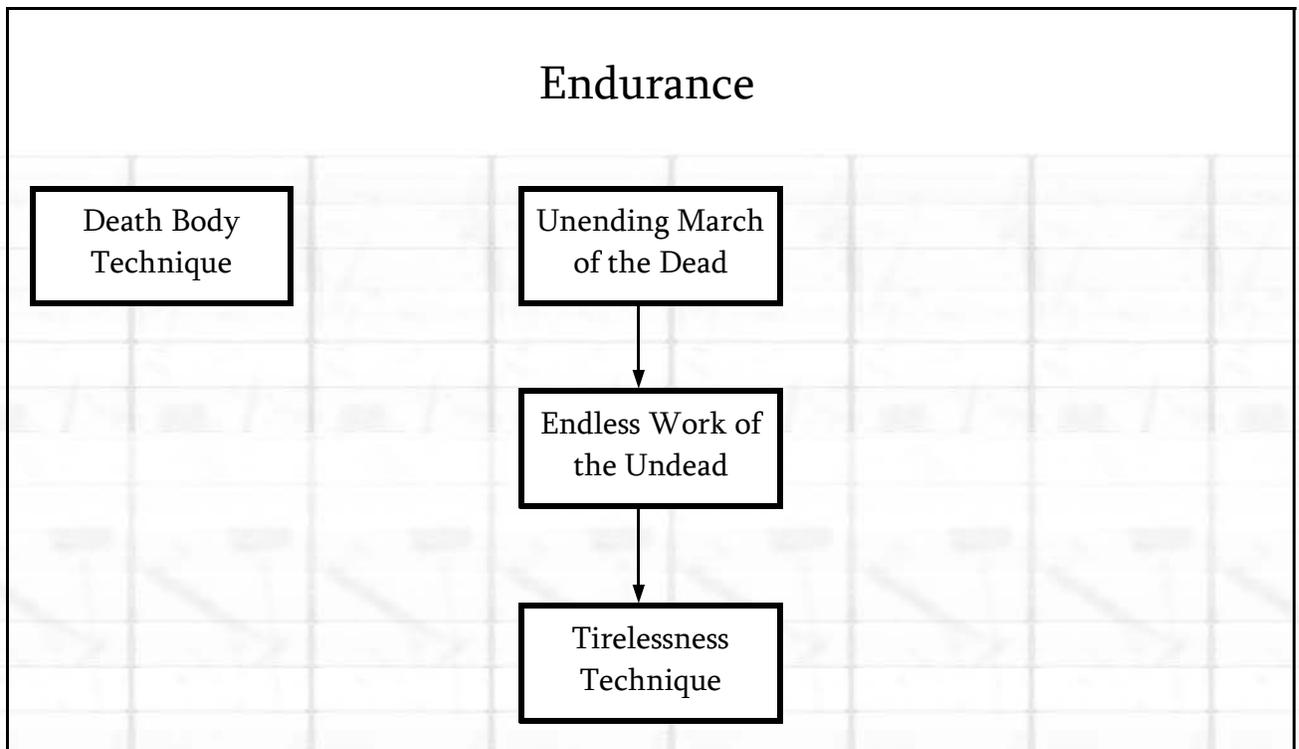
Endless Work of the Undead

Cost: 8 Motes

Duration: 8 hours

Type: Simple

Minimum Endurance: 3





Minimum Essence: 2

Perquisite Charms: Unending March of the Dead

Description: This charm allows the Exalted to perform basic physical labors (building a boat, digging a ditch) without tiring as long as it is in effect. They cannot however be wearing any sort of armor with a fatigue rating.

Tirelessness Technique

Cost: 10 Motes, 1 Willpower

Duration: 1 hour

Type: Simple

Minimum Endurance: 5

Minimum Essence: 3

Perquisite Charms: Endless Work of the Undead

Description: This charm allows the Exalted to perform any physical actions, in any attrite including heavy armor, for as long as it persists, without tiring.

Ride

Horses Head Technique

Cost: 1 Mote

Duration: Instant

Type: Simple

Minimum Ride: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Exalt to attune themselves to an undead, mount so that the creature accepts them as its master even if they did not animate it. They must be mounted on the creature to use this charm meaning it is not very useful if the creature is hostile.

Riding Company Method

Cost: 2 Motes

Duration: Instant

Type: Simple

Minimum Ride: 3

Minimum Essence: 1

Perquisite Charms: Horses Head Technique

Description: This Charm allows the Exalt to attune another to an undead mount so that the creature accepts them as its master even if they did not animate it, or even are incapable of animating or controlling anything, even a normal mortal can be given an undead mount this way. They must be mounted on

the creature to use this charm meaning it is not very useful if the creature is hostile.

Beating the Dead Horse Method

Cost: 3 Motes

Duration: One Scene

Type: Supplemental

Minimum Ride: 3

Minimum Essence: 2

Perquisite Charms: Horses Head Technique

Description: This Charm allows the Exalt to spur a greater burst of speed out of an undead mount. Normally undead mounts are unaffected by the methods used to manipulate normal horses to greater heights. For the remainder of the scene the Exalt may roll ride as normal to enhance their mounts performance.

Breath of Mist, Hoofs of Flame

Cost: 5 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Ride: 4

Minimum Essence: 2

Perquisite Charms: Beating the Dead Horse Method

Description: When this charm is enacted the Exalts undead mount begins breathing clouds of mist, and its hoofs burn with unholy blue fires. For the rest of the scene the horse may ride upon mists as though they are solid but cannot rise any higher into the air than the point they start at. However since they are breathing mists out before them, this is a great way to cross chasms, or uneven ground.

Riding the Sky Horse Technique

Cost: 10 Motes, 1 Willpower

Duration: One Scene

Type: Simple

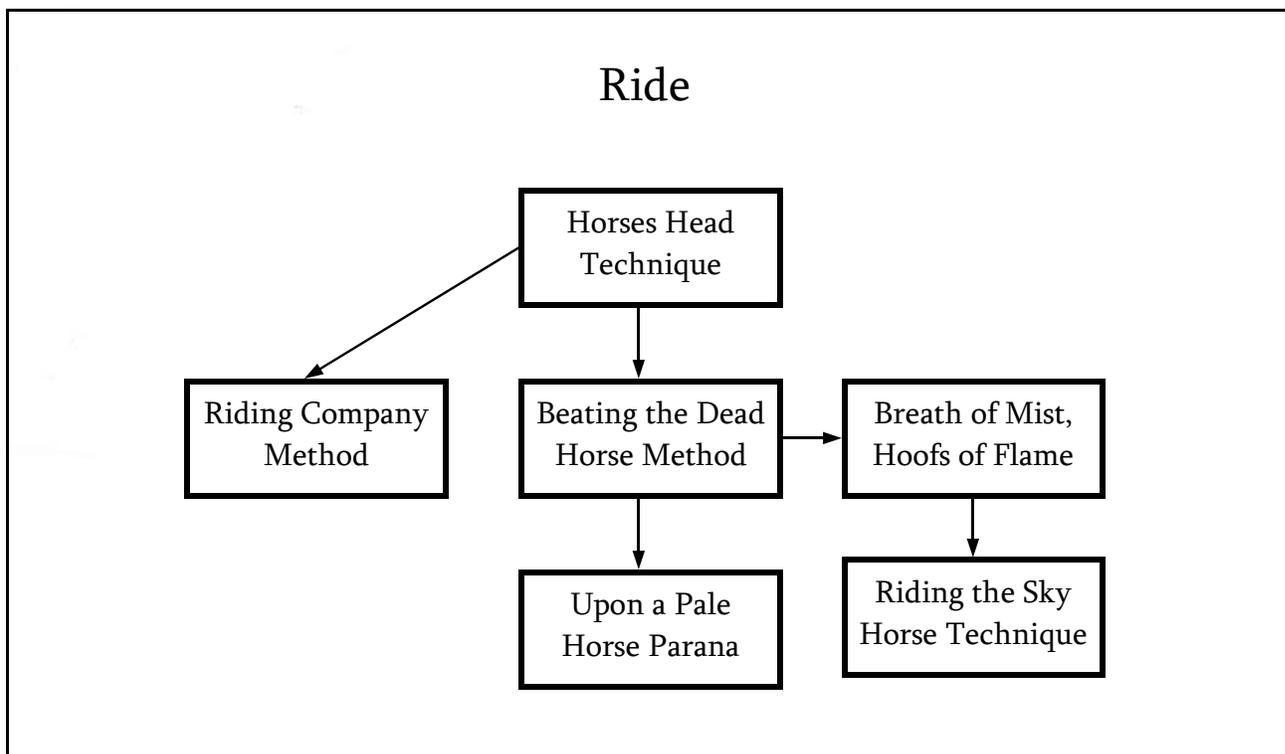
Minimum Ride: 5

Minimum Essence: 3

Perquisite Charms: Breath of Mist, Hoofs of Flame

Description: This charm resembles Breath of Mist, Hoofs of Flame, except that the character can actually climb the mists into the sky and ride along the clouds, allowing them to bypass almost all terrain.

Upon a Pale Horse Prana



Cost: 10 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Ride: 5

Minimum Essence: 3

Perquisite Charms: Beating the Dead Horse Method

Description: This Charm is used to animate the corpse of a horse into a permanent undead mount. The corpse or skeleton staggers to its feat immediately and accepts the Exalt as its master.

Sail

Imbuing the Dread Sailor

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Sail: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Exalt to imbue a Skeleton with a single dot of sail, so that they can serve as a crew member on a vessel without constant supervision.

Dead Man's Crew

Cost: 1 Mote per skeleton

Duration: One Day

Type: Simple

Minimum Sail: 3

Minimum Essence: 2

Perquisite Charms: Imbuing the Dread Sailor

Description: This Charm allows the Exalt to imbue a group of skeletons with two dots in sail and the ability to work together as a crew. They can be given general directions, such as to sail to a known port, or follow that ship and can continue performing without supervision as long as the charm is maintained.

Calm of the Undead

Cost: 4 Motes

Duration: One Day

Type: Simple

Minimum Sail: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Exalt to calm their bodily functions to the still of the dead, preventing them from suffer from the normal sea-sickness and other disturbances that often plague long term sea travelers.

Sailing the Swells of Darkness

Cost: 5 Motes

Duration: One Day

Type: Simple

Minimum Sail: 4

Minimum Essence: 2

Perquisite Charms: Calm of the Undead

Description: This Charm allows the Exalt to extend the calm of undead to the motions of the ship they are on. The deck calms, and even the winds and waves seem less ferocious. Any one on the ship gains a bonus to any roll to resist sea-sickness, or being knocked off deck equal to the Exalts Essence score.

The Black Ship

Cost: 10 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Sail: 5

Minimum Essence: 3

Perquisite Charms: Sailing the Swells of Darkness, Dead Man's Crew

Description: This Charm permanently imbues a vessel with the aura of death. Any Walking Dead that board the ship gain two dots in sail while they are

aboard, and the ability to function as the crew. The aura of menace that surrounds the ship tells any mortal aboard that something is wrong.

Grave Caste

Archery

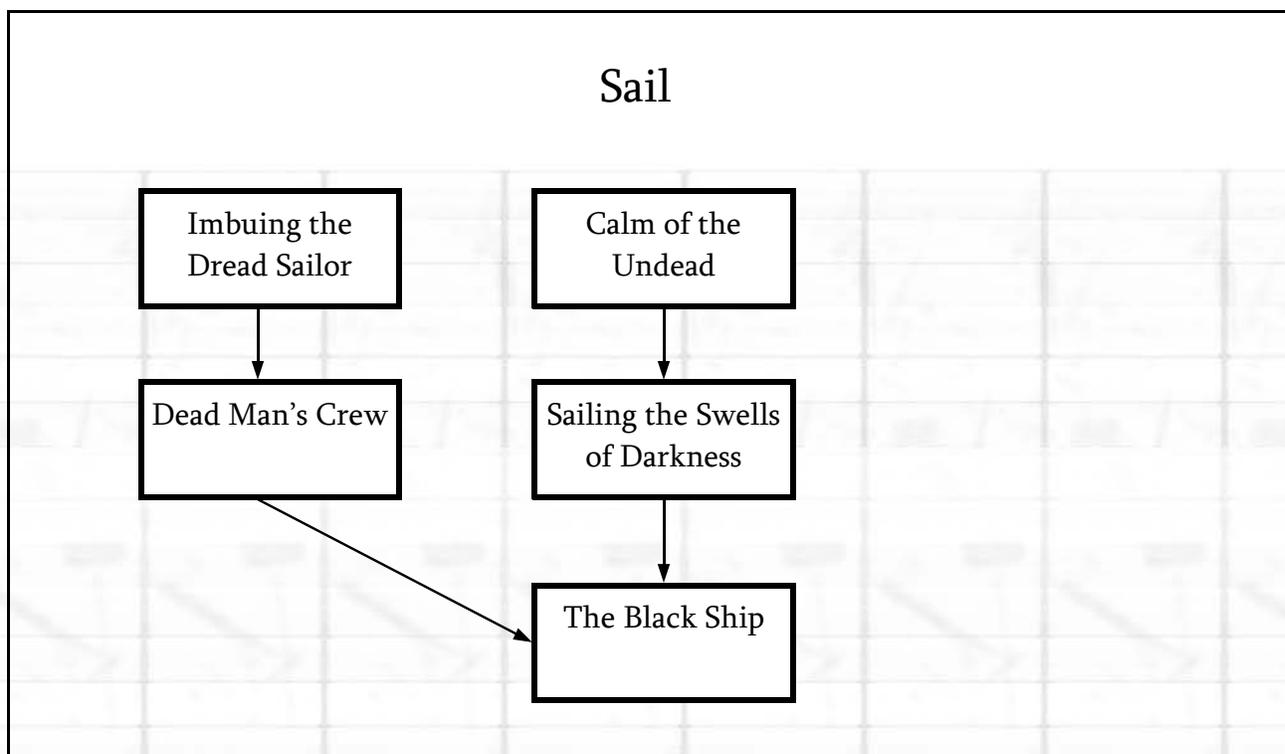
Heart Seeking Arrow of the Grave

Cost: 1 Mote per two dice

Duration: Instant

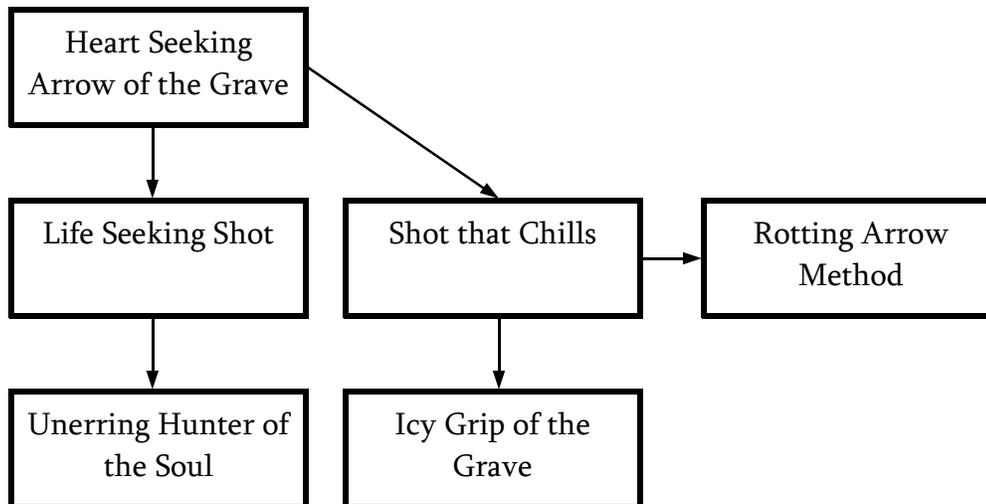
Promotion to Death Knight

Rumors persist in the underworld that an Avenger who exemplifies themselves through continued service and performance might be re-exalted by a Deathlord into a full blown Death Knight. Though those whispering never seem to know of an actual case of this being true, the dead everywhere seem convinced that it is the case. This gives many Avengers reason to struggle and strive to impress their masters, and their master's masters at every turn. Maybe that is the point...





Archery



Type: Supplemental
 Minimum Archery: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: With this charm the Exalt imbues an arrow with a thirst for life, and an unholy desire to take it. The arrow itself seems to seek its targets with a primal hunger. Each mote spent activating this Charm adds two dice to the Avengers Dexterity + Archery dice pool, but no more dice can be added this way than the Exalts Archery + Appropriate Specialties.

Shot that Chills

Cost: 3 Motes per dice
 Duration: Instant
 Type: Supplemental
 Minimum Archery: 3
 Minimum Essence: 1

Prerequisite Charms: Heart Seeking Arrow of the Grave

Description: This Charm allows the Exalt to surround an arrow with the chill of the grave as it leaves the bow. For each three motes invested in this charm the character may remove one dice from the final damage dice pool (after soak) and instead apply an automatic level of damage from the cold chill of

the arrow. No more motes can be spent activating this charm than the Exalts permanent Essence x3. The number of motes invested must be picked before the attack roll is made, if there are two few dice in the final dice pool to accommodate the motes spent the additional essence is wasted.

Rotting Arrow Method

Cost: 2 Motes
 Duration: Instant
 Type: Supplemental
 Minimum Archery: 3
 Minimum Essence: 2
 Prerequisite Charms: Shot that Chills

Description: This charm allows the Exalt to call forth more than just the chill of the grave, but its physical aspect as well. Anyone hit by this arrow must make a Stamina + Resistance check with difficulty equal to the number of health levels inflicted or contract a disease from the aura of decay that surrounds the arrow. The disease will have an untreated morbidity equal to the permanent essence of the Exalt who fired the arrow. The exact disease is left to the storyteller.

Icy Grip of the Grave

Cost: 6 Motes, 1 Willpower



Duration: Instant
 Type: Supplemental
 Minimum Archery: 4
 Minimum Essence: 2

Perquisite Charms: Shot that Chills

Description: This Charm allows the Avenger to imbue their arrow with the true chill of the grave, causing the target to slow and be filled with the lethargy of the dead. In addition to normal damage, each health level inflicted by this attack also removes one from all Dexterity and Wits dices pools (including initiative) for the rest of the scene, due to the chill permeating the characters body and soul.

