

Scroll of the Fist

Fan Supplement



A Wushu Guide to Exalted



CREDITS

Writing: ether

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Special Thanks to:

Daniel Bayn (for a great game in *Wushu*), White Wolf (for the *Exalted* line), and Plague of Hats (for the background design templates used in this document)

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Warning

The *Exalted* setting is very much entwined with its current game mechanics (ostensibly even to the extent that the mote is suggested to be an in-setting unit of Essence measurement)... there are a number of reasons such an approach works very well for the game and for players' sense of immersion.

Some individuals, however, feel that this is the *only* way *Exalted* should be played, that disentangling the setting from the system ruins the experience and cheapens the game.

If you feel this way, *Scroll of the Fist* is probably not for you.

There are no motes of Essence to track in *Wushu*, no four pivotal Virtues. Stats only conform to in-setting astrological signs if players decide they do. If you find this kind of thing bothersome, you may be better served sticking with the *Exalted* core rules and the errata being produced for free by hardworking freelancers.

You have been warned.





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INTRODUCTION

Scroll of the Fist is a fan supplement intended to aid those interested in using Daniel Bayn's *Wushu* gaming system for games set in Creation, the backdrop for White Wolf's *Exalted* game line. This document is not intended to challenge the copyright owners' rights to their respective properties, nor is it intended to replace the *Exalted* or *Wushu* rulebooks. The information provided here assumes familiarity with both *Wushu* and *Exalted*, and as a result, it may lack certain useful information. At minimum, the *Exalted* core rulebook and a copy of the *Wushu* rules (likely either the free *Wushu Open* document or the more expansive *Wire-Fu*) are necessary in order to get the most from this supplement.

WHAT'S IN THIS DOCUMENT?

Each section of this document is intended to help players and GMs play *Exalted* games using the *Wushu* system.

The **One Sheet** provides a brief overview of the setting in *Wushu* terms.

The Setting goes into greater detail about what it means to be an Exalt in the Age of Sorrows.

Creating a Character describes how to make an Exalted character. It also includes a brief look at the new elements of the game introduced in *Scroll of the Fist*.

Exaltation presents the rules and guidelines specific to particular types of Exalts.

Artifacts, **Backing**, **Sorcery**, **Supernatural Martial Arts**, and **Thaumaturgy** each introduce a particular type of Advantage available to characters in *Scroll of the Fist*.

Advancement suggests ways to incorporate into the game a certain amount of character growth and development.

The **Appendices** are essentially bonus rounds of goodies for GMs and players who like such things.



SO, WHAT'S DIFFERENT?

Scroll of the Fist blends elements from two great roleplaying games but is noticeably different from both. Players used to one game or the other might have to make certain adjustments to their expectations.

Yes, You Still Need the Books

Again, this work assumes possession of, at minimum, the *Exalted* core book and a copy of the *Wushu* rules. Additional books from the *Exalted* line will be immensely helpful, as they will provide additional setting information and flavor for games. Moreover, the Charms, supernatural martial arts themes, and spells contained in such works should very much inform the actions and capabilities of *Scroll of the Fist* Exalts.

FOR EXALTED PLAYERS

The system employed is *Wushu*, a game designed for ease and speed of learning and play. Much of the precision and tactical complexity of the *Exalted* system is lost, replaced with a looser, more narrative core mechanic that places greater mechanical weight on player engagement and innovation than on specific character powers and builds. Details follow.

- **Balance:** *Wushu* doesn't care about game balance; or, perhaps more accurately, the system diminishes its necessity. While in *Exalted*, a swordsman will probably be better in a fight than an emo asshole with a glass shamisen, *Wushu* says the Traits "I Hate this World... and You" and "Swordsmanship" are of equal value and that either might be used to win a fight against the Guild slavers who kidnapped the local hot prince(ss).
- **Powers:** *Scroll of the Fist* defines characters' supernatural powers as simply as possible and in very broad strokes. Specific Charms aren't purchased by characters and can be created and activated on the spot (and at will), provided they conform to themes

appropriate to the character using them. Powerful "high-Essence" Charms aren't just for veteran characters. Any player who can describe a Charm can access it. Exalted are intensely powerful right out of the gate, capable of standing (and, with friends, perhaps prevailing) against even the mighty Deathlords.

- **Stats:** *Wushu* defines characters based on Traits specific to the individuals possessing them. There are no static ability and Charm lists to choose from.

FOR WUSHU PLAYERS

Wushu's core mechanics are largely untouched. *Scroll of the Fist* is incredibly long for a *Wushu* supplement, but almost all of the new mechanics exist more to provide guidance than to change, expand, or "fix" the system. Details follow.

- **Animas, Castes, and Exaltations:** Exalts have minor abilities unavailable to other *Wushu* characters. Generally, these involve methods for more effectively dispatching Mooks, though special Keywords (see below) and, in the case of the highest- and lowest-tier Exalts, small mechanical boosts are also present.
- **Depth:** In many ways, *Wushu* is geared largely toward casual, "pickup" games. Players quickly determine their concepts, their Traits and a Weakness, and they are ready to go. *Scroll of the Fist* adds a few more steps, and while these additions are minimal, it is important to note that players shouldn't expect to make characters in 2-3 minutes and then dive right in. (It might take 5-10 minutes for those familiar with the setting.)
- **Dice Pool Maximums:** Characters' dice pool maximums—or dice caps—vary depending on their Essence scores and the extents to which they are willing to flare their animas.
- **Essence:** Chi in Creation is Essence. Characters have Essence scores (indicating their relative power) and Essence tokens (which are the resources characters lose during conflicts).
- **Keywords:** Supernatural characters have Keywords, words that describe the kinds of magical abilities available to them.



They still roll their Traits as normal, but actions or Details involving things a “normal” heroic character cannot do should be thematically linked to her Keywords. Artifacts and supernatural martial arts function similarly, providing themes for those Details that push beyond one’s natural abilities.

- **Language:** This document is not written in the conversational, “Wahoo!” English that makes *Wushu* so accessible and fun for many readers. The *Scroll of the Fist* writer is no good at conversation; writing in *conversational* English, then, is a task of monumental difficulty. So, fuck it. Also note that certain terms are capitalized here that may not be in *Wushu*; this is to establish them as noteworthy and differentiate them from more standard uses not related to the game (e.g. details vs. Details).





ONE SHEET

A “one sheet” briefly provides insight into a *Wushu* setting, helping to establish a common foundation for game expectations. This “one sheet” offers a quick glimpse at the *Exalted* setting.

Setting Name: Exalted

Setting Description: The fate of a fallen world rests in the hands of the Exalted, men and women infused with divine powers that rival those of the gods themselves.

Inspiration: Anime (*Bleach*, *Naruto*, *Ninja Scroll*), Film (*A Chinese Ghost Story*, *Crouching Tiger Hidden Dragon*, *Hero*, *Storm Riders*), Literature and Lore (*Christian Bible*, *Journey to the West*, *Sundiata*), Video Games (*God Hand*, *God of War*, *Jade Empire*)

License to Kick Ass: Characters are Exalted, humans blessed with godlike powers.

Chi Is: Essence, the very stuff of Creation. Each character has an Essence score based on his or her Exaltation and status in the divine hierarchy.