Life Seeking Shot

Cost: 3 Motes
 Duration: Instant
 Type: Reflexive
 Minimum Archery: 4
 Minimum Essence: 3

Perquisite Charms: Heart Seeking Arrow of the Grave

Description: This Charm makes an arrow fired from the bow of an Avenger even hungrier for life than those imbued with Heart Seeking Arrow of the Grave, though these two charms are often combo'ed together. When the attack is rolled, if the character is not satisfied with the roll, she may pay 3 motes and roll again, taking the new result.

Unerring Hunter of the Soul

Cost: 4 Motes per re-roll, 1 Willpower
 Duration: Instant
 Type: Reflexive
 Minimum Archery: 5
 Minimum Essence: 3
 Perquisite Charms: Life Seeking Shot

Description: This Charm makes an arrow fired from the bow of an Avenger seeks the targets life with an unholy hunger. The range of the shot is doubled, and if the attack roll is not sufficient to hit, the exalt may spend 4 motes to roll it again, and continue to do so, until either the shot is a hit, they give up or they run out of essence.

Medicine

Peace of Death Method

Cost: 1 Mote
 Duration: 1 Minute
 Type: Simple
 Minimum Medicine: 2
 Minimum Essence: 1
 Perquisite Charms: None

Description: This Charm is used when a patient has failed their morbidity roll. It sends them peacefully into the underworld over the next minute. During that time they loose all pain, and can speak clearly to their loved ones, and make their goodbyes, before quietly dying.

Last Days of Life Technique

Cost: 6 Motes
 Duration: Varies
 Type: Simple
 Minimum Medicine: 3
 Minimum Essence: 2
 Perquisite Charms: Peace of Death Method

Description: This Charm is used when a patient is nearing the end of their life, either from age, injury or illness. This charm removes all penalties associated with their condition, allowing them to think, walk talk or even fight as if they were in the prime of their life, it does not however in any way extend their life, and they will still die when they otherwise would, it does however provide comfort. This charm lasts at most a number of days equal to the Exalt's Essence score.

Final Bust of Strength Method

Cost: 6 Motes, 1 Willpower
 Duration: Instant
 Type: Simple
 Minimum Medicine: 4
 Minimum Essence: 2

Perquisite Charms: Last Days of Life Technique

Description: Rather than making the patient comfortable this charm gathers all their remaining strength into one final try to shake off their ailment. They get a new roll against the appropriate morbidity for the disease they are facing, with a number of bonus dice equal to the permanent Essence of the Exalt. If it succeeds they have thrown off the illness. If it fails, they die immediately, their reserves used up.



Life Extending Prana

Cost: 5 Motes, 1 Willpower

Duration: 12 hours

Type: Simple

Minimum Medicine: 4

Minimum Essence: 2

Perquisite Charms: Last Days of Life Technique

Description: This Charm is used to allow the Exalt or their patient to cling desperately to life while it is in effect, they can only die from injury. Age, poison and sickness will not kill them, though they may be debilitated by them and so this charm is often used with Last Days of Life Technique. Common uses for this charm are to keep someone alive so an antidote may arrive or to preserve ones own life long enough to pass on important training or secrets. Rumored higher level charms allow the Exalt to cling to life for much longer periods of time.

Life Draining Technique

Cost: 10 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Medicine: 5

Minimum Essence: 3

Perquisite Charms: Life Extending Prana

Description: This horrifying charm allows the Grave Caste to unnaturally age a mortal target in order to sustain their own life. They must be touching the target to enact this charm. Once enacted the mortal and the Exalt enter into a contested Willpower roll. Each net success for the Avenger ages the victim 10 years and causes 1 health level of damage from the sudden aging. If the victim dies of loss of health levels, rather than age, the Exalt's lifespan is increased by 1 year for each health level stolen.

Death's Door Method

Cost: 5 motes, 1 Willpower

Duration: Instant

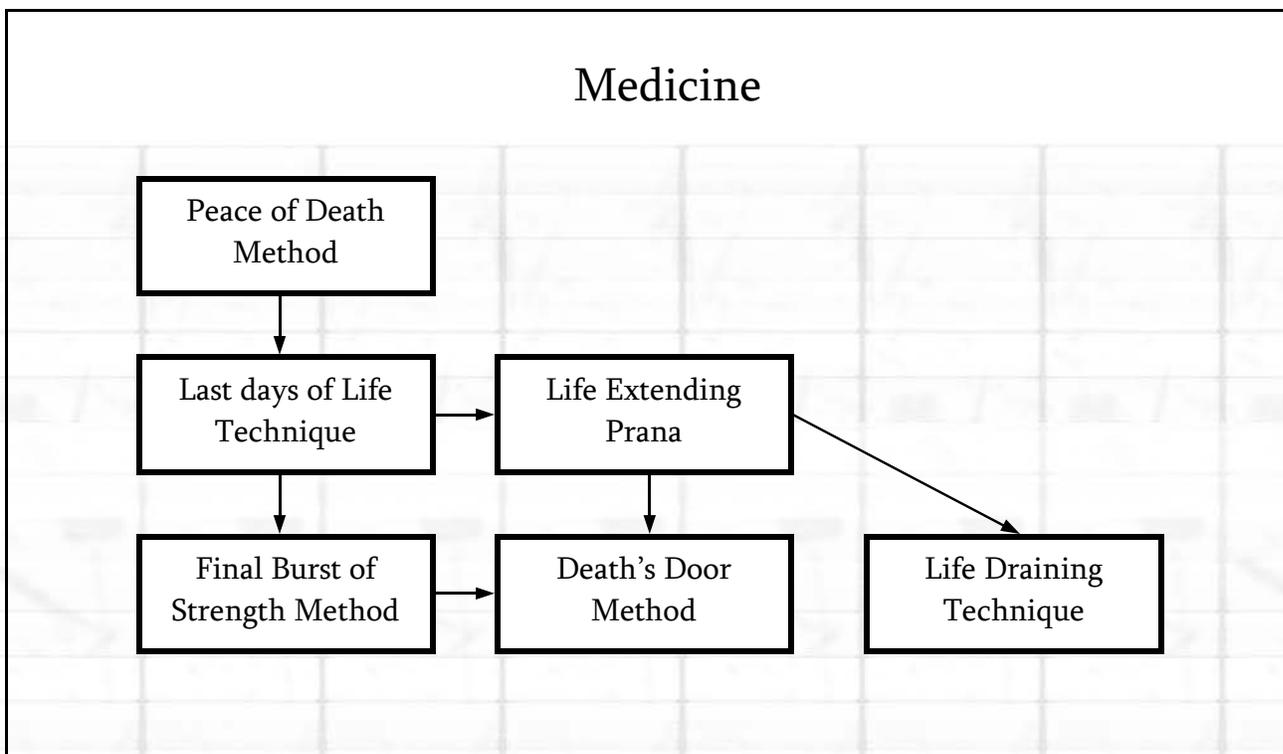
Type: Reflexive

Minimum Medicine: 5

Minimum Essence: 3

Perquisite Charms: Life Extending Prana, Final Burst of Strength

Description: This Charm allows the Avenger to evade death, for a while at least. It can only be activated if a blow would reduce them below incapacitated to dead. This charm removes a number of levels of damage from the attack equal to the essence score of the Exalt, possibility reducing the damage of the blow to 0. However if this would leave



the character above incapacitated, they are automatically reduced to that Health Level anyway.

Survival

Feast of the Dead Technique

Cost: 3 motes

Duration: One Scene

Type: Simple

Minimum Survival: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Avenger to eat the flesh of her minions, undead mount etc, in an emergency, much like a mortal warrior forced to eat his own horse. This charm allows the avenger to gain sustenance from the rotting meat without being poisoned or becoming ill.

Drawing of Life's Breath Method

Cost: 6 Motes

Duration: One Day

Type: Simple

Minimum Survival: 3

Minimum Essence: 2

Perquisite Charms: Feast of the Dead Technique

Description: When this charm is invoked the Avenger becomes a sinkhole of death. Any grass that she stands on will silt and die, plants react to her touch like frost bite and any small insects near her perish with a pitiful chirp or buzz. The difficulty to track her through the wilderness is lowered by 2, due to the trail of death she leaves behind her. However she gains all the energy she needs from the death's that she draws into her, removing her need to eat while this charm is in effect. In order for this charm to function she must be in an area with at least some life, the frozen wastes of the north or the extreme desert may not provide her enough energy to live at the Storytellers option.

Predator of the Harvest

Cost: 5 Motes, 1 Willpower

Duration: Until Ended

Type: Simple

Minimum Survival: 4

Minimum Essence: 3

Perquisite Charms: Drawing of Life's Breath

Method

Description: This charm allows the character to form a link with a predator native to the local terrain that they are in. They must be able to form eye contact with the animal. Once the charm is invoked it remains active until the character ends it by will or they leave the terrain that the predator is native too. While the charm is active the predator is ravenously hungry and eats considerably more than they would normally need to, because the avenger is drawing upon their food too. As long as this charm remains in effect and the predator can feed itself, the Avenger need not worry about food. Unlike Drawing of the Life's Breath Method, this charm does not make it easier to track the character and it allows her to venture into places without abundant life, as the predator hunts on her behalf.

Locate the Animal Graveyard

Cost: 1 Mote

Duration: Instant

Type: Simple

Minimum Survival: 2

Minimum Essence: 1

Perquisite Charms: None

Description: Certain animals such as elephants tend to return to ancestral places to die, often in secret these places become great caches of bones for animals of this type. This charm allows the Avenger to know the exact distance and direction to the nearest such location, along with what animal rests there. There are a number of uses for such a place. They can be used as way-guides in otherwise trackless wilderness, provide bones for animation, Ivory or other wealth or even a place to cast the Avenger spell Guardians of the Wild Dead detailed later in this chapter.

Calling the Predator's Bones

Cost: 5 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Survival: 3

Minimum Essence: 2

Perquisite Charms: Locate the Animal Graveyard

Description: This Charm sends out a necromantic call to the bones of the nearest dead predator native to the region the Exalt is in. The bones immediately animate, and make their best speed towards the Exalt. From then on the Skeleton animal becomes the

characters permanent servant. It retains all the same abilities it had in life, unlike most walking dead, including knowledge of its native terrain and the ability to track and hunt prey.

Death Predator Method

Cost: 10 Motes, 1 Willpower, 1 Health Level

Duration: One Scene

Type: Simple

Minimum Survival: 5

Minimum Essence: 3

Perquisite Charms: Calling the Predator's Bones, Predator of the Harvest

Description: The Avenger sends their essence out into the land and calls forth the spirit of the most successful predator that lies dead in the region. The character then takes on the traits of that predator. Temporarily gaining three points in attributes and abilities, and two special abilities linked to the predator's type (Poison and scales for extra soak, or claws and a thick hide). They must pay one health level to the hungry spirit of the animal they are calling on for power however.

Aura of Death Method

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Socialize: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This charm allows the Avenger to 'infect' the target with a dead dull aura. This dolor that clings to the target makes it difficult for people to feel comfortable socializing with them. This raises the difficulty of all social rolls made by the target for the rest of the scene by one.

Decked in the Splendor of Death

Cost: 6 Motes

Duration: One Scene

Type: Simple

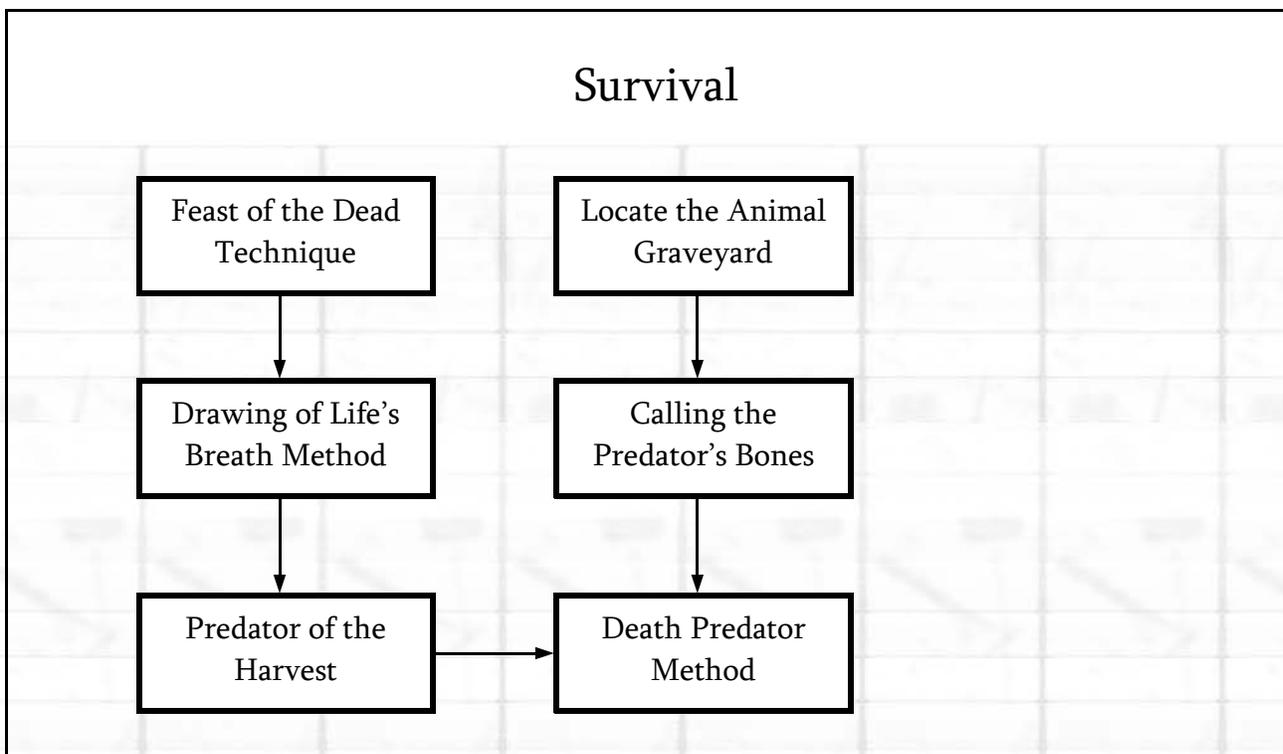
Minimum Socialize: 3

Minimum Essence: 2

Perquisite Charms: Aura of Death Method

Description: With this charm the Exalt summons the dark compelling aura of the Underworld around her like a cloak. Her shoes seem to shine like they were polished with the darkness of the deepest earth; her voice seems to reverberate with the austere elegance of those accounted masters of the

Socialize



Underworld. No matter how raggedly dressed they may in actuality be, they seem elegant enough for any social occasion, the character does not suffer any penalties for not being appropriately dressed, not being rich enough, or for being a minion of darkness.

Approval of the Elders Prana

Cost: 2 Motes per dice

Duration: One Scene

Type: Simple

Minimum Socialize: 3

Minimum Essence: 2

Prerequisite Charms: Aura of Death Method

Description: This charm allows the Avenger to see a coruscating aura around a single target, wherein lies the faces of their deceased loved ones. She can gauge the subjects probable reactions by watching the faces of the dead, this gives her a bonus dice to any socialize roll made with respects to the target, for the rest of the scene, for every 2 motes invested in the charm. No more dice can be added this way than the Exalts Socialize + Appropriate Specialty.

Duration: One Scene

Type: Simple

Minimum Socialize: 5

Minimum Essence: 3

Prerequisite Charms: Approval of the Elders Prana, Decked in the Splendor of Death

Description: For every 3 motes spent to activate this charm the character summons one ghostly attendant from the netherworld. Treat each ghost as a War Ghost, but with equipment and skills appropriate to the occasion on hand. If summoned to a fox hunt, they might include a ghost with a hunting bow, arrows, polish and bow case, and another ghost with skill in horsemanship and bridle and tack to hold the characters horse. If summoned to a fancy party they might carry cigar's and be dressed in tuxedos. Any violence that involves their summoner immediately sends them back to the underworld, and they return along with all of their ghostly accruements at the end of the scene in any case.

Linguistics

Summoning the Fraternity of the Damned

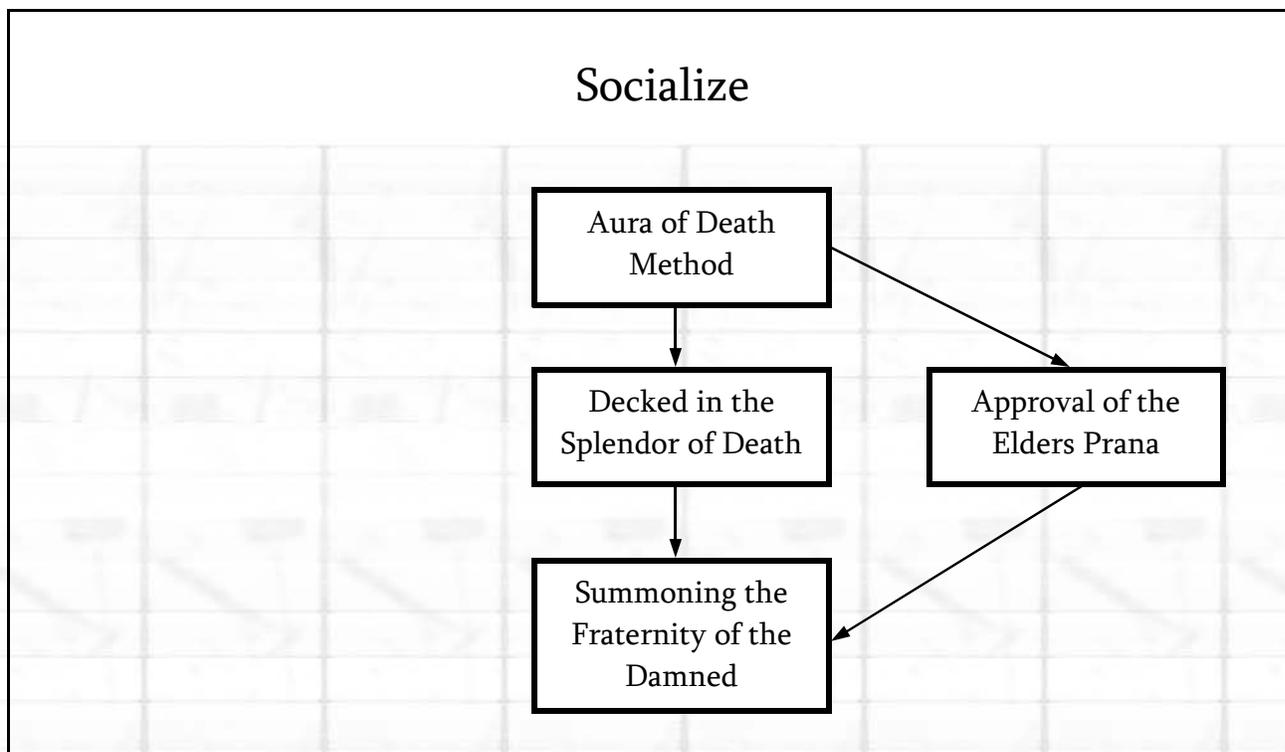
Cost: 3 Motes per ghost, 1 willpower

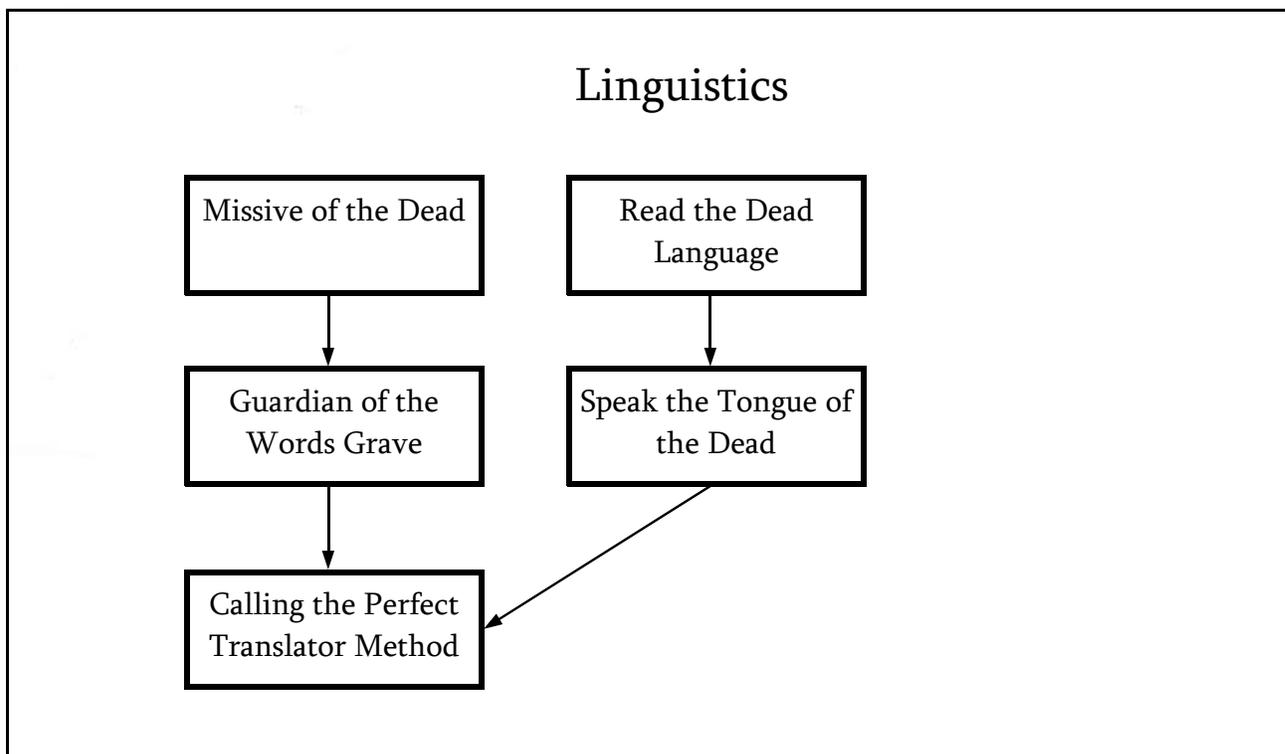
Read the Dead Language

Cost: 6 motes

Duration: One Scene

Type: Simple





Minimum Linguistics: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the character to read a language that they do not know, so long as it is no longer actively spoken. The culture that used it as a living language must now reside entirely in the lands of the dead. For the rest of the scene they may both speak and read the effected language. The language must be chosen when this charm is invoked, if they wish to use it on a different one, they must invoke the charm again.

Speak the Tongue of the Dead

Cost: 5 motes, 1 willpower

Duration: One Scene

Type: Simple

Minimum Linguistics: 3

Minimum Essence: 2

Perquisite Charms: Read the Dead language

Description: This Charm allows the character to call forth the knowledge to speak any language or code living or dead, so long as it is known to at least one inhabitant of the Shadowlands. Only the newest ciphers, and dialects can therefore escape the purview of this charm.

Missive of the Dead

Cost: 6 motes

Duration: Instant

Type: Simple

Minimum Linguistics: 3

Minimum Essence: 2

Perquisite Charms: None

Description: Using this charm the character calls forth a minor ghost from the underworld, and speaks aloud a message no longer than 12 words per point of permanent essence. The ghost then returns to the underworld and makes its way to the intended recipient living or dead, and whispers the message in their ear in the voice of the Exalt who invoked the charm. The ghost can cross 100 miles of skinlands a day in the underworld and unerringly finds any recipient so long as they are not magically protected from being found. The messenger will not however carry a message in return or reveal the location of either party.

Guardian of the Words Grave

Cost: 1 mote, 1 willpower

Duration: Varies

Type: Simple

Minimum Linguistics: 4

Minimum Essence: 2



Perquisite Charms: Missive of the Dead

Description: The character writes a letter seals it and writes the intended recipients name on the outside. When the letter is sealed this charm is invoked, summoning a minor ghost from the underworld to watch over the letter and ensure it is read by the intended recipient and no other. The mote remains committed until the intended recipient has read it. Treat the spirit as a Hungry Ghost, but with the power to materialize at a cost of 1 mote per round they are solid. They will do everything in their power to ensure the note is only read by the appropriate person, including destroy it and writing a new one, moving it from one bag to another, and coercing street urchins into carrying it to the intended recipient. The ghost will however no revel itself to the recipient and returns to the underworld the moment the note is in their hand.

Calling the Perfect Translator Method

Cost: 10 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Linguistics: 5

Minimum Essence: 3

Perquisite Charms: Guardian of the Words Grave, Speak the Tongue of the Dead

Description: The character calls forth the ghost of a linguist for the rest of the scene. Treat as an unarmed war ghost, with linguistics 5 in languages of the characters choice. For the rest of the scene it will serve as a translator and scribe to its soummoner, returning to the Shadowlands at the end of that time. Any violence will send it back to the Shadowlands immediately.

Shroud Caste

Occult

Terrestrial Circle Sorcery

Cost: 1 willpower

Duration: Instant

Type: Simple

Minimum Occult: 3

Minimum Essence: 3

Perquisite Charms: None

Description: This charm functions exactly the same way as the Solar charm of the same name allowing the character to cast spells of the Terrestrial Circle.

Shroud Circle Sorcery

Cost: 2 willpower

Duration: Instant

Type: Simple

Minimum Occult: 5

Minimum Essence: 4

Caste: Shroud

Perquisite Charms: Terrestrial Circle Sorcery

Description: This Charm allows members of the Shroud caste access to spells of the Celestial Circle, so long as they deal with death or undead. Several examples of this type of spell are listed later in this chapter including Summoning the Spirits of the Wild Hunt, and Requiem of Souls. Other than these restrictions and the differences shown above, this charm functions the same way as the Solar charm, Celestial Circle Sorcery.

Call Hungry Dead Technique

Cost: 6 motes

Duration: Instant

Type: Simple

Minimum Occult: 3

Minimum Essence: 2

Perquisite Charms: None

Description: This Charm allows the Exalt to call forth a hungry ghost from a fallen body that has suffered greatly. The hungry ghost if bound to obey the Exalt just as if they had performed the binding ritual, however the Exalt must keep the body of the hungry ghost in order to retain power over it, just like a mortal occultist.

Battlecry of the Dead

Cost: 5 motes, 1 Willpower

Duration: One Scene

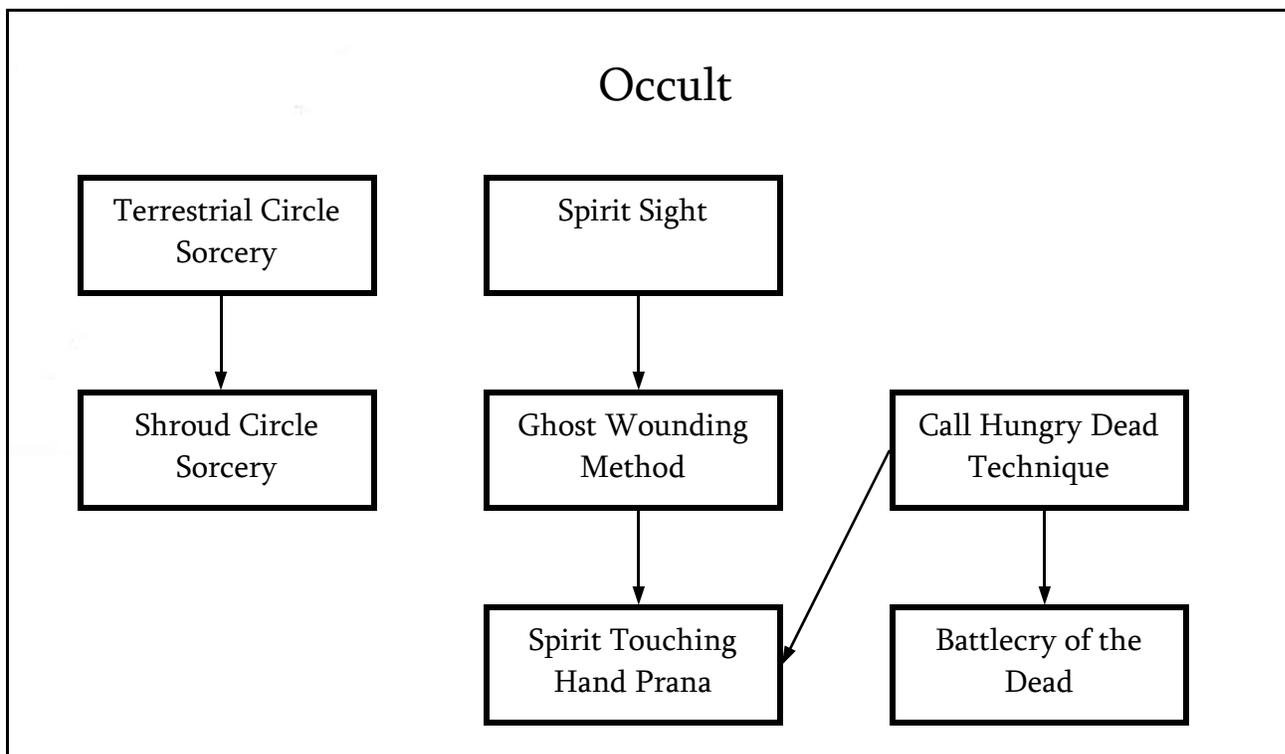
Type: Simple

Minimum Occult: 4

Minimum Essence: 2

Perquisite Charms: Call Hungry Dead Technique

Description: This Charm allows the Exalt to call forth a War Ghost to aid them in battle. The ghost appears nearly instantly across the shroud and remains



until the end of the scene or until destroyed. It obeys the characters orders flawlessly or defends her if given no other instructions.

Spirit Sight

Cost: 4 motes
 Duration: One Scene
 Type: Simple
 Minimum Occult: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: This charm allows the Exalt to extend her perceptions into the realm of the dead and the small gods. For the rest of the scene the Exalt may see unmaterialized spirits as if they were solid.

Ghost Wounding Method

Cost: 2 motes
 Duration: Instant
 Type: Supplemental
 Minimum Occult: 3
 Minimum Essence: 2
 Prerequisite Charms: Spirit Sight

Description: This charm allows the Exalt to attack an unmaterialized spirit as though it were solid, by charging her fist or weapon with her anima. It only works to supplement melee attacks; however it can be

freely combo'ed with charms based on other abilities.

Spirit Touching Hand Prana

Cost: 10 motes, 1 Willpower
 Duration: One Scene
 Type: Simple
 Minimum Occult: 4
 Minimum Essence: 3
 Prerequisite Charms: Ghost Wounding Method, Call Hungry Dead Technique

Description: The characters anima extends into the realm of the dead, allowing the Exalt the ability to touch, and wound spirits as though they were solid for the rest of the scene. This has the drawback that they may attack her as though she were unmaterialized.

Stealth

Silence of the Dead Style

Cost: 3 motes
 Duration: One Scene
 Type: Supplemental
 Minimum Stealth: 2
 Minimum Essence: 1
 Prerequisite Charms: none
 Description: The Exalt, glides along the ground like

one of the incorporeal dead, making no sound at all. This includes creaking boards, but no trip wires and other traps.

Gliding footstep Approach

Cost: 6 motes, 1 Willpower

Duration: One Scene

Type: Supplemental

Minimum Stealth: 3

Minimum Essence: 2

Prerequisite Charms: Silence of the Dead Style

Description: The Exalt, glides through most basic impediments like they were a ghost. Traps designed to be tripped by walking across the floor, such as pressure plates, and trip wires are totally ineffective, however the characters footsteps still make sound and can be heard. This charm has no effect of traps on doors, chests, or waist height or higher.

Fading Method

Cost: 3 motes per Dice

Duration: One Scene

Type: Supplemental

Minimum Stealth: 4

Minimum Essence: 2

Prerequisite Charms: Gliding Footsteps Approach

Description: The Exalt seems to fade, a little,

almost like they are not really there. For each 3 motes invested in this charm increases the character dexterity + stealth dice pools by 1. No more dice can be added in this fashion than the character has dots in Stealth. Taking any sort of hostile action immediately cancels the effects of this charm.

Mental Distraction Technique

Cost: 3 Motes

Duration: Instant

Type: Reflexive

Minimum Stealth: 4

Minimum Essence: 3

Prerequisite Charms: Silence of the Dead Style

Description: The Exalt can cause a person who might otherwise notice her to become distracted by some imagined sound or something not quite seen out of the corner of her eye. When the character fails a stealth roll, she may activate this charm, and re-roll the result, taking the new one in place of the old.

Flawless Stealth Method

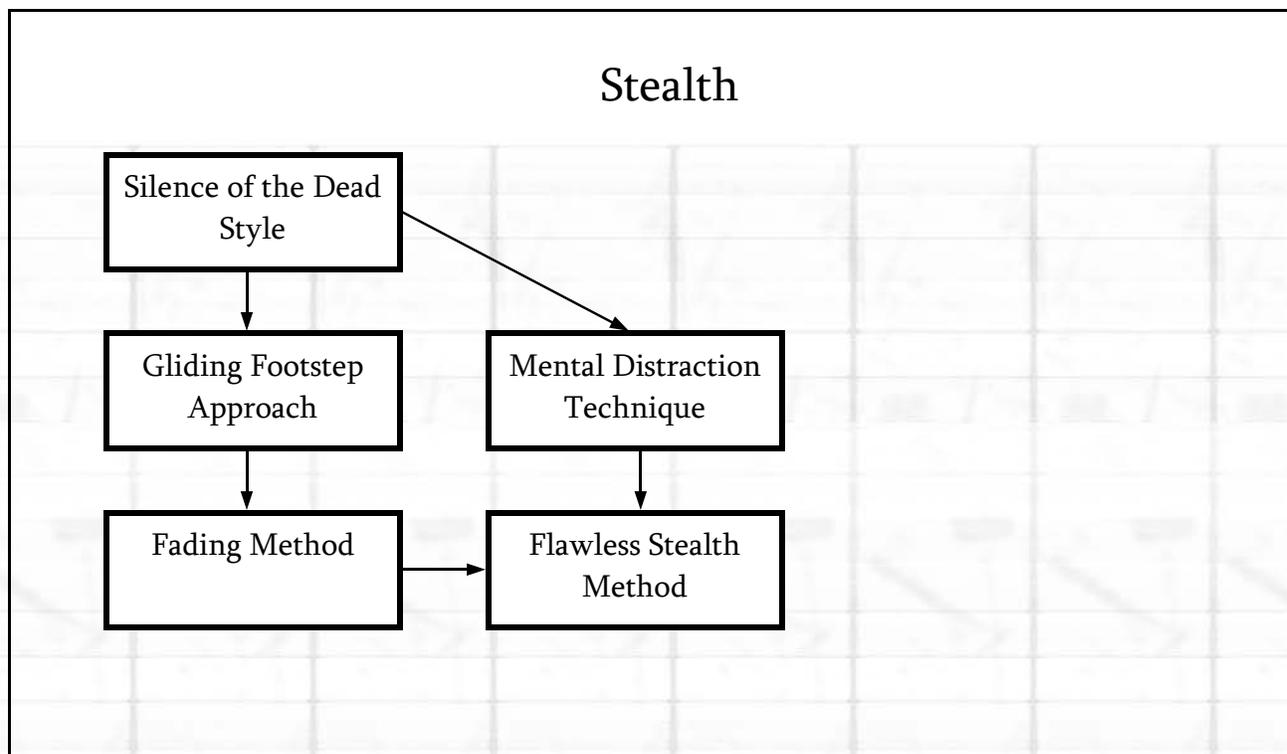
Cost: 2 motes per re-roll, 1 Willpower

Duration: One Scene

Type: Reflexive

Minimum Stealth: 5

Minimum Essence: 3



Perquisite Charms: Mental Distraction Technique, Fading Method

Description: The Exalt can create an aura of wander attention around herself, causing people to miss what might otherwise be oblivious. Once this charm is activated it remains effective for the rest of the scene. Anytime anyone within Essence x 10 yards makes an awareness roll, the Exalt may as a reflexive action pay two motes, and force them to roll again, and take the new result. The awareness roll need not be to notice her.

Awareness

Sleeping Guardian Method

Cost: 3 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Exalt can summon simple ghost to watch over her in her sleep. The ghost has an awareness dice pool of 6, and is automatically aware of people approaching the character if they make no attempt at stealth. If anyone approaches the sleeping Exalt that the ghost is aware of, it awakens the character with a chill and returns to the underworld.

Unsleeping Guardian Prana

Cost: 4 Motes, 1 Willpower

Duration: One Scene

Type: Simple

Minimum Awareness: 3

Minimum Essence: 2

Perquisite Charms: Death Sight Method, Sleeping Guardian Method

Description: The Exalt calls forth a simple spirit from the underworld, it hovers around her as long as the charm is active and looks for ambushes and other things the character may not have noticed. Each time the character gets an Awareness check to notice something so does the ghost. (Its dice pool is 6) if it notices something that the Exalt does not, it whispers the details into the Avengers ear.