Sample Character Concepts: Enlightened Gladiator, Master Swordsman, Mercenary King, Scavenger Lord, Sorcerer-Adventurer, Sorcerer-Bitch, Spymaster, Troubleshooter for the King, Wandering Gunslinger

Typical Tasks: Conquer the militocracy of Lookshy for its own good (or not), destroy Deathlords, disrupt corrupt Guild’s slave operations, evade (or destroy) the Wyld Hunt, fend off Fair Folk incursions, save the whole fucking world

Suitable Traits: Battery, Beloved General, Bludgeoner, Damn-Near Naked, Dulcet Voice, Dynastic Clout, Gunslinger, Hardened Assassin, Magitech Engineer, Martial Arts God, Master of Disguise, Necrotech Surgeon, “... of the Dragons, bitch!”, Political Genius, Sorcery Prodigy, Spy Craft, Swordplay, Tactical Acumen, Unseen, Warrior Spirit, What Would Desus Do?

Suitable Weaknesses: Burden of Guilt, Intemperate, Joyless, Lady Sondok Will Have Your Soul, Overzealous, Reckless, Temper

Mooks: Demons, hobgoblins, hungry ghosts, patricians, slavers, soldiers, thugs, zombies

Nemeses: Deathlords, demons, Fair Folk, gods, Shadowlands, Wyld zones, other Exalted

Example Description: Sunlight glints off the orichalcum daiklave in Shumyo’s hands. / The air around him seems awash in golden flame / as he raises the weapon high over his head. / “Molten Sun Apocalypse TyphOON!” he shouts, bringing the blade down, / and from it pours a torrent of golden light / that surges like glittering floodwaters toward the Walker in Darkness, / bleaching white the grass thrashing below it. (Trait: *Swordplay*; Keyword: *Radiance*)





THE SETTING

Creation hovers at the brink of ruin.

The greatest treasures and wonders of the First Age have been lost, and even the lesser artifacts are difficult or impossible to maintain.

The once-great Realm totters, its Dragon-Blooded host consumed by decadence and the careful lies of the overworked Five-Score Fellowship.

Without the direct oversight of the Incarnae, Heaven has grown corrupt and impotent.

The Chosen of Luna, once the Stewards of Creation, are scattered and changed, now a mere shadow of what they once were.

The inimical Fair Folk lurk beyond Creation's borders, waiting for their chance to strike.

With the help of their invincible Deathknights, the Deathlords prepare to feed the world to Oblivion.

The imprisoned Yozis plot to break free of their infernal prison.

And the terrible god-kings of old, the betrayed Solar Exalted, Chosen of the Unconquered Sun, have returned. It remains to be seen whether they will save this world or hasten its destruction.

WHAT CAN A HERO DO?

In a game like this, it is important for players to have some shared understanding of what kinds of feats their characters can perform under normal circumstances. All player characters are assumed to be heroic, capable of doing things the unwashed masses (i.e. most "normal" people) cannot. Generally, heroic characters can:

- **Hit Hard:** Heroic characters' attacks carry with them somewhat more force than might be expected. They can damage hard objects and surfaces (e.g. masonry, shields, the trunks of large trees), though without some supernatural aid or training, this damage tends to be strictly cosmetic.
- **Jump Around:** Heroic characters can perform impressive Olympic-quality leaps with relative ease.





- **Talk the Talk:** Heroic characters are assumed to know the language of their homeland and any place they have spent a significant amount of time. Learning a new language might take anywhere from a couple of months (to learn rudiments, just enough for basic communication) to a year or longer (to speak like a native).
- **That Other Stuff:** At the GM's discretion, heroic characters might be able to do perform other feats commonly seen in anime and martial arts media.

Certain Advantages, such as artifacts, Keywords, supernatural martial arts, and thaumaturgy, permit a character to surpass these limitations, performing special supernatural feats.

The Price of Defeat

In Wushu, characters achieve victory by performing Coup de Grace maneuvers at the end of conflicts. In combat, this often means that opponents are killed in some fashion appropriate to the contest and characters involved. This is not, however, always appropriate or desirable. The following additional options may be available to victors of a conflict.

- **Adjustment:** Rearrange the point distribution of the target's Traits. Traits remain unchanged. A charismatic politician may find her ratings in Smooth Talker and Fierce Mien switched as she becomes more aggressive and less communicative as a result of a lost debate.
- **Destroy Advantage:** Remove one of the target's Advantages. Perhaps a general's army leaves him (he loses his Backing), or a martial artist is so severely wounded that he no longer has the flexibility or mindset to practice his Snake Style.
- **Scarring:** Afflict the target with a new, additional Weakness. A warrior beaten in battle may acquire a Weakness like One Arm (1) or Fears Spears (1). A character with multiple Weaknesses may buy one off with XP by raising its value to 2.
- **Transformation:** Force the target to change one of her Traits to another. The target chooses the Trait, but the victor must approve the change. A swordsman may, upon losing an important duel, forswear the sword entirely, trading her Lightning-Fast Blade (5) Trait for a Trait like Killer Instinct (5) or Batter Up! (5).





CREATING A CHARACTER



Characters are created almost like other *Wushu* characters. All characters are built with Traits and one Weakness as normal. When playing an Exalted character, however, one must also choose an Exaltation, a Caste, and Advantages.

Generally, starting characters are created according to the following steps.

- 1) **Select Exaltation:** Choose one of the following types of Exalts: Abyssal, Dragon-Blooded, Infernal, Lunar, Sidereal, or Solar.
- 2) **Select Caste (or Aspect, in the case of Terrestrials):** Choose one of the Castes available to the character's Exaltation.
- 3) **Note Keywords and Special Qualities:** Record Keywords qualities from the character's Exaltation and Caste.
- 4) **Purchase Traits:** Distribute 8 points amongst desired Traits.
- 5) **Choose Weakness:** Select one Weakness.
- 6) **Purchase Advantages:** Select two Advantages, which generally include artifacts, backing, sorcery (or necromancy), supernatural martial arts, and thaumaturgy.

Elements of characters are described in further detail below.

EXALTATION

Perhaps the most important element of an Exalted character is the nature of her Exaltation. Much depends on whether a character is an Abyssal, Infernal, Lunar, Solar, etc. A character's Exaltation provides Keywords, themes for her supernatural abilities (often referred to in the setting as Charms). Players should keep these themes in mind when coming up with Details in play. Each Exaltation also provides one or more unique special qualities.

ESSENCE

Exaltation also determines a character's Essence score. Essence ranges between 1 (for normal mortals) and 6 (for the most powerful Celestial Exalts) and even higher for particularly potent gods and similar entities. A character's dice pool cap is equal to 1 + her Essence score. (Note that this cap does not decrease when circumstances force a character to cash in her Essence *tokens*.)



CASTE

Each Exaltation has a number of associated Castes. Every Exalt belongs to one Caste appropriate to her Exaltation and background. Each Caste provides a minor mechanical bonus appropriate to its theme, accessible only when the Exalt's Anima is active (see Anima, below). Each also carries with it a Keyword that the Exalt can access when the Anima is active.

Dice Caps

A character's dice cap is his pool limit, the maximum number of dice he can roll in a turn. Notice that this places mortals, even heroic mortals, at a major disadvantage against gods, Exalts, and the like. This is wholly intentional.

Essence Scores and Tokens

Although *Wushu* doesn't do so, this work differentiates characters' Essence scores, which represent individuals' personal and supernatural puissance, from "Essence tokens" that can be lost or "cashed in" (as when one's Yin successes are insufficient to cancel out an opponent's Yang successes).