Unending Eyes of the Watch

Cost: 6 Motes, 1 Willpower

Duration: One Day

Type: Simple

Minimum Awareness: 4

Minimum Essence: 2

Perquisite Charms: Unsleeping Guardian Prana

Description: The Exalt calls forth a shade from the underworld, that attaches itself to a target within essence x 10 yards of the character. The target may roll willpower + essence in a contested roll with the character, if the target wins the charm has no effect. If the target loses the shade attaches itself to the target and begins wailing faintly in a voice only heard by the Exalt who called it. While this charm lasts the target cannot approach the Exalt unawares as the shades wailing warns them of the targets location whenever they are within 10 yards. Unless the target has some means to see spirits they will not even be aware that this charm was used on them.

Deathwatch Guard

Cost: 7 Motes, 1 Willpower, 1 Health Level

Duration: One Day

Type: Simple

Minimum Awareness: 5

Minimum Essence: 3

Perquisite Charms: Unsleeping Guardian Prana

Description: The Exalt calls forth a ghost from the underworld to help protect him from stealth attacks. The Ghost has the same statistics as a Hungry Ghost, but is armed with a hook sword, and can briefly materialize at a cost of 3 motes per round. It notices any and all sneak attacks on the Exalt that is has been called to protect, unless the assailant is using some sort of charm to evade notice, then it gets the normal roll it would be allowed. When it notices, it attempts to parry the blow for the Exalt. It returns to the underworld, when it runs out of essence pool.

Death Sight Method

Cost: 4 Motes

Duration: One Day

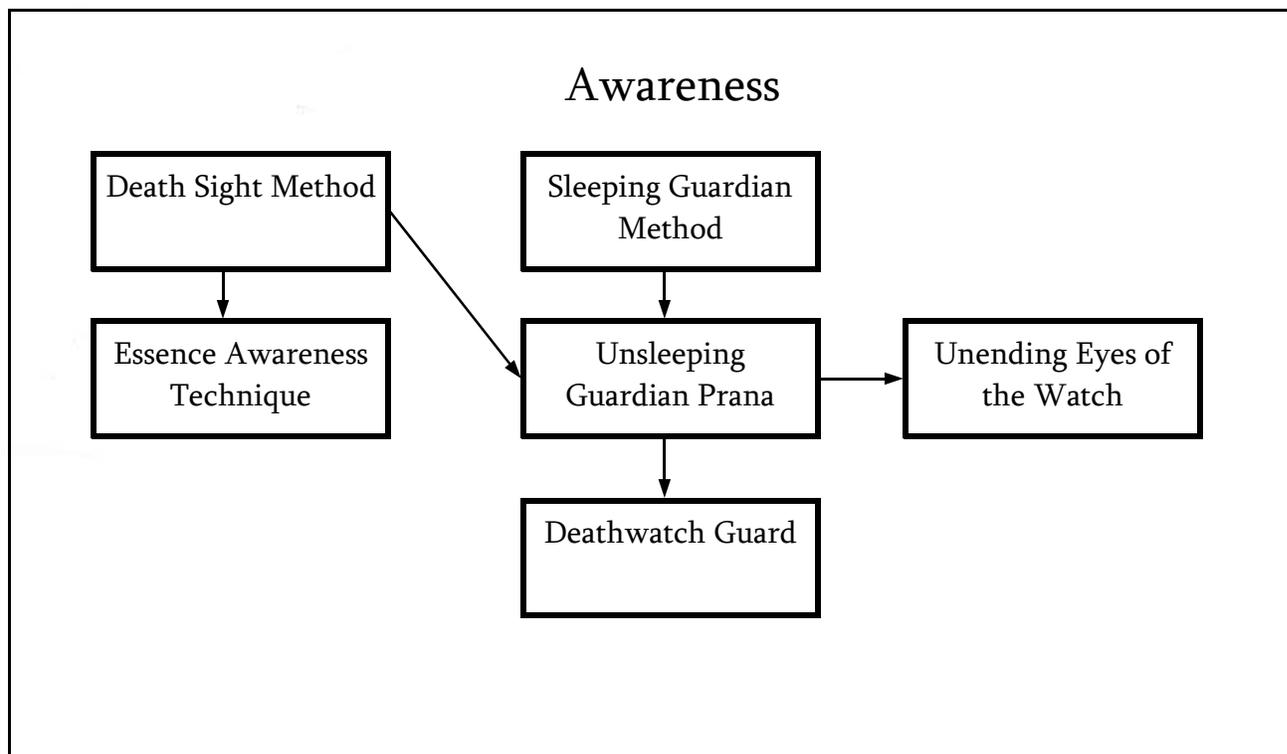
Type: Simple

Minimum Awareness: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Exalt to attune herself to the essence of death, allowing her to see Ghosts and other incorporeal undead, but not spirits or other dematerialized beings



Essence Awareness Technique

Cost: 6 Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 2

Perquisite Charms: Death Sight Method

Description: The Exalt becomes aware of the flows of essence around her. This does not allow her to see ghosts and spirits, but does provide her the ability to see Charms and Sorcery at work, as well as the flows of essence. It is similar to but not as encompassing as the Solar Charm, all-encompassing sorcerer's sight.

Thrown

Perfect Arc of Death Technique

Cost: 1 Mote per 2 dice

Duration: Instant

Type: Supplemental

Minimum Thrown: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Exalt charges her knife with the energies of the underworld, allowing her to throw it with chilling accuracy. Each mote invested in this

Charm adds 2 dice to her Dexterity + Thrown dice pool, to a maximum of her Thrown + Appropriate specialty number of dice.

Summoning the Death Knife

Cost: 1 Mote

Duration: Instant

Type: Reflexive

Minimum Thrown: 3

Minimum Essence: 2

Perquisite Charms: Perfect Arc of Death Technique

Description: The Exalt calls forth a blade formed from pure Death Energies, into their hand, to be thrown. It can have the statistics of any mundane thrown weapon of their choice, and it fades moments after the attack lands.

Whirling Defense Style

Cost: 1 Mote

Duration: Instant

Type: Reflexive

Minimum Thrown: 3

Minimum Essence: 1

Perquisite Charms: Perfect Arc of Death Technique

Description: This Charm allows the Exalt to roll an attack using their full Dexterity + Thrown dice pool, to intercept an incoming ranged attack. Each success

gained by the Exalt cancels one success on the opposed attack. This Charm can even be used to intercept attacks directed at other people.

Sting of the Death Chill

Cost: 3 Motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 3

Minimum Essence: 2

Prerequisite Charms: None

Description: The Exalt hurls her blade with astounding force, and the glowing blue energies of death whirl around it as it flies through the air leaving a pale blue stream of energy in the air. The energies penetrate even the staunchest defense reducing the soak of the target by a number of levels equal to the avenger's essence rating.

Incomparable Cutting Cold

Cost: 5 Motes

Duration: Instant

Type: Supplemental

Minimum Thrown: 4

Minimum Essence: 3

Prerequisite Charms: Sting of the Death Chill

Description: The Exalt imbues her chosen weapon

with nearly irresistible cold that shatters defenses and bites at the target even if they are not touched by the blade itself. So long as the attack hits, the Exalt rolls no fewer damage dice than her permanent essence, no matter the soak of the target.

Hungry Blade of Ice Method

Cost: 5 Motes, 1 Willpower

Duration: Instant

Type: Simple

Minimum Thrown: 5

Minimum Essence: 4

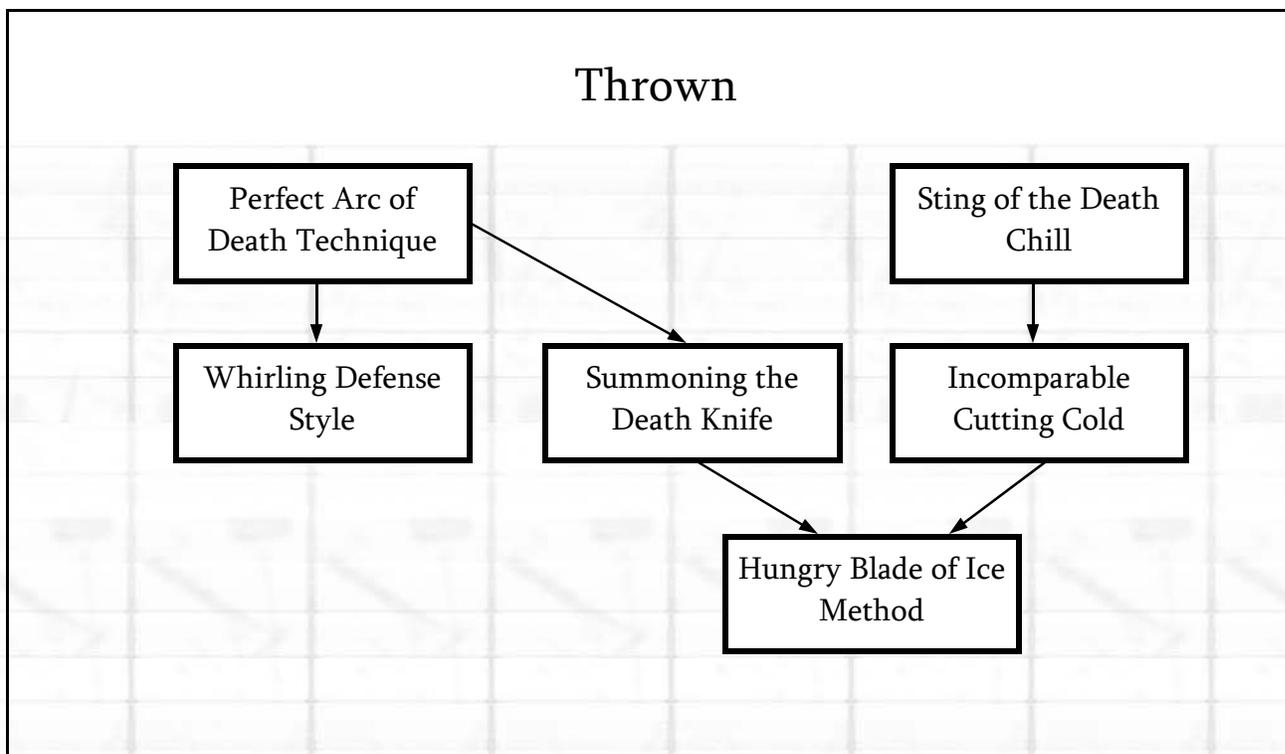
Prerequisite Charms: Incomparable Cutting Cold, Summoning the Death Knife

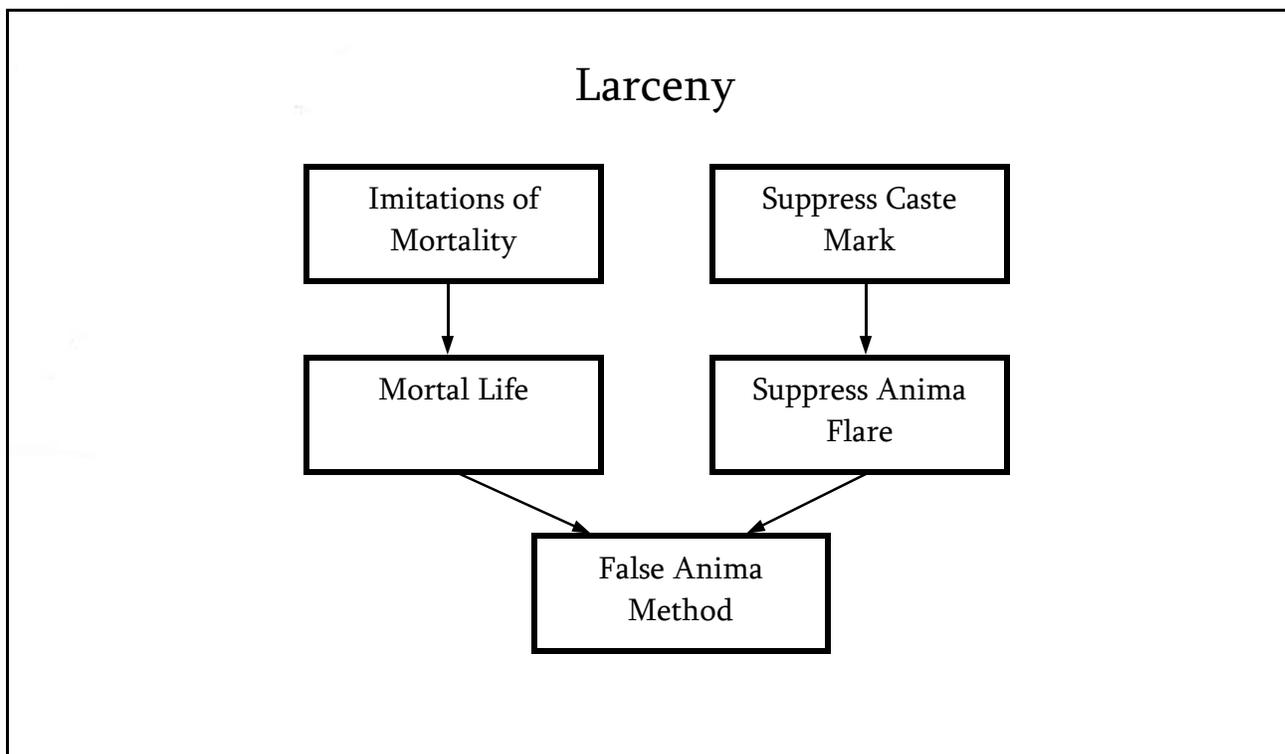
Description: The Exalt summons forth blade made from the energies of the underworld. It appears to be a blue mass of energy somewhat resembling ice. It has a range increment of 50 yards and deals the Exalted's permanent essence in lethal damage plus additional attack successes. It also ignores armor, being soakable only by stamina and soak increasing charms.

Larceny

Imitation of Mortality

Cost: 3 Motes





Duration: One Scene

Type: Simple

Minimum Larceny: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Avenger draws their anima around them in a cloak, hiding their death-tainted visages and appearing perfectly normal for the rest of the scene, or until their caste mark or Anima banner is displayed.

Type: Simple

Minimum Larceny: 3

Minimum Essence: 2

Perquisite Charms: None

Description: This charm allows the Avenger to prevent her caste mark from flaring. It cannot be used if she is already displaying any sort of Anima effect. It lasts until the end of her next turn. During that period of time she may spend peripheral essence without adding to her anima banner, so long as less than 6 motes are spent.

Mortal Life

Cost: 5 Motes

Duration: Until Ended

Type: Simple

Minimum Larceny: 3

Minimum Essence: 2

Perquisite Charms: Imitation of Mortality

Description: The Avenger draws their anima around them in a cloak, hiding their death-tainted visages and appearing perfectly normal until they choose to end the charm, or until their caste mark or Anima banner is displayed.

Suppress Anima Flare

Cost: 5 Motes, 1 willpower

Duration: One Turn

Type: Simple

Minimum Larceny: 4

Minimum Essence: 3

Perquisite Charms: Suppress Caste Mark

Description: This charm allows the Avenger to prevent her Anima from flaring. It cannot be used if she is already displaying any sort of Anima effect. It lasts until the end of her next turn. During that period of time she may spend peripheral essence without adding to her anima banner, so long as less than 10 motes are spent.

Suppress Caste Mark

Cost: 3 Motes, 1 willpower

Duration: One Turn

False Anima Method



Cost: 8 Motes, 1 willpower
 Duration: One Scene
 Type: Simple
 Minimum Larceny: 5
 Minimum Essence: 3
 Prerequisite Charms: Suppress Anima Flare, Mortal Life

Description: This charm allows the Avenger to disguise her anima as that of one of the Dragon-Blooded. It cannot be activated if they are currently displaying any sort of Anima effect. When enacted the Avenger picks what elemental aspect she will impersonate. For the rest of the scene her anima and caste mark appear at the normal rate, but appear in all ways to represent a Dragon-Blooded of the appropriate aspect.

Performance

Unearthly Performance

Cost: 1 Mote per dice
 Duration: Varies
 Type: Supplemental
 Minimum Performance: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: By drawing upon the energies of the underworld the Exalt enhances their performance with a haunting compelling quality. Each mote invested in this charm adds one dice to the characters performance dice pool to a limit of their performance + appropriate specialties.

Ghostly Accompaniment

Cost: 6 motes
 Duration: One Scene
 Type: Simple
 Minimum Performance: 3
 Minimum Essence: 2
 Prerequisite Charms: Unearthly Performance

Description: The Exalt summons a group of ghostly performers to accompany them in their performance. If they are reciting a play as the narrator, then ghostly players appear acting out the parts, if they begin singing an opera, an entire orchestra may be summoned from the Underworld. The Ghosts remain until the end of the performance or until any violence is done in their presence. Violence sends them

immediately back to the underworld

Paying the Piper

Cost: 5 Motes, 1 Willpower
 Duration: Varies
 Type: Simple
 Minimum Performance: 4
 Minimum Essence: 2
 Prerequisite Charms: Unearthly Performance

Description: The Exalt begins a haunting performance, either playing an instrument, singing or reciting poetry, so long as it has an audible component. Everyone who hears the song tithes essence to the Exalt singing, every time anyone who can hear the song spends essence they must pay an additional mote of essence, this mote is added to the Exalts essence pool. Each hour the Exalt sings, plays or recites, they must make a stamina + endurance check to continue.

Haunting Melody

Cost: 3 motes, 1 willpower
 Duration: Varies
 Type: Simple
 Minimum Performance: 5
 Minimum Essence: 2
 Prerequisite Charms: Paying the Piper

Description: The Exalt makes a haunting performance, either playing an instrument, singing or reciting poetry, so long as it has an audible component. They select a single target among those who listen and roll performance + charisma in an opposed roll to their opponents willpower. For a number of scenes equal to the net successes gained the target will be haunted by the melody. They continue to see elements from the performance, and can't seem to get it out of their head. They suffer a -2 penalty to all rolls during the period of time they are affected.

Soul-Draining Performance

Cost: 10 Motes, 2 Willpower, 1 Health Level
 Duration: 5 Minutes
 Type: Simple
 Minimum Performance: 5
 Minimum Essence: 3
 Prerequisite Charms: Paying the Piper

Description: The Exalt recites a poem or sings a dirge or plays a song. All those who listen must enter

into a contested willpower roll with the Exalt using this charm. Anyone who loses the contest gives up a temporary willpower to the performer to a maximum number equal to the performer's highest virtue. The order of those who lose their willpower is from the lowest willpower to the highest.

Presence

Dread Aura Technique

Cost: 1 Mote per 2 dice

Duration: Instant

Type: Supplemental

Minimum Presence: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This charm allows the Exalt to surround themselves in an aura of dread that mirrors the terror most mortals feel when facing the dead. Every mote invested in this charm adds two dice to the character's charisma + presence dice pool for purposes of intimidation. No more dice can be added by the use of this charm than the character has in Presence + the Appropriate Specialty.

Lament of Sorrows Method

Cost: 3 motes

Duration: Instant

Type: Simple

Minimum Presence: 3

Minimum Essence: 2

Perquisite Charms: Dread Aura Technique

Description: Using this charm the Avenger laments their sorrows and regret at the things they have done. Everyone, whose willpower is lower than the Avengers permanent essence, believes they are genuinely sorry and treats them accordingly (Determined by their compassion score). People whose permanent willpower is less than twice the Avenger's Essence must make a willpower roll or be convince also. The truly insidious part about this charm is it works no matter how many times you have fallen for it in the past.

Lure of Darkness

Cost: 3 motes per dice

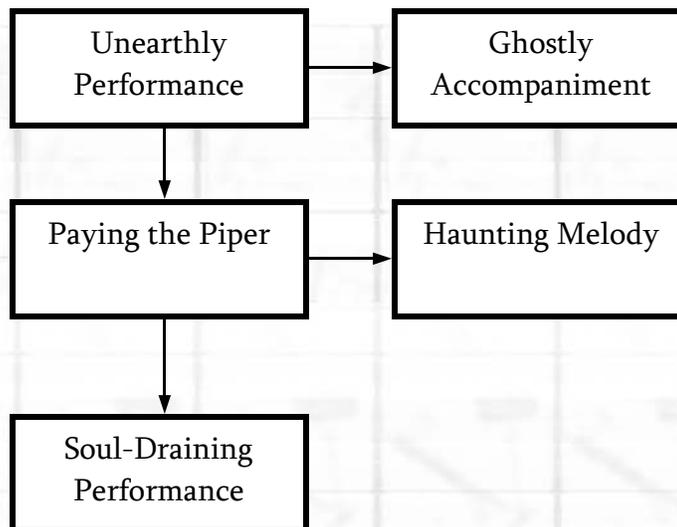
Duration: One Scene

Type: Simple

Minimum Presence: 4

Minimum Essence: 2

Performance





Perquisite Charms: Dread Aura Technique

Description: This charm draws upon the Avenger's unearthly appearance to draw mortals to them like moths to a flame. Each 3 motes invested in this charm adds one dice to any dice pool used for seducing somebody of the appropriate sexual orientation. No more dice can be added in this way than the characters presence + appropriate specialty.

Undead Recruitment Method

Cost: 2 motes per walking dead.

Duration: One Scene

Type: Simple

Minimum Presence: 4

Minimum Essence: 3

Perquisite Charms: Lure of Darkness

Description: This charm allows the Avenger to exert their supernatural influence on the walking dead. For every two motes expended in activating this charm they recruit an existing member of the walking dead into their service, possibly even from the opposing commander. This charm sees a lot of usage when the Dirge caste recruit armies created by the Bone Caste.

Athletics

Soaring Ghost Leap

Cost: 2 motes

Duration: Instant

Type: Supplemental

Minimum Athletics: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This charm allows the Avenger to momentarily take on the ethereal property of a ghost, allowing them to leap incredible distances. For a single jump they may triple their normal distances.

Ethereal Body Method

Cost: 7 motes, 1 willpower

Duration: One Scene

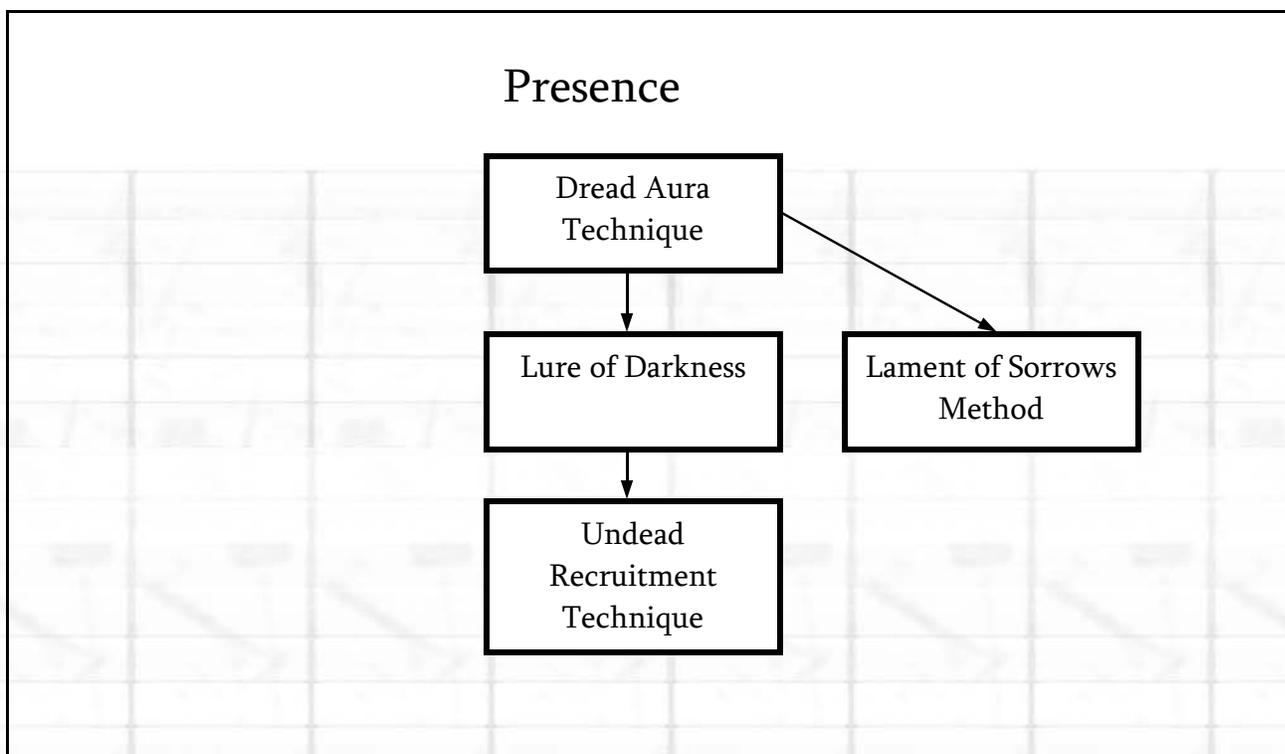
Type: Supplemental

Minimum Athletics: 3

Minimum Essence: 2

Perquisite Charms: Soaring Ghost Leap

Description: This charm allows the Avenger to infuse their body with the ethereal properties of the incorporeal dead, allowing them to run and jump at twice their regular distances. This also allows them to balance flawlessly and run across treetops, etc much



like graceful crane stance.

Potency of Death

Cost: 2 motes per dice

Duration: One Scene

Type: Supplemental

Minimum Athletics: 3

Minimum Essence: 2

Perquisite Charms: none

Description: The Avenger charges their muscles and tendons with the unyielding strength of the dead. For each two motes spent on this charm they may add one additional dice to their strength + athletics dice pool for the rest of the scene, no more dice can be added by the use of this charm than the characters Athletics score.

burst of ferocious strength, allowing them to inflict terrible wounds. Each mote spent on this charm adds one dice to the damage dice pool before soak. No more motes of essence can be spent on this charm than the character has in athletics. This charm can be combo'ed with charms from other abilities freely.

Celerity of the Dead

Cost: 5 motes, 1 willpower

Duration: Instant

Type: Simple

Minimum Athletics: 5

Minimum Essence: 1

Perquisite Charms: None

Description: This charm allows the Avenger to take two actions in a round rather than the normal one.

Flesh Rending Technique

Cost: 1 mote per dice

Duration: Instant

Type: Supplemental

Minimum Athletics: 4

Minimum Essence: 2

Perquisite Charms: Potency of Death

Description: The Avenger demonstrates a sudden

Dread Speed Prana

Cost: 6 motes per additional action, 1 willpower

Duration: Instant

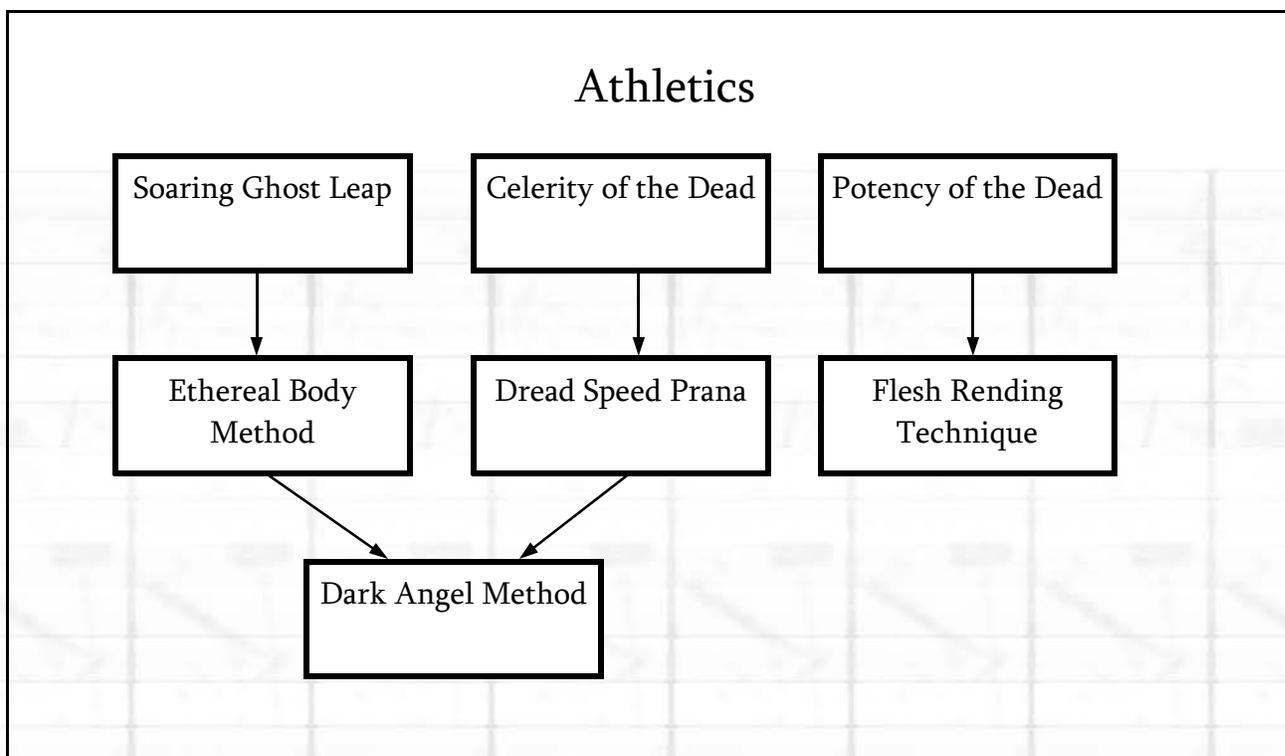
Type: Reflexive

Minimum Athletics: 5

Minimum Essence: 3

Perquisite Charms: Celerity of the Dead

Description: This charm allows the Avenger to take



additional actions at the cost of 6 motes per action. They cannot take more actions than they have permanent Essence.

Dark Angel Method

Cost: 12 motes, 1 willpower

Duration: One Scene

Type: Simple

Minimum Athletics: 5

Minimum Essence: 4

Perquisite Charms: Dread Speed Prana, Ethereal Body Method

Description: This charm allows the Avenger to truly take to the air, fluttering around like a ghost, they may fly at three times their normal overland movement rate for the remainder of the scene. Their elevated position also allows them to add their permanent essence to all dodge rolls.

Melee

Death Strike

Cost: 1 mote per 2 dice

Duration: Instant

Type: Simple

Minimum Melee: 2

Minimum Essence: 1

Perquisite Charms: none

Description: The avenger invests his blade with the energies of death, allowing it to strike with harrowing accuracy. Each mote invested in this charm adds two dice to the characters Dexterity + Melee dice pool for a single attack. No more dice can be added by this charm than the Exalts Melee + Appropriate Specialty.

Whirling Scythe of the Reaper Method

Cost: 6 motes, 1 willpower

Duration: One Scene

Type: Supplemental

Minimum Melee: 3

Minimum Essence: 3

Perquisite Charms: Death Strike

Description: The Exalt charges their blade with the hunger of the dead, drawing it unerringly to the lives of the living. The character may add their melee score to any attack they make for the rest of the scene

Hunger for Blood Method

Cost: 1 mote per dice

Duration: Instant

Type: Simple

Minimum Melee: 3

Minimum Essence: 1

Perquisite Charms: Death Strike

Description: The avenger invests his blade with the hunger of the dead, After the attack and dodge or parry rolls have been completed the avenger can add additional attack successes to the raw damage at the cost of one per mote invested. No more motes can be invested in this charm than the additional attack successes from the attack.

Bone and Steel Strike

Cost: 1 mote per dice

Duration: Instant

Type: Simple

Minimum Melee: 3

Minimum Essence: 2

Perquisite Charms: Hunger for Blood Method

Description: The Exalt imbues their blade with the dark energies of the grave, adding one dice to the base damage per mote invested in this charm. No more motes can be spent activating this charm than the character has motes of permanent essence.

Monolith of Bone and Steel

Cost: 7 motes, 1 willpower

Duration: One Scene

Type: Simple

Minimum Melee: 5

Minimum Essence: 4

Perquisite Charms: Bone and Steel Strike

Description: This charm imbues the Exalt's blade with the cold blues flames of the grave, for the remainder of the scene the characters weapon deals additional base damage equal to the characters essence score.

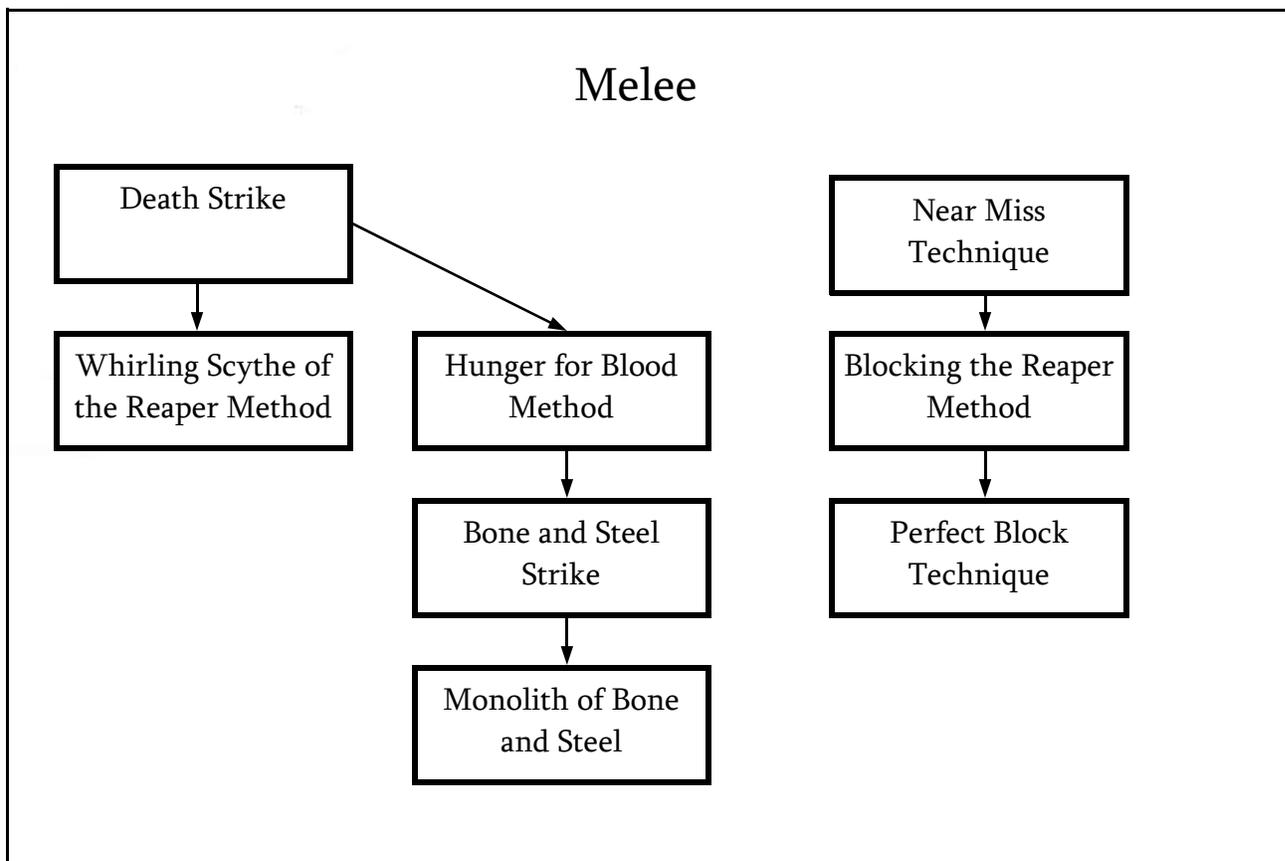
Near Miss Technique

Cost: 1 mote per 2 dice

Duration: Instant

Type: Supplemental

Minimum Melee: 2



Minimum Essence: 1

Perquisite Charms: none

Description: The avenger invests his blade with the energies of death, allowing it to block with surprising accuracy. Each mote invested in this charm adds two dice to the characters Dexterity + Melee dice pool for a single parry. No more dice can be added by this charm than the Exalts Melee + Appropriate Specialty.

Blocking the Reaper Method

Cost: 3 motes

Duration: Instant

Type: Reflexive

Minimum Melee: 3

Minimum Essence: 2

Perquisite Charms: Near Miss Technique

Description: The Avenger may reliably make parries of great ability, by trusting in the gods of the underworld. If the Avenger rolls a parry that does not meet with their satisfaction, they may activate this charm and roll again, taking the new result in place of the old one.