Terrestrial Animas

Terrestrials have no Castes to speak of and, as a result, lack Caste Marks. Assume that a Terrestrial Anima activated at the first level simply results in a slight luminescence to the skin or subtle physical changes indicating the Exalt's elemental heritage.

ANIMA

At any time, an Exalt may choose to activate her Anima, representing additional Essence poured into her abilities. The Anima can be activated at any level between 1 and 3. (A character can increase her current active Anima level at any time, but she cannot decrease it again until the end of the scene, at which point the Anima deactivates entirely.) For the duration of the scene, the Exalt benefits from any Caste abilities and Keywords associated with the Anima. Moreover, she increases her dice cap by her current active Anima level.

An Exalt also displays cosmetic effects appropriate to her Anima level during a scene; these displays are obvious and cannot be masked or hidden. (It should be noted that such cosmetic effects can always provide inspiration for Details.)

ANIMA 1: CASTE MARK

The Exalt's Caste Mark appears on her forehead, blazing through any covering or wrapping she wears.

ANIMA 2: ANIMA BANNER

The Exalt's Anima blazes around her in a visible corona of Essence. It becomes impossible for her to hide or sneak.

ANIMA 3: ICONIC DISPLAY

The Exalt's Anima blazes even more intensely around her, accompanied by an impressive and totemic illusory display unique to the character. Hiding or sneaking remains impossible. The effects of this display may be visible for miles.

ADVANTAGES

Starting characters receive two Advantages. Advantages indicate special equipment, knowledge, or prowess available to a character. The following Advantages are available to characters.

ARTIFACT

Artifacts include all but the most mundane equipment. Magical weapons and armor are common artifacts. Often, an artifact is crafted from one or more of the Five Magical Materials (Jade, Moonsilver, Orichalcum, Soulsteel, or Starmetal), each of which resonates with a particular kind of Exalt.

Every artifact write-up consists of a brief description of its abilities, appearance, or history. It is from this description that the GM and players determine the types of supernatural or unconventional Details that become available when the artifact is in use.

Hearthstones are also available and common. In addition to minor powers and features common to more general artifacts, hearthstones link



characters to geomantic phenomena like demesnes and manses. Unfortunately, a hearthstone must be set into another artifact in order to function well.

At the GM's discretion, warstriders may also be available. Each warstrider counts as an artifact, but keep in mind that a warstrider must be powered by hearthstones or Essence tokens, and more powerful warstriders require more power.

Artifacts purchased as Advantages are considered part of the character, and while they can be broken, lost, or stolen, such circumstances should be temporary and preferably rare. Unless otherwise noted, each artifact is purchased as a single Advantage.

Artifacts are discussed in greater detail later.

BACKING

This Advantage represents followers upon which the character can rely for aid. Backing can be Mental, Physical, or Social. It provides access to a Mook group with a Threat Rating equal to double the character's Essence score. This group's capabilities can be increased with additional Advantage picks.

Backing is discussed in greater detail later.

SORCERY

The Sorcery Advantage allows a character with an Essence score of 3 or higher to cast powerful spells. Sorcery is a special Keyword that makes available a wide variety of Details and Coup de Grace techniques.

While it consists of three possible Circles, Sorcery need only be purchased once. A character gains access to all of the Circles she can use.

Sorcery is discussed in greater detail later.

SUPERNATURAL MARTIAL ARTS

Supernatural martial arts provide a character with more inspiration for supernatural and unconventional Details. These styles come in three varieties.

TERRESTRIAL MARTIAL ARTS

These are the weakest of the supernatural martial arts, commonly practiced by enlightened mortals and Terrestrial Exalts.

CELESTIAL MARTIAL ARTS

These are more complex and powerful supernatural martial arts, typically available only to Celestial Exalts and enlightened Terrestrials, though some gods and spirits take to learning these forms.

SIDEREAL MARTIAL ARTS

The most powerful and complex of the supernatural martial arts, these styles are generally only available to Sidereal, Abyssal, and Solar Exalts, and the latter two character types need very good explanations for having learned such techniques.

Each style of supernatural martial arts counts as a single Advantage. Supernatural martial arts are discussed in greater detail later.

THAUMATURGY

Thaumaturgy is a form of ritual magic weaker than sorcery. It consists of many arts, each of which focuses on a single theme. Like sorcery and the supernatural martial arts, arts of Thaumaturgy influence the kinds of supernatural Details a player can describe for her character. Each art is purchased as a separate Advantage.

Thaumaturgy is discussed in greater detail later.



EXAMPLE CHARACTER

Examples are a major part of any *Wushu* supplement. The following is an example of character creation using the *Scroll of the Fist* rules.

SETUP

Phil is submitting a character for Jared's Exalted campaign. Phil's initial character concept is for a Linowan champion Exalted after a spectacularly failed raid against a Haltan settlement. (The character was captured, tortured, and "fed" to the Fair Folk haunting the forest floors.) He chooses to name the character Dawnsleet, for reasons he cannot fully explain. Jared approves, and the process continues.

STEP 1: SELECT EXALTATION

Phil wants a hero at the Celestial power level. Given the character background, he reasons that both Solar (Dawnsleet was a truly impressive warrior, after all) and Lunar (perhaps he survived the forest floor for a time after being offered to the Fair Folk, proving his mettle to the Silver Lady) Exaltation could be appropriate for him. The character's name clinches it, however, and Phil settles on a Solar Exaltation.

STEP 2: SELECT CASTE

Again, the name carries with it certain implicit assumptions. Phil decides his Solar is a Dawn Caste.

STEP 3: NOTE KEYWORDS

As a Solar Exalt, Dawnsleet possesses the Overpower, Excellence, and Radiance Keywords, and his Caste affords him the Combat Keyword whenever his Anima is active. (These Keywords exist to serve as guides for any supernatural Details Phil provides during play.) Furthermore, he has the Essence Overwhelming special quality, which affords him an advantage in situations where his dice rolls tie with opponents'.

STEP 4: PURCHASE TRAITS

Dawnsleet has 8 points to divide amongst his Traits.

First and foremost, Dawnsleet is a champion of

his people, a warrior who has seen numerous battles and raids. Phil gives him the Veteran Warrior (5) Trait, costing 3 points.

River raiding is an important aspect of Linowan culture, and as such, it stands to reason that Dawnsleet's military experience involves some piracy. Phil gives him the River Pirate (4) Trait, costing 2 points.

Dawnsleet was sacrificed to Halta's Fair Folk allies, yet he survived. Even when they hunted him, when he was bound hand and foot, his ribs broken from the abuse of his Haltan torturers, he survived. Phil gives him the Survivor (4) Trait, costing 2 points.

On the subject of survival, any good warrior probably needs a keen sense of perception. Phil doesn't want anyone getting the drop on his heartless, revenge-driven combat monster, so he gives him the Preternatural Awareness (3) Trait, costing 1 point.

At this stage, all 8 of Dawnsleet's Trait points have been spent.

STEP 5: CHOOSE A WEAKNESS

Phil already has a Weakness in mind for his character. Dawnsleet, he reasons, has been greatly affected by his experience with the Fair Folk. Some even managed to feed on him before he received the Second Breath. As such, Phil decides that Dawnsleet has the Emotionally Crippled (1) Weakness, representing the difficulty he has with feeling much of anything.

STEP 6: PURCHASE ADVANTAGES

Phil can select two Advantages for his character. Since martial arts and sorcery do not, in his opinion, fit Dawnsleet's overall concept (and Thaumaturgy is too weak to consider), Phil decides that both Advantages will be artifacts.

The Linowan often craft enchanted masks for individuals who distinguish themselves. Phil decides that Dawnsleet has one such mask, won in his youth for defeating in single combat a God-Blooded Haltan warrior. This wooden mask is decorated with a number of stylized carvings of eyes and greatly enhances Dawnsleet's sense of sight, such that he can see even in utter darkness.



Though he has established Dawnsleet as a strong warrior, Phil has given little thought to how the character prefers to fight. He now decides that Dawnsleet likes to use axes and similar implements (the better to down Haltan trees... and warriors), and he wants his Exalt to wield a grimcleaver. Phil decides that upon Exalting, Dawnsleet pulled a strange but familiar orichalcum grimcleaver from Elsewhere and used it to hack his way out from under the mass of Fair Folk to escape the forest. Instinctively, he knew the weapon's name: Bleak Horizon.

Dawnsleet's two artifact Advantages are:

Linowan Mask (This enchanted mask enhances its wearer's sense of sight, even allowing him to see in utter darkness.)

Bleak Horizon (When wielded, this orichalcum grimcleaver sheds a dim light that dulls the intensity of the emotions of those it touches.)

FINISHING TOUCHES

Dawnsleet's character writeup is as follows:

Dawnsleet

Caste: Dawn

Preternatural Awareness (3), River Pirate (4), Survivor (4), Veteran Warrior (5), Emotionally Crippled (1)

Essence: 6

Keywords: Overpower; Combat (Anima), Excellence, Radiance

Artifacts: Bleak Horizon (When wielded, this orichalcum grimcleaver sheds dim golden light that dulls the intensity of the emotions felt by those it touches.); Linowan Mask (This enchanted mask enhances its wearer's sense of sight, even allowing him to see in utter darkness.)

Phil has a decent start for a character now, and he works on adding a few finishing touches to him. He creates a physical description for Dawnsleet (he's a statuesque, brown-skinned man with cold, dead brown eyes and long, dark hair braided and bound with dull green beads) and irons out his mannerisms and values. At Jared's request, Phil develops a central motivation to guide the character. (Right now, he just wants to exact revenge on Halta. His newfound abilities haven't yet motivated him to pursue higher goals.)

Though he has some reservations about the potential suckage of a stereotypical "silent-but-deadly" super-warrior, Jared is satisfied with Phil's character. He sees good storytelling potential in the tension between what he perceives as Dawnsleet's obsessive hatred for Haltans and his somewhat diminished ability to feel. Moreover, the backstory gives him a place to start the game and a context with which to frame it.

It's time to begin...





EXALTATION

The following types of Exaltation (and the Castes associated with each) are available to characters. Each Exaltation entry is accompanied by a set of Keywords. The first involves what the Exalt does best, while the second and third are more general themes. In play, any Details involving one's use of supernatural powers should relate in some manner to one or more of her Keywords.

Each Caste entry contains a Keyword that becomes available when a character's Anima is activated.

ABYSSAL

Keywords: Destroy; Darkness, Death

Special Qualities: Avatar of the Void, Essence Overwhelming

The dark mirrors of the radiant Solars, the Abyssal Exalted are the champions of the Deathlords and the vanquished Neverborn they serve. Abyssals are tasked with the utter destruction of Creation and all of its inhabitants.

The purview of the Abyssal Exalted is Oblivion. Their themes include darkness, death, and destruction.

Hey, It's Not the Same!

Players of the original *Exalted* game will note that the guidelines provided here can produce Exalts with abilities somewhat different from those available in the original ruleset. Some Keywords may encompass abilities unavailable to Exalts in the original game, yet restrict said Exalts from feats they could perform.

The Abyssal Keywords, for example, provide no easy way for *Wushu* Abyssals to emulate the Crouching Gargoyle Stance Charm. That's okay. This system exists less to perfectly emulate the standard rules than to provide a conceptual framework for players who want to know what their characters can do. Keywords are a fast, easy, and reliable way to create that framework.

Furthermore, it can be fun working around these principles to better fit an Exalt type's themes. In the above example involving Crouching Gargoyle Stance, a player might access the Darkness Keyword to have her character run along shadows cast on a vertical wall.





Possessed of corrupted Solar Exaltations, Abyssals have Essence scores of 6.

Avatar of the Void: Abyssals are powerful agents of entropy. Whenever an Abyssal's rolled Yang successes equal or exceed her Essence score, she decreases the dice caps of all Nemeses she faces this scene by one; the penalty is cumulative but can never exceed her current Anima level.

Essence Overwhelming: Few can withstand the concentrated might of Abyssal Essence. If the Yin successes rolled by a Nemesis are tied with an Abyssal's Yang successes, the Nemesis must cash in one Essence token unless he also possesses this quality. Essence Overwhelming trumps the standard *Wushu* rule that PCs always win ties.

DUSK

Keyword: Combat

Dusk Caste Abyssals are the cruel weapons of Oblivion, masters of war and violence. When using the Combat Keyword in a conflict with Mooks, a Dusk Caste adds her Anima level to her Yang successes each turn.

MIDNIGHT

Keyword: Zeal

Midnight Caste Abyssals are otherworldly guides, conduits between the world and the forces of Oblivion. When using the Zeal Keyword in a conflict with Mooks, a Midnight Caste adds her Anima level to her Yang successes each turn.

DAYBREAK

Keyword: Knowledge

The Daybreak Caste Abyssals are keepers and seekers of forbidden and destructive knowledge. When using an artifact or the Necromancy Keyword in a conflict with Mooks, a Daybreak Caste adds her Anima level to her Yang successes each turn.

DAY

Keyword: Concealment

Day Caste Abyssals are masters of subtlety and stealth. A Day Caste can mute her Anima display in conflicts with Mooks; until she engages a Nemesis or activates it at level 3 (in either case, it flares as normal), her Anima simply has no visual effects unless she wishes it to.

“Combat” and Other Vagueness

So, how does a Keyword like Combat or Knowledge manifest? Generally, one can assume that a character can perform actions normally associated with these concepts supernaturally well. A Combat Keyword might allow an Exalt to land a blow with incredible force or intuitively unravel an opponent's martial strategy at a glance. Any supernatural power extending (or extending from) one's combat capabilities is game.

Remember, Keywords are just guidelines for the cool stuff you make up.

MOONSHADOW

Keyword: None

Moonshadow Caste Abyssals are Oblivion's generalists, diplomats, and mediators. A Moonshadow Caste can sanctify an oath sworn by a touched sentient creature; in order to break the oath, the creature must cash in one Essence token per Anima level that the Abyssal had active at the time the oath was sworn.

Creatures of death are considered to have sworn a level-three oath not to attack the Moonshadow Caste or her allies. (They can, however, defend themselves and even retaliate if attacked first.)

Moonshadow Caste Abyssals have no Anima Keyword of their own, but they can learn Keywords associated with other types of supernatural entities, so long as they do not involve themes of holiness or life. Once learned, these Keywords become available whenever her Anima is activated.