Perfect Block Technique

Cost: 2 motes per re-roll, 1 willpower

Duration: Instant

Type: Reflexive

Minimum Melee: 4

Minimum Essence: 2

Perquisite Charms: Blocking the Reaper Method

Description: The Avenger may block with near certainty that the parry will be sufficient to escape harm. When this charm is enacted the character may pay 2 motes and re-roll any block that fails to keep the blow away from them. They may continue to do so as long as they have essence to spend

Resistance

Pain Banishing Attitude

Cost: 4 motes

Duration: One Scene

Type: Reflexive

Minimum Resistance: 2

Minimum Essence: 1



Perquisite Charms: None

Description: The Exalt charges their body with the cold numbing chill of the grave. They suffer a -1 penalty to all dexterity dice pools for the rest of the scene, but may ignore all wound penalties.

Unflinching Corpse Style

Cost: 3 motes

Duration: One Scene

Type: Reflexive

Minimum Resistance: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Avenger fills their body with the resilience of the dead, allowing them to add one to their lethal and bashing soak for the rest of the scene. They may activate this charm multiple times, and the results stack, but no more soak may be added in this way than the characters resistance score.

Unholy Flames of Defense

Cost: 5 motes, 1 willpower

Duration: One Scene

Type: Reflexive

Minimum Resistance: 3

Minimum Essence: 2

Perquisite Charms: Unflinching Corpse Style

Description: The Exalt goes beyond mere resiliency and actually flares the powers of the underworld around him into a shield of darkness. This flickering blues corona adds the characters resistance score to their bashing and lethal soak for the rest of the scene. This charm stacks with Unflinching Corpse Style, but is not compatible with armor.

Stopping the Sands of Death Technique

Cost: 4 Motes

Duration: Instant

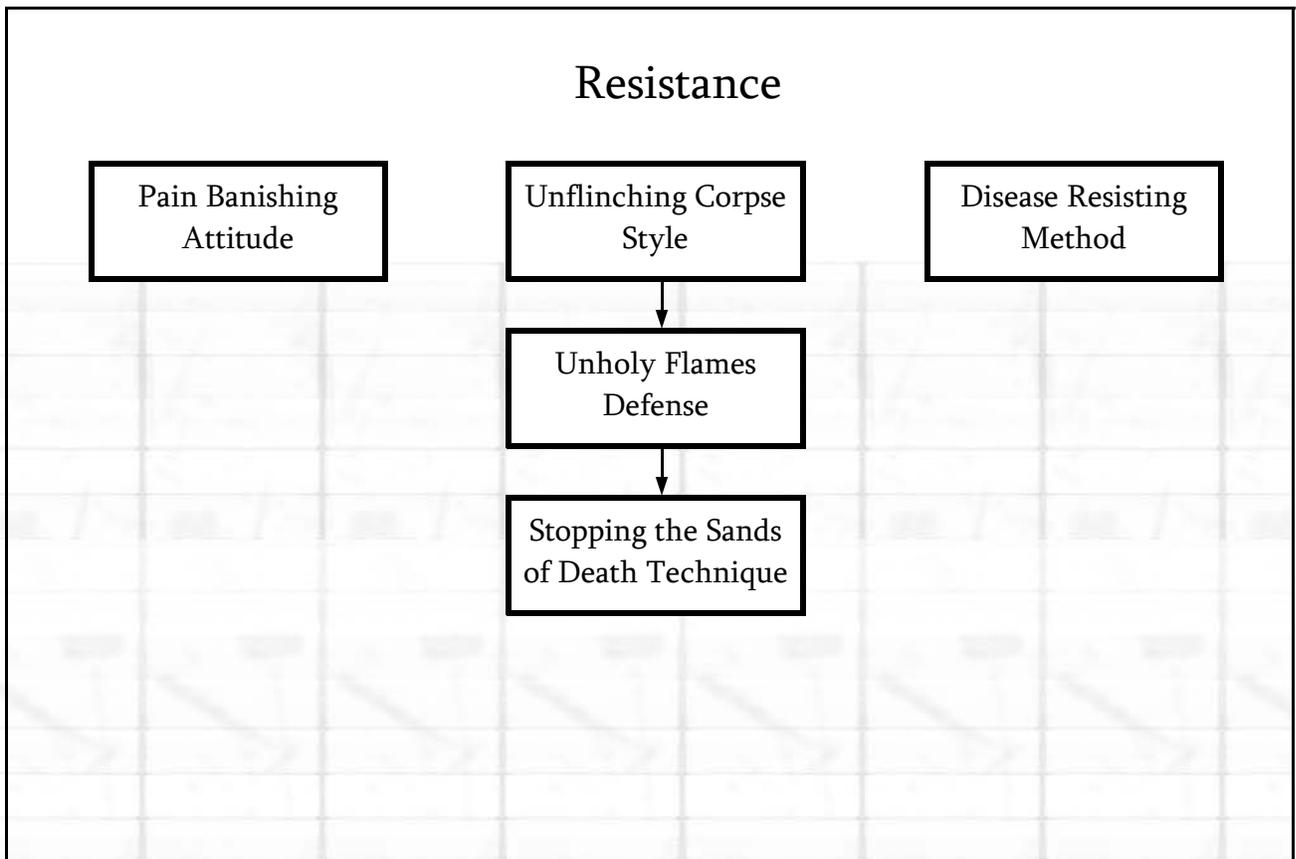
Type: Reflexive

Minimum Resistance: 4

Minimum Essence: 3

Perquisite Charms: Unholy flames of Defense

Description: The Exalt calls upon their dark gods to rob their opponent of a telling blow. This charm allows the Exalt to force an opponent to re-roll a



damage roll that they do not like, forcing them to take the new result in place of the old one.

Disease Resisting Method

Cost: 1 mote
 Duration: instant
 Type: Reflexive
 Minimum Resistance: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: The Avenger floods their body with the energies of the grave so that harmful diseases are killed off before they can effect the Exalt. The character may double their resistance score for the purposes of a single roll to determine if they fall ill or not.

Lore

Bolt of Darkness Technique

Cost: 1 mote per 2 dice
 Duration: instant
 Type: Simple
 Minimum Lore: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: The Exalt summons a ball of pure darkness to their hand, and hurls it at a single opponent. The dice pool to hit is perception + Lore. The bolt does 2 dice of lethal damage per mote invested in this charm. No more motes can be spent activating this attack than the Exalt has permanent essence. Corona of Radiance and similar Solar Charms, block this attack completely.

Bolt of Hatred Method

Cost: 1 mote per 2 dice
 Duration: instant
 Type: Simple
 Minimum Lore: 3
 Minimum Essence: 2
 Prerequisite Charms: Bolt of Darkness Technique

Description: The Exalt summons a ball of pure hatred to their hand, it appears to be a crackling mass of red and black energies, and hurls it at a single opponent. The dice pool to hit is perception + Lore. The bolt does 2 dice of lethal damage per mote

invested in this charm. Additionally the crackling energies remain for a number of turns equal to the health levels inflicted, during this time they lower the targets lethal soak, by 1 per mote of essence used to power the charm. No more motes can be spent activating this attack than the Exalt has permanent essence. Corona of Radiance and similar Solar Charms, block this attack completely.

Bolt of Ultimate Darkness Technique

Cost: 4 motes per Essence dice
 Duration: instant
 Type: Simple
 Minimum Lore: 5
 Minimum Essence: 3
 Prerequisite Charms: Bolt of Hatred

Description: The Exalt summons a ball of cold and darkness to their hand, and hurls it at a single opponent. The dice pool to hit is perception + Lore. The bolt does Essence dice of lethal damage per 4 motes invested in this charm. No more motes can be spent activating this attack than the Exalt has Lore x 4. The numbing cold that lingers after the bolt has landed penalizes the targets dices pools by -1 for the rest of the scene, so long as it does at least one level of damage. The Penalties from multiple bolts stack. Corona of Radiance and similar Solar Charms, block this attack completely.

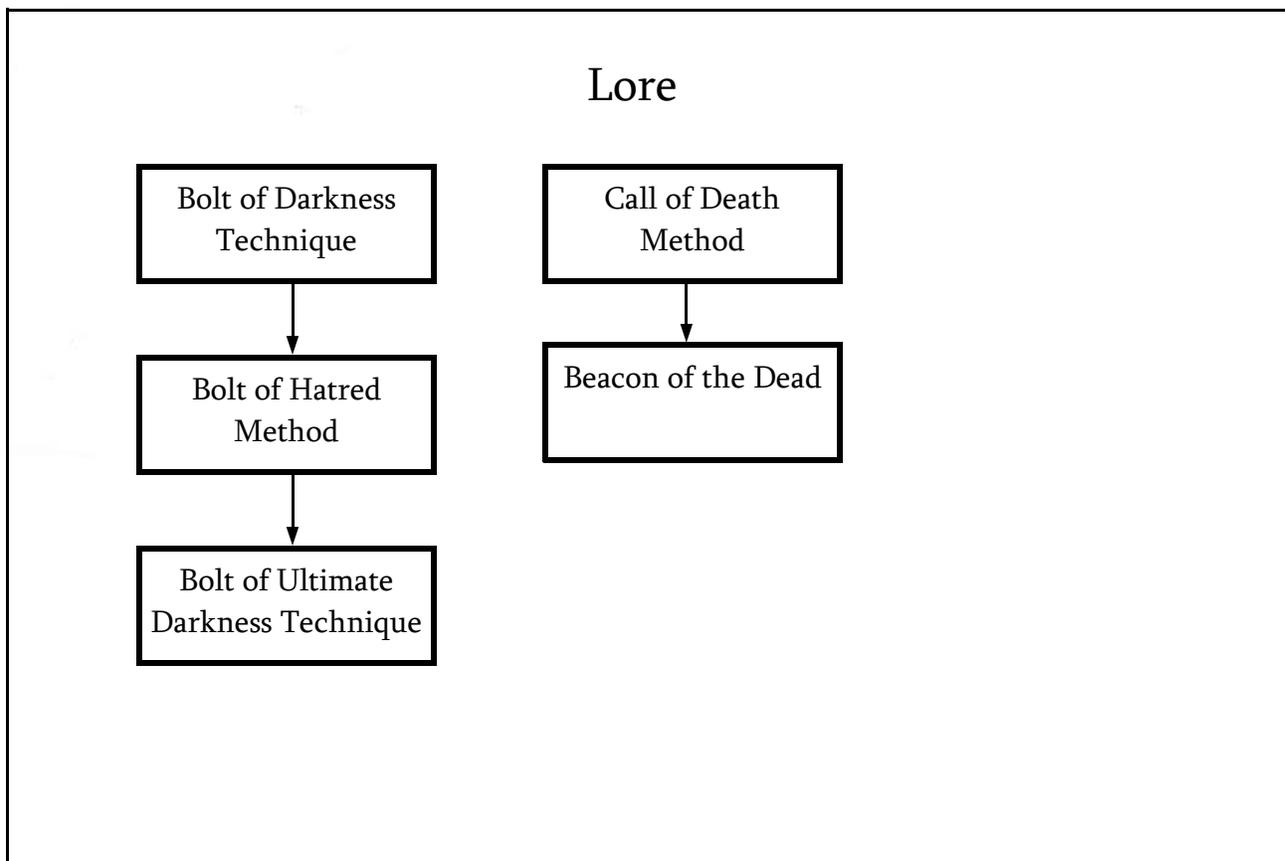
Call of Death Method

Cost: 1 Mote
 Duration: instant
 Type: Simple
 Minimum Lore: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: The Exalt Sends a wave of death energies out into the air around her. It spreads out to a distance of 1 mile per point of permanent essence. Anyone in that area who can perceive essence flows will see the wave and know where it originates, as will anyone using their ability to sense a Shadowland at that moment.

Beacon of the Dead

Cost: 2 Motes
 Duration: One Scene



Type: Simple

Minimum Lore: 3

Minimum Essence: 2

Perquisite Charms: Call of Death Method

Description: For the rest of the Scene, the Exalt radiates an aura of death. Anyone who uses their ability to sense a Shadowland within a number of miles equal to the Exalts permanent essence, will detect her as well.

Investigation

Hidden Way Method

Cost: 3 Motes

Duration: Instant

Type: Simple

Minimum Investigation: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Exalt calls forth a spirit, to pass through the walls in a room and see if any hidden doors or passages exist in the area. The Spirit silently points to any hidden area's in the room this charm is

invoked in before fading back to the underworld. Magically hidden secrets are not revealed by the use of the charm.

Architect of the Dead

Cost: 5 Motes, 1 willpower

Duration: One Scene

Type: Simple

Minimum Investigation: 3

Minimum Essence: 2

Perquisite Charms: Hidden Way Method

Description: The Exalt calls forth the architect of a building (assuming they are dead.) or one of the builders (assuming any of them are dead). If no one who knows the secrets of the building is in the underworld the charm fails. For the rest of the scene the Architect will guide the character to the best of their knowledge around the building to whatever they want see, or answer whatever questions they have.

Ghostly Reading Method

Cost: 3 motes



Duration: One Scene
 Type: Simple
 Minimum Investigation: 3
 Minimum Essence: 2
 Prerequisite Charms: None

Description: The Exalt calls forth a shade that reads the tongue that a book or scroll was originally written in, and causes them to recite it out loud. While the shade does not translate the work, it can overcome poor quality in the copy the character possesses, reading words that can no longer be made out. Since characters with high linguistics but low Lore can often speak but not read certain languages, it can be helpful in other ways also.

Dictation of the Damned

Cost: 5 motes
 Duration: One Scene
 Type: Simple
 Minimum Investigation: 4
 Minimum Essence: 3
 Prerequisite Charms: Ghostly Reading Method
 Description: The Exalt calls forth a shade that has

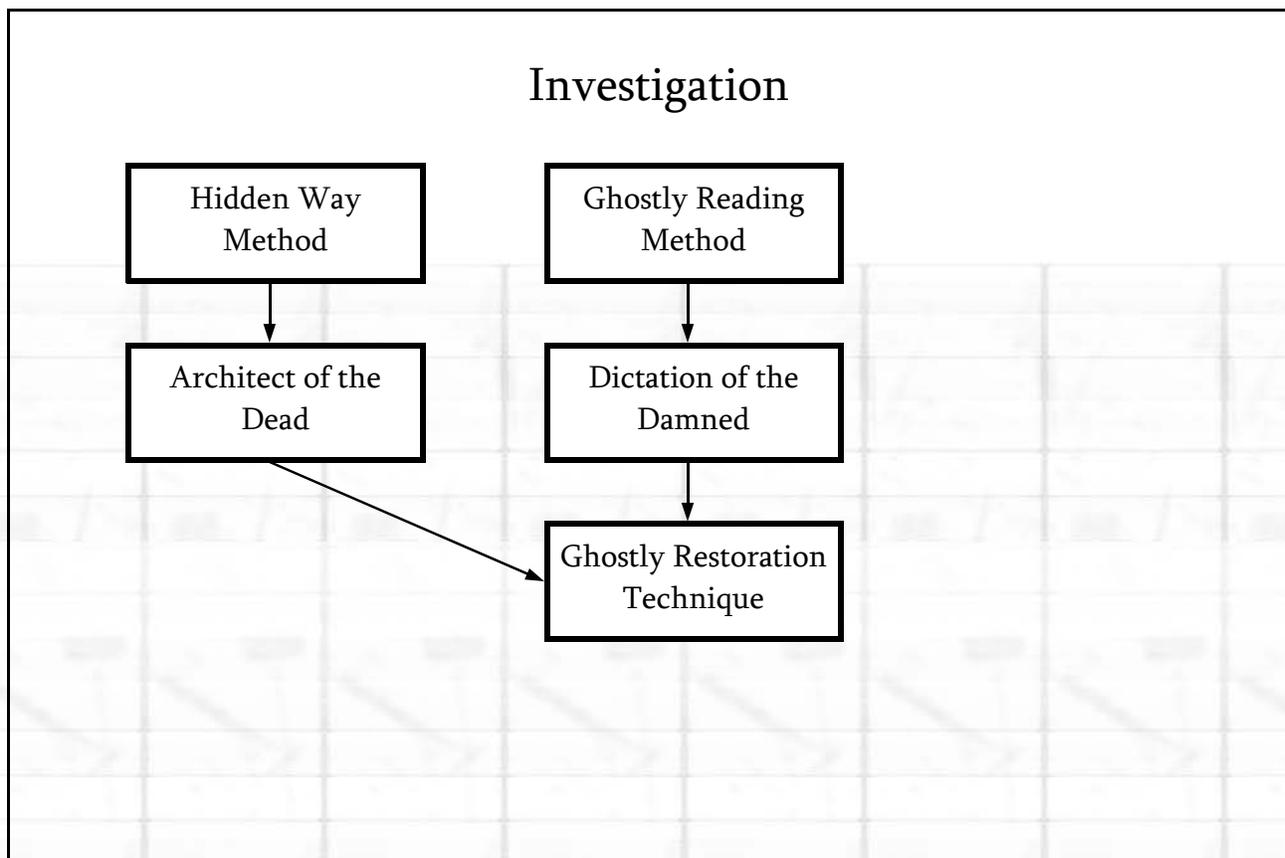
read a work that the Exalt possesses a scrap of. Presuming such a shade exists in the underworld. The shade when summoned recites from memory the entire work, allowing the character to recover information all but destroyed piece, rather than just fill in the blanks as Ghostly Reading Method does.

Ghostly Restoration Technique

Cost: 5 Motes, 1 willpower
 Duration: One Scene
 Type: Simple
 Minimum Investigation: 5
 Minimum Essence: 3
 Prerequisite Charms: Architect of the Dead, Dictation of the Damned

Description: The Exalt calls forth either the author or a scribe that once copied a work that the character has a damaged or incomplete copy of (A single page will do.) The shade then dutifully produces a new copy of the original. The shade makes to attempt to explain or translate the work merely copies it.

Martial Arts



Reaper Guardian Style

Cost: 3 motes

Duration: instant

Type: Reflexive

Minimum Martial Arts: 2

Minimum Essence: 1

Perquisite Charms: None

Description: This Charm allows the Exalt to take upon themselves the attitude of the reaper, bringing their hands or blade into the perfect position to block in coming blows. They add their Martial Arts score to their dice pool to block incoming attacks. If the character is using a sickle, they may combo this charm with melee charms freely.