DRAGON-BLOODED

Keywords: Complement; (*Air*) Awareness and Innovation, (*Earth*) Conditioning and Resilience, (*Fire*) Fighting and Passion, (*Water*) Flexibility and Seafaring, or (*Wood*) Art and Verve

Special Qualities: Cooperative, Essence Efficiency, Terrestrial Reinforcement

The Terrestrial Exalted, also known as the Dragon-Blooded, are the heroes of the Realm, widely respected and feared throughout Creation. The powers of the mighty Elemental Dragons flow through their veins. Despite being the least potent of the Exalted, the Dragon-Blooded remain a force to be reckoned with.

The purview of the Dragon-Blooded is Elemental Harmony. Their themes include cooperation and elementalism. The second and third Keywords for a Terrestrial Exalt correspond to her Aspect (e.g. A Fire Aspect has the Complement, Fighting, and Passion Keywords, in addition to Fire).

As Terrestrial Exalts, Dragon-Blooded have Essence scores of 3.

Cooperative: Terrestrial Exalts are natural collaborators at their best when providing their comrades with support. A Terrestrial earns an extra Detail die whenever her player Passes to an ally during a conflict. Each turn, she can benefit from a number of bonus dice equal to her current Anima level, and these dice do not count against her dice pool maximum.

Essence Efficiency: Given their comparatively limited power reserves, Terrestrial Exalts expend their Essence more efficiently than other Exalts. When a Dragon-Blooded character reaches Anima level 3, she receives one bonus Essence token.

Terrestrial Reinforcement: Mooks fighting alongside a Terrestrial Exalt inflict an additional hit of “damage” each round, with a minimum value equal to the Exalt’s current Anima level. (Yin successes reduce these hits as normal.)

AIR

Keyword: Air

Air-aspected Terrestrials are innovators and keen observers. When employing one of her Keywords in a conflict with Mooks, an Air Aspect treats her current Anima level as the minimum number of Yang successes rolled each turn (if she allocates at least one Yang die).

EARTH

Keyword: Earth

Earth-aspected Terrestrials are builders and traditionalists. When employing one of her Keywords in a conflict with Mooks, an Earth Aspect treats her current Anima level as the minimum number of Yang successes rolled each turn (if she allocates at least one Yang die).

FIRE

Keyword: Fire

Fire-aspected Terrestrials are talented athletes and fierce competitors. When employing one of her Keywords in a conflict with Mooks, a Fire Aspect treats her current Anima level as the minimum number of Yang successes rolled each turn (if she allocates at least one Yang die).



WATER

Keyword: Water

Water-aspected Terrestrials are agile thinkers and adaptive personalities. When employing one of her Keywords in a conflict with Mooks, a Water Aspect treats her current Anima level as the minimum number of Yang successes rolled each turn (if she allocates at least one Yang die).

WOOD

Keyword: Wood

Wood-aspected Terrestrials are caretakers and sensation-seekers. When employing one of her Keywords in a conflict with Mooks, a Wood Aspect treats her current Anima level as the minimum number of Yang successes rolled each turn (if she allocates at least one Yang die).

INFERNAL

Keywords: (*Defiler*) Order (verb, as in, “to impose order”) and Force, (*Fiend*) Deceive and Shadow, (*Malefactor*) Dominate and Sand, (*Scourge*) Disintegrate and Wind, or (*Slayer*) Rage and Intensity; Inhumanity, Malevolence
Special Qualities: Effortless Dominance, Mythos Exultant

The Infernal Exalted are servants of the imprisoned Yozi, though for how long remains to be seen. Their Celestial Shards warped and tainted, these Green Sun Princes possess abilities very much akin to those of their twisted masters.

The purview of the Infernal Exalted is Demonic Malevolence. Their themes include horror, villainy, and violence. Infernal Keywords depend on their Castes and Infernal masters. (Infernals begin play with four Keywords and one Anima Keyword.)

As Celestial Exalts, Infernals have Essence scores of 6.

Effortless Dominance: Infernal power is closely tied to their patrons’ alien natures. When an Infernal employs her Anima Keyword in a conflict, any dice gained from her Anima are rolled against a target number of 5.



Mythos Exultant: Infernals wield incredible power within their respective purviews. An Infernal adds her current Anima level to her Yang success total for the purposes of determining who wins a conflict when she and her Nemesis both run out of Essence tokens in the same turn.

SLAYER

Keyword: Brutality

Slayer Caste Infernals are masters of war and violence. When using the Brutality Keyword in a conflict with Mooks, a Slayer adds her Anima level to her Yang successes each turn.

MALEFACTOR

Keyword: Blasphemy

Malefactor Caste Infernals are prophets and guides of Malfeas. When using the Blasphemy Keyword in a conflict with Mooks, a Malefactor adds her Anima level to her Yang successes each turn.

DEFILER

Keyword: Analysis

Defiler Caste Infernals are masters of infernal crafts and sorcery. When using an artifact or the Sorcery Keyword in a conflict with Mooks, a Defiler adds her Anima level to her Yang successes each turn.

SCOURGE

Keyword: Quiet

Scourge Caste Infernals are masters of subtlety and stealth. A Scourge Caste can mute her Anima display in conflicts with Mooks; until she engages a Nemesis or activates it at level 3 (in either case, it flares as normal), her Anima simply has no visual effects unless she wishes it to.

FIEND

Keyword: None

Fiends are diplomats, mediators, and tempters. A Fiend can sanctify an oath sworn by a touched sentient creature; in order to break the oath, the creature must cash in one Essence token per Anima level that the Infernal had active at the time the oath was sworn. Moreover, Fiends can cash in their Essence tokens to allow other characters to break sanctified oaths.

All demons are considered to have sworn a level-three oath not to attack the Fiend or her companions. (They can, however, defend themselves and even retaliate if attacked first.)

Fiends have no Anima Keyword of their own, but they can learn Keywords associated with other types of supernatural entities, so long as they do not involve themes of holiness, peace, or virtue. These Keywords become available whenever her Anima is activated.

The Infernal Masters

Infernals are different from other Exalts in that their powers depend a great deal upon their masters. In addition to their Anima Keywords, Infernal castes have *two* general Keywords appropriate to their patrons.

Malfeas

Malfeas, the fallen King of the Primordials, embodies overwhelming malevolence. He is hatred, cruelty, and wrath, and the **Slayers** are his Exalted.

Cecelyne

Cecelyne, the Endless Desert, embodies patient, possessive malevolence. She occupies the spaces between all things, and the **Malefactors** are her Exalted.

She Who Lives in Her Name

She Who Lives in Her Name, the Principle of Hierarchy, embodies dispassionate, efficient malevolence. She is alien and ruthless, and the **Defilers** are her Exalted.

Adorjan

Adorjan, the Restless Wind, embodies motive malevolence. She is causticity, breaking down and dismantling others because she must, and the **Scourges** are her Exalted.

The Ebon Dragon

The Ebon Dragon, the Shadow of All Things, embodies deceptive malevolence. He is unfettered darkness and self-interest, and the **Fiends** are his Exalted.

LUNAR

Keywords: Protect; Adaptation, Wild

Special Qualities: Instinctive Lunar Focus, Moonsilver Tattoos (Optional), Shapeshifting
The Lunar Exalted are protectors, the Stewards of Creation, master shapechangers and manipulators who once served as the consorts and companions of the Solars. Most modern Lunars wear moonsilver tattoos to ward off the hostile Wyld, where they were driven by the Terrestrials and their masters during the Usurpation.

The purview of the Lunar Exalted is Adaptation. Their themes include the natural world, shapeshifting, and stewardship.

Instinctive Lunar Focus: Lunars are creatures of instinct whose talents enable them to quickly adapt to any situation. A Lunar's player can allocate and roll the dice gained from her Anima *after* seeing the results of her other dice.

Moonsilver Tattoos: Any modern Lunar with a Caste also has moonsilver tattoos that automatically Veto others' attempts to use supernatural abilities to change the character's shape or physical Traits, even if such an attempt is part of a Coup de Grace.

Shapeshifting: Lunars have Shapeshifting as a special, unique Keyword. Their mastery of their bodies is unmatched. (In order to perfectly duplicate a Nemesis' form, a Lunar must first perform some symbolically appropriate action, such as tasting his blood or killing him, as a Coup de Grace against him.) Lunars can also develop supernatural Traits appropriate to their protean nature, though they need not do so. Most Lunars have a Spirit Shape, a specific totem creature.

As Celestial Exalts, Lunars have Essence scores of 5.

I Can Has Tats?

Uncapped demesnes and areas touched or consumed by the Wyld may have abilities in the form of Traits and Keywords that can be used to warp or twist reality within their boundaries, and Lunars' moonsilver tattoos are especially helpful against these effects.



FULL MOON

Keyword: Might

Full Moon Caste Lunars are warriors who live by their strength, speed, and fortitude. Instead of increasing her dice cap, a Full Moon Lunar's Anima level can temporarily add an equal number of points in new or existing physical Traits, which only apply in conflicts with Mooks.

CHANGING MOON

Keyword: Charm

Changing Moon Lunars are tricksters who live by their cunning and charm. Instead of increasing her dice cap, a Changing Moon Lunar's Anima level can temporarily add an equal number of points in new or existing social Traits, which only apply in conflicts with Mooks.

NO MOON

Keyword: Insight

No Moon Lunars are mystics who live by their knowledge and intuition. Instead of increasing her dice cap, a No Moon Lunar's Anima level can temporarily add an equal number of points in new or existing mental Traits, which only apply in conflicts with Mooks.

CASTELESS

Keyword: Varies

These Lunars' Castes change with the moon, as they have not undergone the rituals necessary to prevent this. A Casteless Lunar's Caste ability and Keyword change with the phase of the moon. If keeping track of moon phases is too complex, decide the current Caste randomly with a d6 (1-2 is Full Moon, 3-4 is Changing Moon, 5-6 is No Moon).

SIDEREAL

Keywords: Foresee; Astrology, Fate

Special Qualities: Arcane Fate, Essence

Auspicious, Resplendent Destiny

The Sidereal Exalted serve the Five Maidens, watching the Loom of Fate for potential trouble and manipulating events to best preserve Creation and its people. The Viziers planned and initiated the Usurpation, and many now work closely with the Realm and its Immaculate Order to keep the world safe from all threats.

The purview of the Sidereal Exalted is the Esoteric. Their themes include Fate, the hidden, and the martial arts.

Arcane Fate: Sidereals in the Age of Sorrows live under the Arcane Fate. In order to recognize a Sidereal they have previously encountered, beings with Essence scores less than her own must make a successful Scab Roll using an appropriate Trait (or Essence, roller's choice). The degree of success determines how well the Sidereal is remembered.

Essence Auspicious: Sidereals are the foremost architects of Fate in Creation. In a conflict, a Sidereal can set the target number of Held Dice she, an ally, or a Nemesis rolls to any number between 2 and 6.

Resplendent Destiny: Sidereals can also create for themselves a Resplendent Destiny, a false identity that conforms to astrological phenomena. It is incompatible with the Sidereal's Arcane Fate and cannot be used to disguise oneself as a specific existing individual. While using this ability, the Sidereal can temporarily redefine her Traits (but not reallocate her Trait points) so as to be conceptually appropriate to her selected persona. This effect lasts for a scene or until she activates her Anima for any reason.

As Celestial Exalts, Sidereals have Essence scores of 5.

CHOSEN OF JOURNEYS

Keyword: Journeys

The Chosen of Journeys are travelers, scouts, and messengers whose roles encompass movement and change. When using the Journeys Keyword, a Chosen of Journeys treats all dice gained from her Anima level as automatic successes in conflicts with Mooks.

CHOSEN OF SERENITY

Keyword: Serenity

The Chosen of Serenity are artists and lovers, stewards of creativity and beauty. When using the Serenity Keyword, a Chosen of Serenity treats all dice gained from her Anima level as automatic successes in conflicts with Mooks.



CHOSEN OF BATTLES

Keyword: Battles

The Chosen of Battles are capable strategists and warriors. When using the Battles Keyword, a Chosen of Battles treats all dice gained from her Anima level as automatic successes in conflicts with Mooks.

Optional Rule: Momentum

In the source material, heroic characters rarely go all-out at the beginning of a given conflict. Generally, the scale and scope of the battle increase as it wears on. Participants fight harder as necessity dictates. Over time, they unveil increasingly complicated, powerful, or just plain desperate techniques.

Those interested in mirroring this phenomenon in *Scroll of the Fist* can use the following simple and highly recommended optional rule:

In a Nemesis conflict, participants' dice caps—including Anima bonuses—cannot exceed the number of turns the conflict has endured. So in the first round, each character is limited to one die; by the sixth round, though, the dice pool maximum has increased to six dice.

Momentum does not allow characters to exceed their normal dice caps; it only serves as a limitation.

The Momentum rule serves two functions.

First, it helps to cultivate a sense of escalation, a conflict in which characters push themselves further and further with each consecutive exchange in order to overcome their opponent(s).

Second, it helps to enhance the survivability of low-Essence characters by providing a number of “safe rounds” where their dice caps are equal to those of higher-Essence opponents.

Using this rule, a Dragon-Blood can fight on relatively equal terms with even a Solar until the battle drags on long enough to push its maximum dice cap beyond his own.

CHOSEN OF SECRETS

Keyword: Secrets

The Chosen of Secrets are lorekeepers and seekers of truths and lies. When using the Secrets Keyword, a Chosen of Secrets treats all dice gained from her Anima level as automatic successes in conflicts with Mooks.

CHOSEN OF ENDINGS

Keyword: Endings

The Chosen of Endings are assassins, reckoners, and physicians who guide their charges to and from points of conclusion. When using the Endings Keyword, a Chosen of Endings treats all dice gained from her Anima level as automatic successes in conflicts with Mooks.

SOLAR

Keywords: Overpower; Excellence, Radiance
Special Qualities: Essence Overwhelming, Infinite Ability Mastery

The Chosen of the Unconquered Sun are perhaps the most powerful and feared Exalts in Creation. Once barred from this world, the returned Solar Exalted possess immense potential for good and evil.

The purview of the Solar Exalted is Excellence. Their themes include perfection, potency, and radiance.

As the Unconquered Sun's Chosen, Solars have Essence scores of 6.

Essence Overwhelming: Few can withstand the concentrated might of Solar Essence. If the Yin successes rolled by a Nemesis are tied with a Solar's Yang successes, the Nemesis must cash in one Essence token unless he also possesses this quality. Essence Overwhelming trumps the standard *Wushu* rule that PCs always win ties.

Infinite Ability Mastery: Solars are among the most powerful Exalted. Whenever a Solar's rolled Yang successes equal or exceed her Essence score, her dice cap increases by one for the duration of the conflict; however, the total dice cap bonus cannot exceed her Anima level.