Striking Scythe Method

Cost: 1 mote per 2 dice

Duration: instant

Type: Supplemental

Minimum Martial Arts: 3

Minimum Essence: 2

Perquisite Charms: Reaper Guardian Style

Description: This charm allows the Exalt to charge their attacks with the deadly cutting power of the Scythe. Their hand to hand blows deal lethal damage. If they are using a sickle with this charm they may add their essence to the base damage of the attack.

Sweeping Reaper Attack

Cost: 1 mote

Duration: instant

Type: Supplemental

Minimum Martial Arts: 4

Minimum Essence: 2

Perquisite Charms: Striking Scythe Method

Description: The Exalt makes a regular martial arts attack and a wave of essence flows outwards from their hands in the shape of a scythe blade. They may make hand to hand attacks out to a range equal to their essence x 3 in yards.

Unstoppable Reaper Stance

Cost: 2 motes

Duration: instant

Type: Supplemental

Minimum Martial Arts: 4

Minimum Essence: 3

Reaper Style Martial Arts

Characters employing Reaper Style Martial Arts, may freely use a sickle as a Martial Arts aid, while fighting in this style. Often Avenger Martial Artists use specially manufactured enchanted sickles designed to enhance combat using this style of martial arts. Several of these will be described in the Appendix on artifacts and Hearthstones.

Perquisite Charms: Sweeping Reaper Attack

Description: The Exalt takes on the stance of the reaper, ready to receive damage and continue on. They may add their Martial Arts score to their lethal and bashing soak for a single attack. This charm is fully compatible with Armor and other soak increasing charms.

Inevitable Reaping Technique

Cost: 5 motes, 1 willpower

Duration: instant

Type: Supplemental

Minimum Martial Arts: 4

Minimum Essence: 3

Perquisite Charms: Sweeping Reaper Attack

Description: The Exalt makes a sweeping attack, either with their sickle or their bare hands, and a number of additional attacks of pure essence appear in the air around their hands or weapon, striking simultaneously. A single attack roll is made, however once the soak is removed and the final damage is calculated, the character rolls the damage a number of times equal to their essence score, and takes the total, as all the additional attacks land.

Don't Fear the Reaper Style

Cost: 7 motes, 1 willpower

Duration: One Scene

Type: Simple

Minimum Martial Arts: 5

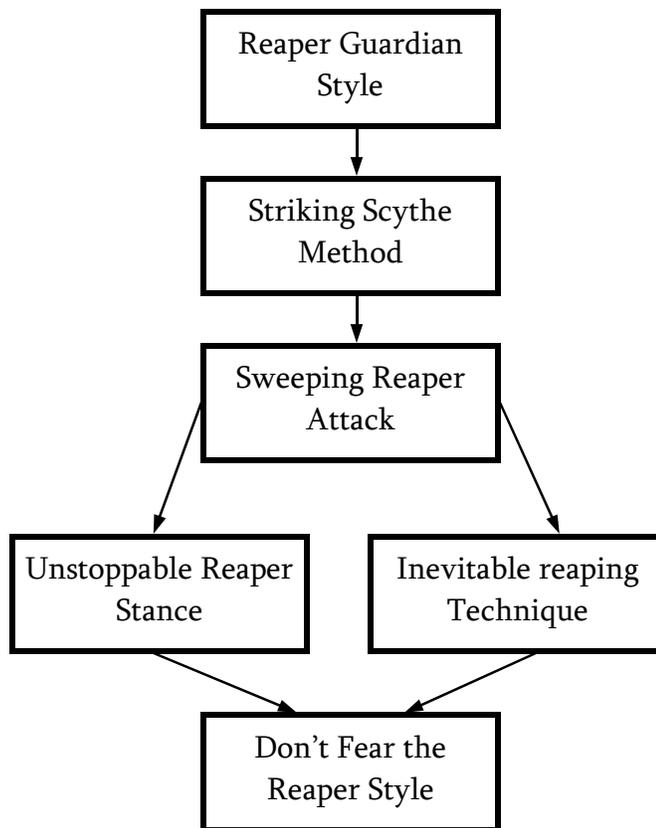
Minimum Essence: 3

Perquisite Charms: Unstoppable Reaper Stance, Inevitable Reaper Technique

Description: The Exalt becomes a darkly shadowed vision a cloak-like black anima surrounding them. This black anima conceals their movements making them difficult to attack effectively or block, as often



Martial Arts : Reaper Style



times you find yourself striking at air, or blocking an empty flapping black anima. The Exalt may add their essence score to the difficulty to hit them or parry their attacks for the rest of the scene.

Dodge

Underworld Evasion Technique

Cost: 1 mote per 2 dice.

Duration: Instant

Type: Supplemental

Minimum Dodge: 2

Minimum Essence: 1

Perquisite Charms: None

Description: The Exalt imbues themselves with the effusiveness of the dead, momentarily allowing them to dodge even certain hits. When this charm is enacted each mote spent to empower it adds 2 to the

characters Dexterity + Dodge dice pool. No more dice can be added in this fashion than their Dodge + Appropriate Specialties.

Step Sideways Method

Cost: 3 Motes.

Duration: Instant

Type: Supplemental

Minimum Dodge: 3

Minimum Essence: 2

Perquisite Charms: Underworld Evasion Technique

Description: The Avenger slips away from blows like a ghost seemingly fading away from the spot they were standing on just a moment ago. Activating this charm allows the Exalt to re-roll a failed dodge attempt, and take the new result.

Last place you look Technique

Cost: 4 Motes



Duration: Instant

Type: Reflexive

Minimum Dodge: 4

Minimum Essence: 3

Prerequisite Charms: Step Sideways Method

Description: The Exalt, tunes themselves into the whispers of the local ghosts and uses them to dodge attacks that they might otherwise be unaware of. The Avenger may make a normal dodge using their standard dice pool against an attack they do not anticipate. This does not allow them to make additional dodges beyond those they would normally be allowed however.

Total Evasion Prana

Cost: 5 motes, 1 willpower

Duration: One Turn

Type: Supplemental

Minimum Dodge: 5

Minimum Essence: 3

Prerequisite Charms: Last place you look Technique

Description: The Exalt draw strength from those who wait for her across the shroud, to delay her joining them, even when beset by overwhelming

odds. The Avenger may dodge a number of additional attacks equal to her essence score with her full Dexterity + Dodge dice pool, before their next turn.

Unearthly Dodge Prana

Cost: 2 Motes per re-roll, 1 Willpower

Duration: Instant

Type: Reflexive

Minimum Dodge: 4

Minimum Essence: 2

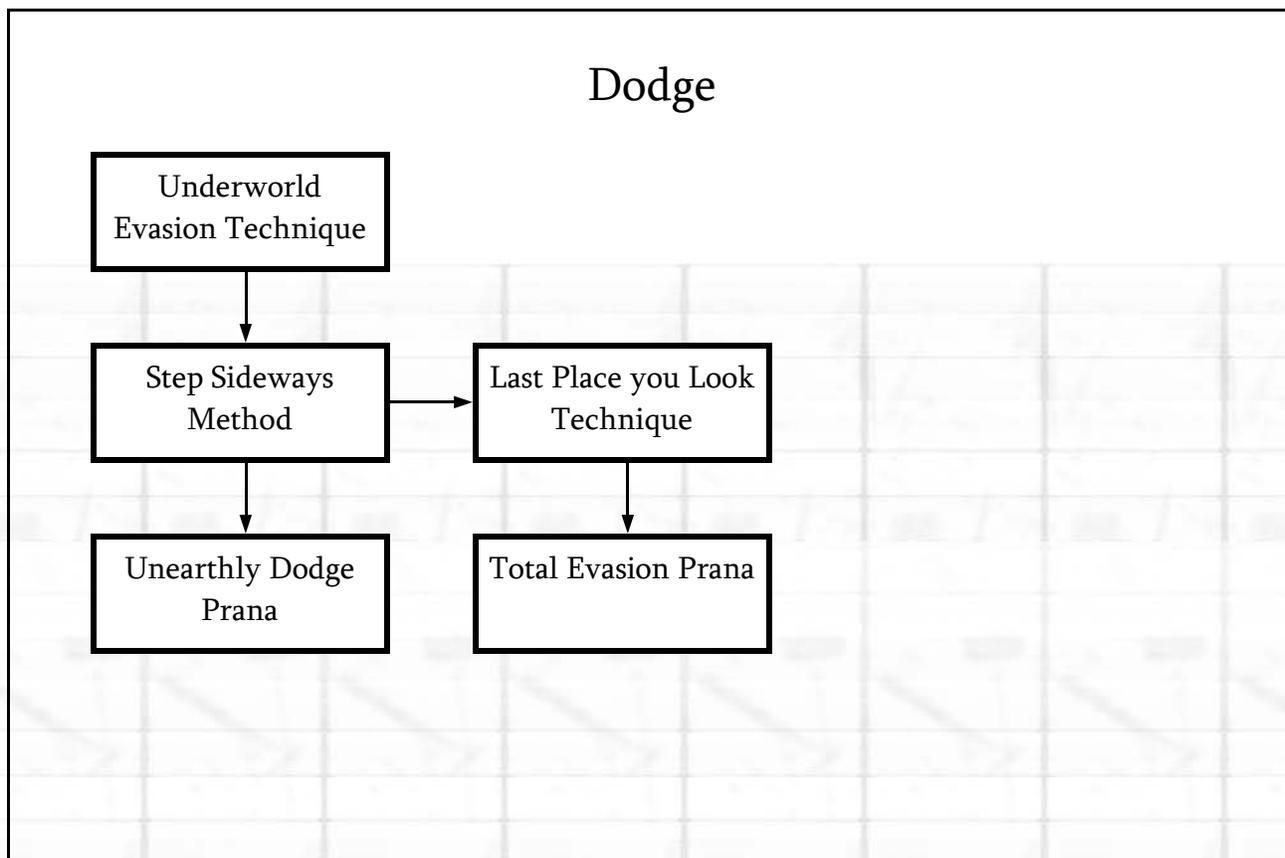
Prerequisite Charms: Step Sideways Method

Description: The Avenger dodges blows with the evasiveness of a shadow. When a dodge attempt fails they may activate this charm and makes as many re-rolls as they can, paying 2 motes for each as a reflexive action.

Bureaucracy

Through the Cracks Method

Cost: 6 motes, 1 willpower.





Duration: Instant
 Type: Simple
 Minimum Bureaucracy: 2
 Minimum Essence: 1
 Prerequisite Charms: None

Description: This charm allows the Exalt to bury a certain set of paper work. When enacted a particular set of paperwork, defies all attempts keep it under control, it gets lost at every time, every official who needs to approve it puts it at the bottom of the pile or signs in the wrong place. While it does not prevent another set of paperwork from being filled out, it effectively sinks that attempt at submission.

Ghostly Factor Technique

Cost: 4 Motes
 Duration: One Scene
 Type: Simple
 Minimum Bureaucracy: 3
 Minimum Essence: 2
 Prerequisite Charms: None

Description: This charm allows the Exalt to summon forth the ghost of a deceased bureaucrat from the underworld. The ghostly factor will ensure that the characters paperwork is perfectly filled out, and that every 'T' is crossed and every 'I' is dotted. While this charm will not speed up the bureaucratic process that the character is involved in it will ensure they do not fail the basic bureaucracy roll.

Sorcery

Terrestrial Circle

Guardian of the Wild Dead

Cost: 20+ motes

This spell allows the caster to call forth the spirit of a dead animal of exceptional strength and power. They must have the corpse or bones of an animal that stood head and shoulders over others of its kind, either the great leader of the largest pack in the region, or a predator that drove all others of its kind out of a territory so vast that no others of its kind in the region have rivaled it. Once the spell is cast the Exalt must enter into an extended contested roll Essence + Willpower against the spirit. If the character scores 3 net successes then the spirit is bound to server the sorcerer for the next lunar month, if the spirit gains 3 net successes over the Exalt, it is free to attack her and kill her before it returns to its restless slumber. Each additional 5 motes spent on this spell reduces the spirit's dice pool by 1. The Guardian of the Wild Dead has the following stats. The only force that can release the spirit from its servitude early, except for the consent of the Sorcerer, is the permission of the Animal Avatar of its species.

Guardian of the Wild Dead

Str *	Int 4	Cha 3
Dex *	Wits 5	Man 3

Bureaucracy

Through the Cracks
 Method

Ghostly Factor
 Technique

Sta * Per 5 App 1

Virtues:

Valor 5, Conviction 3, Compassion 1, Temperance 2
Willpower: *

* 2 points higher than the basic animal template.

Essence: 3

Essence Pool : 52 + 3x Willpower

Cost to Materialize : 41

Charms: Possession**, Materialize, Principle of Motion, Words of Power***, Tiny Damnation, Measure the Wind.

**Can only be used on members of its original species.

*** Expressed as a howl or other animal sound.

Other Notes: Never an Extra.

Shroud Circle

Summoning and Binding of Spirits

Cost: 10-20 Motes.

Through this ritual the caster summons and binds a spirit from the underworld into a year of service. They may pick the kind of spirit (Hungry Ghost, War Ghost, Nemissary) when the hour long ritual begins. It requires 10 motes to call a hungry ghost, 15 to call a War ghost and 20 to call a Nemissary. Further the Exalt must make an intelligence + occult roll. Difficulty of 1 for a Hungry Ghost, 3 for a War Ghost and 5 for a Nemissary. If the roll fails, then not only does the character not bind the ghost, but they also loose 1 mote of essence for the same period the ghost would have been bound. (One Year.)

Summoning the Spirits of the Wild Hunt

Cost: 30 Motes

This spell can only be cast at night. When it is cast the character must roll Charisma + Occult and name a

target for the hunt. The character need not know an actual name, but must be able to unambiguously identify the target (i.e. The thief that stole my sword!). For each success the character gets on their Charisma + Occult roll they call forth two War Ghosts. These war ghosts remain until the sun rises, and until then they are imbued with a flawless sense for the target's location. Only powerful charms (Those that specifically state they protect from Celestial Circle Spells) or Celestial Circle spells that prevent magical location, can throw them off the targets trail, until then they hunt for her mercilessly, attempting to return her to the caster if possible or kill her and bring her body back if not. This spell lasts until sunrise the following night. (I.E the rest of the night it is cast, the following day and then the following night until sunrise.)

Requiem of Souls.

Cost: 25 Motes

A dreadful war magic, based on necromancy. Casting this spell calls forth a wave of darkness that attempts to pull all within its area of effect down into the underworld. The coruscating wave of blackness fans outwards from the casters hands to fill an area 60 yards wide, 10 yards high and 300 yards long. The caster rolls perception + occult as an attack roll and every one within the area of effect is treated as if they were attacked by a melee attack that cannot be blocked or dodged, except by the use of charms, dealing a base damage of 12 plus additional attack successes. Those killed by this spell shudder and fall to the ground, their souls literally ripped from their bodies and sent directly to the underworld. This spell does no damage to physical structures or objects, instead passing right through them, as such these objects provide no cover from the effect.



Chapter 3

Voices of the Underworld





Horatio the Accursed

Quote: *“Yes, mistress the left flank is weaker, I will advance there immediately.”*

Background: Horatio was originally Jonathan O’Connell, before the disaster. He grew up in Boston, and worked in a small ridding club just outside of town. When the disaster struck he was cut off from his family, starving and alone, he fought a small brown bear with nothing but a small tree intending to eat it, and hungry enough not to care. Though he won, the bear tore open is belly, and dying on the ground next to his would be meal’s carcass, Blood Lilly found him. He is a dull, soulless man, who seems to have little passion or fire in him, though weather he was originally this way, or if it is a result of Blood Lilly’s treatment of him is unknown, he talks little about himself. Though he has not yet mastered the art of creating and animating the Walking Dead, he is the commander of Blood Lilly’s small existing army.

Appearance: Horatio is a tall gaunt man, standing just over 6’5” and weighting less than 160 pounds. He is however much stronger and more resistant than he looks, rather like old leather.



Deirdre Soulfest

Quote: *"My Mistress has a most urgent summons for you... of the lethal variety!"*

Background: Deirdre was once a stylist in one of the finest hair salon's in New York. When the disaster struck, she was almost killed by one of the collapsing buildings. Fleeing from the city, she had a fear of being crushed to death ever since. Since the wild lands have become so dangerous, she spent her time flitting from city to city, resting and re-supplying as long as she could stand to be near the buildings. She had wandered a surprising distance across the new world, between her stops. It was during one such city stop that she was recruited by Blood Lilly. Her month-long initiation into the ways ranks of the Avengers was a painful one, but it has removed her long held dread of cities. Now she uses her knowledge of the world at large to do her mistresses bidding. However a new dread has filled the place of her lost fear of the buildings falling... the thought that she was born for something more, in the darkest hours of the night when she lies in her most fitful sleeps, she often has strange dreams, of the Sun and Moon, and the harmony of the Eclipse...

Appearance: Deirdre is a surprisingly attractive woman, despite her grave caste appearance, and she has charms both to hide her nature, and to draw mortals to her. These charms are generally used to find a temporary companion on the road as she travels, but she has also been known to use them for assignations and rather gruesomely to feed her essence pool. She is about 5'6' and weighs approximately 125 pounds, she compensates for her slight build with agile hands, cunning and guile in a combat situation.