DAWN

Keyword: Combat

Dawn Caste Solars are great generals and warriors. When using the Combat Keyword in a conflict with Mooks, a Dawn Caste adds her Anima level to her Yang successes each turn.

ZENITH

Keyword: Zeal

Zenith Caste Solars are the prophets and voices of the Unconquered Sun. When using the Zeal Keyword in a conflict with Mooks, a Zenith Caste adds her Anima level to her Yang successes each turn.

TWILIGHT

Keyword: Knowledge

Twilight Caste Solars are masters of craft and sorcery. When using artifacts or the Sorcery Keyword in a conflict with Mooks, a Twilight Caste adds her Anima level to her Yang successes each turn.

NIGHT

Keyword: Concealment

Night Caste Solars are masters of subtlety and stealth. A Night Caste can mute her Anima

display in conflicts with Mooks; until she engages a Nemesis or activates it at level 3 (in either case, it flares as normal), her Anima simply has no visual effects unless she wishes it to.

ECLIPSE

Keyword: None

Eclipse Caste Solars are diplomats, generalists, and mediators. An Eclipse Caste can sanctify an oath sworn by a touched sentient creature; in order to break the oath, the creature must cash in one Essence token per Anima level that the Solar had active at the time the oath was sworn.

While the Eclipse Caste is on legitimate business, all gods, demons, Fair Folk, and similar entities are considered to have sworn a level-three oath not to attack her or her companions. (They can, however, defend themselves and even retaliate if attacked first.)

Eclipses have no Anima Keyword of their own, but they can learn Keywords associated with other types of supernatural entities. Once learned, these Keywords become available whenever her Anima is activated.





BACKING

Backing represents the people at the character's disposal, anyone willing to obey her or work in her favor. Advisors, clerks, cultists, disciples, mercenaries, strategists, or merchants might constitute appropriate Backing for an Exalt. NPCs generally have whatever support is necessary for the story and generally should not need this Advantage.

This Advantage allows a character control over a Mook group with a base Threat Rating equal to twice her Essence score. The group inflicts one hit of "damage" per turn.

Backing comes in three varieties: Mental, Physical, or Social; the type of backing selected determines how well the Mook group performs in the particular type of conflict.

Backing (Mental), for example, provides Mooks that can be used in mental and cerebral conflicts, such as disease treatment, investigation, research, planning, or strategy. Backing (Social) allows for Mooks that can aid in conflicts involving influence and social power. social conflicts, such as Mooks that can given type of conflict.

When engaging in conflicts appropriate to their type, Mook groups have a base Threat Rating equal to twice the character's Essence score and inflict one hit of "damage" per turn.

Additional applications of the backing Advantage, however, can increase Mooks' effectiveness. Each additional purchase of this Advantage allows the character to do one of the following:

- 1) Add another type of backing (Mental, Physical, or Social) available to the character, earning another Mook group optimized for that type of conflict.
- 2) Increase an existing Mook group's "damage" per turn by 1 (to a maximum of 3).
- 3) Increase an existing Mook group's Threat Rating by the character's Essence (to a maximum total Threat Rating of 4x the character's Essence).

It is worth noting that Threat Ratings and "damage" do not necessarily correspond to the number of people at the character's disposal. They are simply abstractions of effectiveness.



I'm a Doctor, Not a Courtesan!

Sometimes, a Mook group may be forced into a conflict outside of its specialty area. A group of merchants—if they are a Backing (Social) Mook group—might be attacked on the street by a local criminal gang and have to defend themselves.

When this occurs, reduce the group's initial Threat Rating by the owner's Essence score and the hits of "damage" it inflicts per turn by 1 (to a minimum of 1).

All other rules pertaining to Mook groups remain in effect.

As with Artifacts, characters may find themselves in "possession" of certain types of backing by virtue of their actions. An Exalt may find himself at the head of an army, for example, in a battle to save a city. Such aid, however, should almost always be somewhat temporary (unless the GM elects not to use the Backing rules at all). Backing represents followers who essentially belong to the character.

LOSING BACKING

This Advantage provides a more concrete benefit than many of the others. Where most of the other Advantages primarily afford players greater *descriptive* freedom, backing provides a significant and concrete mechanical benefit. As a result, it carries with it somewhat more risk.

If a character's Mooks lose a conflict and suffer a Coup de Grace, the opponent has the option of eliminating the group utterly. A mercenary company might be scattered or killed to a man; a merchant caravan may be bankrupted or killed; a council of advisors could be demoralized and unwilling to continue meeting... or killed.

Whatever the case, an opponent can remove the Advantage from a character, forcing her to earn it again if she wants to benefit from additional aid.

MOOK MAYHEM

A character's Mooks are treated just as normal Mooks, save that they target the character's enemies. Often Nemeses may have to contend with one or more characters as well as the Mooks they have earned from the backing Advantage.

When two groups of Mooks are engaged in a conflict, simply apply each group's "hits" of damage to the opposition's Threat Rating every turn until one group's Threat Rating is reduced to or below 0.

If both groups' Threat Ratings are reduced to or below 0 in the same turn, the group that originally had the highest Threat Rating can perform the Coup de Grace.





ARTIFACTS

As in a typical *Wushu* game, equipment and gear play only a minor role. Characters are assumed to possess any appropriate mundane equipment they need. This equipment might be lost, misplaced, replaced, or stolen as the needs of the story dictate.

Artifacts, though, are different in that they not only possess a certain degree of narrative immunity, but also tend to be more powerful and useful than standard, mundane gear.

Plot Immunity

Artifacts and similar items can be found and claimed over the course of play. Characters should be able to keep and use them, even if they haven't spent the XP to purchase them as Advantages. That said, the GM is free to break, change, or take these items at his leisure. Purchasing such gear as Advantages permits players to count these items as part of the character and, as a result, relatively inviolable, at least insofar as long-term and permanent effects are concerned.

My Father's Sword

An item purchased as an Advantage does not necessarily have to be magical. A particularly important or iconic object can be purchased as an artifact. An object's description doesn't have to involve supernatural powers or origins; players can still mine Details from descriptions of where an object came from or what it looks like. Otherwise mundane objects purchased as artifacts enjoy the same narrative immunity that other artifacts possess.

Artifacts primarily provide narrative fodder. They inform the kinds of Details available to characters who wield them. Every artifact is considered a single Advantage.

GENERAL ARTIFACTS

General artifacts include any magical item that is not a hearthstone or warstrider. All such artifacts follow the same rules.





Every artifact should have a name and should a brief description that provides some insight into what it is capable of. When using the artifact, players can provide Details appropriate to the description, name, and type of artifact in her character's possession.

Players and GMs should work together to ensure similar expectations in terms of what kinds of power are available to characters.

HEARTHSTONES

Hearthstones are slowly created by the flow of Essence in a particular manse. The player of a character who possesses a manse's hearthstone can treat the manse as a character in conflicts that take place there.

Like other artifacts, hearthstones consist of brief descriptions that determine the kinds of supernatural Details available to the wielder.

Generally, hearthstones provide no benefit unless they are set in another artifact wielded by the possessor. Most common artifacts have one or more slots in which to hold hearthstones.

Some special artifacts, such as warstriders, might instead be *powered* by hearthstones. In order to use such an artifact, one must set a hearthstone in it. While the artifact is in use, however, the owner receives no benefit from the hearthstone.