NAME: Deirdre Soulfest CONCEPT: Messenger/Assasian
 PLAYER: NPC NATURE: Survivour
 CASTE: Grave ANIMA: Vauge Grey Mass

Exalted Avenger

ATTRIBUTES

STRENGTH ●●○○○ CHARISMA ●●●○○ PERCEPTION ●●●○○
 DEXTERITY ●●●○○ MANIPULATION ●●●○○ INTELLIGENCE ●●●○○
 STAMINA ●●○○○ APPEARANCE ●●●○○ WITS ●●●○○

ABILITIES

Bone		Grave		Shroud	
<input type="checkbox"/> ENDURANCE <u>○○○○○</u>	<input type="checkbox"/> BRAWL <u>○○○○○</u>	<input type="checkbox"/> LINGUISTICS <u>●●○○○</u>	<input type="checkbox"/> ARCHERY <u>●○○○○</u>	<input type="checkbox"/> AWARENESS <u>○○○○○</u>	<input type="checkbox"/> THROWN <u>●●●○○</u>
<input type="checkbox"/> SAIL <u>○○○○○</u>	<input type="checkbox"/> RIDE <u>●●○○○</u>	<input type="checkbox"/> MEDICINE <u>●●○○○</u>	<input type="checkbox"/> SOCIALIZE <u>●●●○○</u>	<input type="checkbox"/> LARCENY <u>●●●○○</u>	<input type="checkbox"/> STEALTH <u>○○○○○</u>
<input type="checkbox"/> CRAFTS <u>○○○○○</u>		<input type="checkbox"/> SURVIVAL <u>●●●○○</u>		<input type="checkbox"/> OCCULT <u>○○○○○</u>	
Dirge		Forgotten		SPECIALTIES	
<input type="checkbox"/> ATHLETICS <u>○○○○○</u>	<input type="checkbox"/> PERFORMANCE <u>○○○○○</u>	<input type="checkbox"/> BUREAUCRACY <u>○○○○○</u>	<input type="checkbox"/> INVESTIGATION <u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>
<input checked="" type="checkbox"/> PRESENCE <u>●●●○○</u>	<input type="checkbox"/> RESISTANCE <u>●○○○○</u>	<input type="checkbox"/> LORE <u>○○○○○</u>	<input type="checkbox"/> MARTIAL ARTS <u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>
<input type="checkbox"/> MELEE <u>○○○○○</u>		<input type="checkbox"/> DODGE <u>○○○○○</u>		<input type="checkbox"/>	<u>○○○○○</u>

ADVANTAGES

BACKGROUNDS		CHARMS	
Resources <u>●●●○○</u>	Familiar <u>●●○○○</u>	Name	Cost
Mentor <u>●●○○○</u>		Imitations of Mortality	3
		Lure of Darkness	3/D
		Supress Caste Mark	3/1
		Supress Anima Flare	5/1
		Aura of Death Method	3
		Approval of the Elders Prana	2/D
		Decked in the Splendor of Deth.	6
		Perfect Arc of Death Technique	1/2D
		Locate the Animal Graveyard	1
		Name	Cost
		Whirling Defense Style	1

WEAPONS

Throwing Knife _____
 Short Sword _____

WILLPOWER

● ● ● ● ● ● ○ ○ ○ ○ ○ ○

VIRTUES

COMPASSION	TEMPERANCE
●○○○○	●●○○○
□□□□□	□□□□□
CONVICTION	VALOR
●●●○○	●●●○○
□□□□□	□□□□□

ANIMA

Run Faster 5

HEALTH

SOAK
 B 2 L 1 A 0

ESSENCE

● ● ○ ○ ○ ○ ○ ○
 PERSONAL 8 | _____
 PERIPHERAL 22 | _____
 COMMITTED _____

LIMIT BREAK

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

VIRTUE FLAW

-0	<input type="checkbox"/>								
-1	<input type="checkbox"/>								
-2	<input type="checkbox"/>								
	<input type="checkbox"/>								
-4	<input type="checkbox"/>								
INCAPACITATED	<input type="checkbox"/>								

EXPERIENCE



Shadow Tide

Quote: *"Interesting... might be worth a few bob... whoa, there's the guy, gotta go!"*

Background: Benny was not always a thief. In fact he worked for 35 years at Macys before the Disaster. Since that time, he found there was little use for an old man, in a world where hard work and rebuilding were the name of the day. Having lived in London before the Disaster, he found himself in the post-apocalyptic nation of Windsor, ruled again by the royal family, and dedicated to honest hard-work and rebuilding Benny did the only thing he could now do, he stole. He quickly found that his small size and years flittering ambiguously around the department store now served him well, as he was able to slip past most of the whipper-snappers and take their food without being noticed, and even if he was, no one would believe the nearly dead old man was a thief... no one except Blood Lilly...

Appearance: Benny is a short man, he was once bulkier but age as robbed him of his once broad shoulders. What his hands may have lost slightly in speed however they have made up for in cleverness. Standing 5'3" tall and weighing just over 100 pounds, Benny was starting to look dead, even without the characteristic appearance of the Shroud Caste, now, he is hardly noticeable at all.





Katrina the Damned

Quote: *"Hark all ye who would opposed the might of my Mistress, Hark all ye and despair, for you are about to enter her service... the hard way."*

Background: Katrina McKenzie, had graduated High School with no real idea what she wanted to do with herself. Her only real accomplishment aside from her generally high grades was a poem once printed in the school newspaper, so when her parents sent her to Yale, she majored in English. She actually became a surprisingly good poet, when she was not reeking terror among the local's for her own amusement. She discovered she enjoyed nothing more than turning her 'friends' against one another, and seeing how cruel she could goad them into being. When the Disaster came, everything changed. Suddenly her dead parents wealth was meaningless, and instead of controlling every man in her life, she was suddenly a plaything living at their sufferance. And saddled with her two younger sisters, she found herself in an endless downward spiral. New aristocracy was arising the Dragon-Blooded were now the only ones in Yelmore worth being; those who had been high society like Katrina were nothing. She would do anything to become one of the Exalted she begged to the Death Knight Blood Lilly, who has visiting a friend in the house Katrina was 'employed' in. And after performing the small task of murdering her own sisters that Blood Lilly asked for as proof of her desire, she did become one...

Appearance: Katrina is a stunningly attractive woman, in her early 20's. She stands 5'4" tall and weights approximately 120 pounds. Her long dark hair falls in cascades to her waist, and she has the typical look of the Dirge Caste, pale as a ghost and red-lipped as death. She takes great joy in luring unwitting teenage boys to a secluded spot and then ripping their essence from their bodies. Even if she does not really need it...





Donal Farwain

Quote: *"Ah, it seems that Tokugara's mistress will not be needing that spellbook she ordered. Too bad his wife has such a temper..."*

Background: Donal was a Journalism major with a minor in Literature at LSU when the cataclysm struck. A very bookish "nerd", he had next to no real friends. Though most of his classmates hesitated not in recruiting him to research their papers and outright do their schoolwork sometimes, he never seemed to "click" with any of them. His roommate thought his lack of friends was a product of him coming from a different culture and often commented that Donal should come out with him, but Donal always seemed to rather read and research on the Internet. Donal has a sharp mind and is very perceptive, but never found anyone he trusted enough to be his friend, largely due to the fact that his social circle was about 3 inches in diameter. During and after the cataclysm, Donal managed to hoard a king's ransom in books of all types and hide them in a surprisingly secure place. He and his books were discovered by Blood Lilly and he thought it wisest to be recruited and he does seem to enjoy his new job. A few of the more tenacious female ghosts have tried to become friends with him but quickly learned their lesson in futility when he distractedly asked them to pass him a book.

Appearance: Donal appears to be an attractive young man for those that go for the dark brooding sort with one foot in the grave. He has dark hair and wears a dark goatee. His eyes are a deep, piercing emerald green and can be very disconcerting if you are not used to staring into the eyes of one at peace with eternity. The Irishman stands a towering 6'4" and weighs in at a bookish 200 lbs as he is often either distracted by ghostly rumors of the skinlands or too deeply entrenched in the books to remember to eat a proper meal.





Appendix

Magic of the Avengers

Sickle of the Dying Light (Artifact ●●●)

This powerful weapon manufactured in the black forges of the Silver Princes domain, are used by Avengers in the service of his Death Knights only. Such is the power of this weapon that it often times finds its way into the hands of the Death Knights themselves. Aside from its surprising power as a melee weapon, when used in conjunction with Reaper Style martial arts, its raises its speed, accuracy and damage by 1 each. Also any time the Sickle of the Dying Light strikes the killing blow upon an opponent the wielder may invest 3 motes of essence at that moment, to have the corpse rise as one of the walking dead at the end of the scene. These weapons are forged only from pure soulsteel, and anytime they

inflict a health level of damage upon an opponent they also drain a number of motes of essence equal to the Exalt who committed the weapon's permanent essence, to feed its cold, dark, souls. The Sickle of the Dying Light requires the user to commit 10 motes to wield it.

Sickle of the Shroud (Artifact ●●●)

This weapon is Lover Clad in the Raiment of Tear's response to the Sickle of the Dying Light, created by the Silver Prince. Those wielding these weapons can see Ghosts (but not other spirits.) as if they were materialized. The weapon can also be used to attack ghosts (But again not other spirits.) when they are dematerialized. In addition to being a superb combat weapon, balanced for both attack and defense, this sickle allows the user to add 3 to all dice pools involved in attacking, negotiating with or binding

Sickles

	Speed	Acc	Def	Damage
Dying Light : Melee	+3	+3	0	+4L
Dying Light : Martial Arts	+4	+4	0	+5L
Shroud	+2	+2	+2	+4L
Reaper : Melee	+1	0	-2	+2L
Reaper : Martial Arts	+4	+4	+4	+6L
Underworld	+1	+2	+1	+3L

ghosts. These weapons are forged only from pure soulsteel, and anytime they inflict a health level of damage upon an opponent they also drain a number of motes of essence equal to the Exalt who committed the weapon's permanent essence, to feed its cold, dark, souls. The Sickle of the Shroud requires the user to commit 10 motes to wield it.

Sickle of the Reaper (Artifact ●●)

This weapon is produced in the citadels of almost all the Deathlords, whose Knights employ avengers. It is primarily designed to serve as a Martial Arts weapon for use by those who favor Reaper Style Martial Arts, however it serves as an adequate melee weapon as well. These weapons are forged only from pure soulsteel, and anytime they inflict a health level of damage upon an opponent they also drain a number of motes of essence equal to the Exalt who committed the weapon's permanent essence, to feed its cold, dark, souls. The Sickle of the Reaper requires the user to commit 10 motes to wield it.

Sickle of the Underworld (Artifact ●●)

This weapon, while not as universal as the Sickle of the Reaper, is also produced in the citadels of almost all the Deathlords, whose Knights employ avengers. It allows the wielder to spend 5 motes to 'fumble' an incoming attack, either ranged or melee, it subtracts a number of successes from the attack equal to the wielder's essence. These weapons are forged only from pure soulsteel, and anytime they inflict a health level of damage upon an opponent they also drain a number of motes of essence equal to the Exalt who committed the weapon's permanent essence, to feed its cold, dark, souls. The Sickle of the Reaper requires the user to commit 10 motes to wield it.

Scythe of River Styx (Artifact ●●●●)

The legendary weapon created by Lover Clad in the Raiment of Tears for her favorite Death Knight, Blood Lilly as a token of her appreciation for the creation of the Avengers. This weapon is spoken of in hushed whispers by Avengers all over the underworld. Supposedly it was from the graceful arcing movements that she uses in combat, that Blood

Lilly created the Reaper Style Martial Arts. This terrible soulsteel weapon requires that the wielder commit 20 motes to its hunger, but offers tremendous power in return.

Aside from its tremendous powers as a weapon, it also does terrible damage to Dragon-Blooded unlucky enough to feel its sting, for it has the power to taint their very blood; Any time a Dragon-Blooded is struck by the Scythe of River Styx they must roll stamina + resistance at difficult 5. If they fail it indicates that their blood has been tainted by death. Once a Dragon-Blooded has suffered this taint, they slowly lose their existing elemental affiliation (Over the course of the next week), they still retain all their existing charms, and can buy new ones, but they must pay the experience point cost for it as though it were any other Dragon-Blooded charm. They also lose access to their Anima ability, and slowly take on the pallor of death, like an Avenger. They regain essence at half the normal rate unless they are in a Shadowland. To add insult to injury their blood is tainted and no further offspring will have any chance to Exalt as one of the Dragon-Blooded. The only small benefit that the Dragon-Blooded derive from the taint (and few would call it that.) is the ability to learn Avenger charms, at twice the normal cost... from a teacher only. More than one Dragon-Blooded suffering from this affliction has sort out a Death Knight and begged to be transformed into an Avenger so they might regain a normal portion of their power, those who have received death's full embrace are among the most fanatical of the Avengers in Creation.

The wielder can 'buy' additional actions in a round at the cost of 1 mote per action taken, as a reflexive action, any time in a round; however no more actions can be brought this way in a single round than the wielder has permanent essence.

The wielder can never be taken by surprise, while they are in possession of the Scythe of River Styx.

Finally anytime this powerful weapon strike a blow against a supernatural foe it steals twice the wielder's permanent essence in motes, and gives half of that to its wielder immediately.

It has 5 Hearthstone sockets, socketed with each a Gem of Bones, a Gem of the Grave, a Gem of the

Scythe

	Speed	Acc	Def	Damage
Scythe of River Styx	+6	+4	+3	+11L

Shroud, a Dirge Stone, and a Forgotten Stone.

Spirit Bowl (Artifact ●)

This item is fairly common in the underworld. It allows a ghost to be captured. It only works on ghosts with essence scores of 2 or lower, though there are rumors of larger bowls designed to deal with more powerful ghosts. If the bowl is empty then it need only be touched to a spirit and a willpower point spent. The spirit must then roll Willpower, with a difficulty equal to the person employing the bowls Essence or be drawn in. The ghost can communicate silently with the possessor of the bowl anytime it is held. The possessor can release the ghost at any time by an act of will and the expenditure of a willpower point. Anyone who possesses the bowl can use any of the ghost's powers from its own essence pool, but only with the ghost's permission. These bowls can be used by mortals. There are generally two purposes this bowl is employed for; one is to place a ghost within for a certain number of uses of its power, as an indentured servant or for punishment, and the second as a way to capture and transport ghosts from place to place. There have been less scrupulous uses, underworld slavers sometimes capture ghosts and force them to negotiate a certain number of uses of their abilities for their freedom.

Gem of Bones (Manse ●●●)

Type: Abyssal

Trigger: Concentration

Description: This Gem allows the Exalt who has it attuned to pass themselves off as one of the walking dead. So long as they are not displaying an Anima Banner or caste mark, they will be accepted by all who look upon them as one of the walking dead, including by the walking dead themselves, allowing them to pass through most groups without difficulty unless they are specifically ordered to attack the Exalt by their master.

Gem of the Grave (Manse ●●●)

Type: Abyssal

Trigger: Always Active

Description: This Gem allows the Exalt who has it attuned to live on only half the food, water and rest they would normally require. Allowing them to live in environments that are otherwise inhospitable to human life. It also allows them to multiply their long term movement rates by 1.5, assuming they are on

foot. The gem has no effect on mounts, and using them requires that the character feed and rest them as much as they normally would.

Gem of the Shroud (Manse ●●●)

Type: Abyssal

Trigger: Concentration

Description: This Gem allows the Exalt who has it attuned to cast a single spell of either the Terrestrial or Celestial Circles without spending any willpower. It only functions once per session, however and it adds an additional full turn of focusing to the spells casting time.

Dirge Stone (Manse ●●●)

Type: Abyssal

Trigger: Always Active

Description: This Gem allows the Exalt who has it attuned to draw energy from the manse remotely to help offset the cost of certain types of charms. The Exalt pays 1 less mote to enact any presence or performance charm, to a minimum of 1 mote.

Forgotten Stone (Manse ●●●)

Type: Abyssal

Trigger: Concentration

Description: This Gem allows the Exalt who has it attuned to listen to the whispers of the newly arrived dead to hear the gossip of the living. While it does not allow the Exalt to catch dirty secrets or well hidden passwords, it keeps them current on news worldwide. A moment's concentration reveals once piece of gossip true or false from a random location.



NAME: _____ CONCEPT: _____
 PLAYER: _____ NATURE: _____
 CASTE: _____ ANIMA: _____

Exalted Avenger

ATTRIBUTES

STRENGTH _____ ●○○○○ CHARISMA _____ ●○○○○ PERCEPTION _____ ●○○○○
 DEXTERITY _____ ●○○○○ MANIPULATION _____ ●○○○○ INTELLIGENCE _____ ●○○○○
 STAMINA _____ ●○○○○ APPEARANCE _____ ●○○○○ WITS _____ ●○○○○

ABILITIES

Bone	Grave	Shroud
<input type="checkbox"/> ENDURANCE _____ ○○○○	<input type="checkbox"/> LINGUISTICS _____ ○○○○	<input type="checkbox"/> AWARENESS _____ ○○○○
<input type="checkbox"/> BRAWL _____ ○○○○	<input type="checkbox"/> ARCHERY _____ ○○○○	<input type="checkbox"/> THROWN _____ ○○○○
<input type="checkbox"/> SAIL _____ ○○○○	<input type="checkbox"/> MEDICINE _____ ○○○○	<input type="checkbox"/> LARCENY _____ ○○○○
<input type="checkbox"/> RIDE _____ ○○○○	<input type="checkbox"/> SOCIALIZE _____ ○○○○	<input type="checkbox"/> STEALTH _____ ○○○○
<input type="checkbox"/> CRAFTS _____ ○○○○	<input type="checkbox"/> SURVIVAL _____ ○○○○	<input type="checkbox"/> OCCULT _____ ○○○○
Dirge	Forgotten	SPECIALTIES
<input type="checkbox"/> ATHLETICS _____ ○○○○	<input type="checkbox"/> BUREAUCRACY _____ ○○○○	<input type="checkbox"/> _____ ○○○○
<input type="checkbox"/> PERFORMANCE _____ ○○○○	<input type="checkbox"/> INVESTIGATION _____ ○○○○	<input type="checkbox"/> _____ ○○○○
<input type="checkbox"/> PRESENCE _____ ○○○○	<input type="checkbox"/> LORE _____ ○○○○	<input type="checkbox"/> _____ ○○○○
<input type="checkbox"/> RESISTANCE _____ ○○○○	<input type="checkbox"/> MARTIAL ARTS _____ ○○○○	<input type="checkbox"/> _____ ○○○○
<input type="checkbox"/> MELEE _____ ○○○○	<input type="checkbox"/> DODGE _____ ○○○○	<input type="checkbox"/> _____ ○○○○

ADVANTAGES

BACKGROUNDS	Name	Cost	Name	Cost
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____
_____ ○○○○	_____	_____	_____	_____

WEAPONS

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □ □ □

VIRTUES

COMPASSION ●○○○○ □□□□	TEMPERANCE ●○○○○ □□□□
CONVICTION ●○○○○ □□□□	VALOR ●○○○○ □□□□

ANIMA

HEALTH

SOAK
 B _____ L _____ A _____

ESSENCE

● ○ ○ ○ ○ ○ ○ ○
 PERSONAL _____ | _____
 PERIPHERAL _____ | _____
 COMMITTED _____

LIMIT BREAK

□ □ □ □ □ □ □ □ □ □ □ □ □ □

VIRTUE FLAW

-0	□□□□□
-1	□□□□□
-2	□□□□□
	□□□□□
-4	□
INCAPACITATED	□

EXPERIENCE