Creating Manses and Demesnes

Manses are created in a manner very similar to characters. They have Traits, Essence scores, and Keywords. Most manses have 6 points to distribute among Traits, though more powerful manses have 8 or even 10 points. An 8-point manse, however, has one Weakness, and a 10-point manse has two. Each manse has one Keyword, and Trait points can be allocated to purchase additional Keywords at a 1-for-1 ratio. (Few manses, however, have more than two or three Keywords.)

Demesnes are created just as manses are, save that their Traits and Keywords tend to involve more natural phenomena than human-made defenses and features.

WARSTRIDERS

Warstriders are artifacts that warrant special attention. A warstrider may provide additional Traits and Keywords, depending on its construction and grade, but its most significant quality is the fact that it changes the core assumptions of what heroic characters are capable of. In addition to the typical things heroes can do, warstrider pilots can do all of the things associated with being massive, armored machines of war. They can trample smaller foes and scenery. They can leap great distances, lift heavy objects (and employ them as weapons), and topple buildings or city walls. Warstriders are frightening tools.

In order to activate a warstrider, a character must power it with one hearthstone. (This value increases by one for every Keyword the warstrider imparts and for every additional Trait after the second.)

These hearthstones provide no benefit to their owners while powering the warstrider. Pilots can cash in Essence tokens to reduce the number of required hearthstones by an equal value (to a minimum of 0).

Generally, a warstrider can be piloted by any character with an Essence score of 3 or higher.

Warstriders generally come in five classifications: common, scout, noble, colossus, and royal. A warstrider's classification largely influences the benefits its pilot receives. Warstriders generally provide their pilots with additional Traits and/or Keywords. These benefits vary depending on the warstrider (individual warstriders have specific qualities), but classification plays a role in how powerful a warstrider and what kinds of abilities it possesses.

COMMON WARSTRIDERS

Common warstriders are basic, functional models. They provide a single 4-point Trait (often "Machine of War" or something similar).

SCOUT WARSTRIDERS

Scout Warstriders are somewhat smaller and more maneuverable than common warstriders. They afford their riders two Traits, one of which

should pertain to speed, stealth, or maneuverability. Each Trait begins at 2, and up to 4 additional points may be divided between them when the warstrider is created.

NOBLE WARSTRIDERS

Noble warstriders are advanced units that provide up to two Traits and up to two additional Keywords. Each Trait begins at 2, and up to 4 additional points may be divided between them when the warstrider is created.

COLOSSUS WARSTRIDERS

Colossus warstriders are massive and impressive, even for machines of war. They provide their pilots three 4-point Traits, all of which should involve armament, physical power or resilience, and up to a single Keyword.

ROYAL WARSTRIDERS

The apex of warstrider design, royal warstriders are complex and magnificent. They provide the pilots up to four Traits and up to three additional Keywords. Each Trait begins at 3, and up to 4 additional points may be divided between them when the warstrider is created.

Warstrider Weapons

Any warstrider may be assumed to come with one or more conventional weapons appropriate to its size. Daiklaves and similar artifact weapons are generally assumed to be Advantages and must be purchased as such. Implanted Essence weapons (e.g. Essence cannons, implosion bows, etc.) can be purchased for warstriders as Traits.





SORCERY

Many of Creation's denizens practice sorcery. Sorcery is slower and often more complex than the Charms to which most Exalts are accustomed. It is also potentially more powerful.

In mechanical terms, Sorcery is a Keyword that can be learned by anyone with an Essence score of 3 or higher. It is not automatic; if not purchased at character creation, it must be learned in play.

Sorcery can be used to accomplish almost anything that invokes the elements of Creation, Heaven, or even the Wyld; think of it as a sort of omni-Keyword. Unfortunately, it has a major disadvantage: When using the Sorcery Keyword, a character's dice pool can include no Yin dice. This leaves sorcerers quite vulnerable in conflicts.

Each use of the Sorcery Keyword involves a spell. Each spell is effectively designed by the player "on the spot" with a goal in mind. A spell can either be *supplemental* or *terminal*.

Supplemental spells have effects that occur immediately in a particular conflict without necessarily resolving it. Examples include combat

spells (such as such as one that bombards a target with a torrent of razor-winged obsidian butterflies) or spells that enhance the caster (such a spell that transforms its caster into an unstoppable, magitechnological weapon). Supplemental spells employ the Keyword as normal.

Terminal spells must be cast as Coup de Grace actions (and, therefore, require no associated dice rolls). Examples include any spell that makes a deadly, lasting, or significant change to a Nemesis (such as a spell that transforms an opponent's blood to burning oil) or one that bypasses or overcomes a Nemesis completely (a spell that summons a whirlwind to carry the caster away from the Nemesis she has engaged in conflict). Terminal spells do not take effect until the caster makes a successful Coup de Grace against her target. Trait dice rolls leading up to the Coup de Grace may involve Details describing incantations and mudras comprising the act of casting it.

The duration and breadth of a terminal spell's effects depend on which Circle of sorcery to which the spell belonged.



Sorcery is divided into three Circles, which determine the potential power of effects.

EMERALD CIRCLE SORCERY

The effects of Emerald Circle Sorcery are generally local, affecting only a single entity or, at most, a small group. Lasting effects rarely persist for longer than a day. Sorcerers with Essence scores less than 3 cannot use Emerald Circle Sorcery.

SAPPHIRE CIRCLE SORCERY

The effects of Sapphire Circle Sorcery are somewhat more expansive and can influence large areas (up to the size of a village or city), groups, or bodies (rivers, etc.). Lasting effects can endure for anywhere between a lunar month and a season. Sorcerers with Essence scores less than 5 cannot use Sapphire Circle Sorcery.

ADAMANT CIRCLE SORCERY

The effects of Adamant Circle Sorcery are immense (they can have regional areas of effect) and, if not permanent, can last at least a year. Solar sorcerers can use Adamant Circle Sorcery, and Infernal sorcerers can use its Infernal equivalent.

Infernal Sorcery

Infernal sorcery is essentially sorcery with demonic flavor. The effects should generally be appropriate to Infernal Keywords (though not necessarily the Infernal Keywords the caster possesses). It typically employs imagery and effects closely related to one or more Yozis. Infernal sorcery is primarily practiced by Infernal Exalts with the Sorcery Keyword; these individuals possess and use Infernal Sorcery by default. Other Exalts can purchase it as a separate Advantage. Once purchased, it permanently affects all Circles of sorcery the character knows.

Necromancy

Necromancy is a Keyword similar in all respects to Sorcery, save that instead of mastery of elements of Creation, Heaven, and the Wyld, it represents power associated with the Shadowlands, the Underworld, and Oblivion. Though a wide range of effects can be attained with Necromancy, they must involve these themes. The three Circles of Necromancy correspond to the three Circles of Sorcery. The Shadowlands Circle is the first, the Labyrinth Circle the second, and the Void Circle the third. Void Circle Necromancy is available to all Abyssal necromancers, just as Adamant Circle Sorcery is available to all Solar sorcerers.





SUPERNATURAL MARTIAL ARTS



Martial arts play a significant role in Exalted combat. Many Exalts learn and practice supernatural martial arts, those that harness powers and themes unavailable to most mortals.

Supernatural martial arts function similar to Keywords in that they provide guidance for available Details in play. A character's actions can include any exceptional or supernatural Details appropriate to the supernatural martial arts she has learned.

Consult the *Exalted* line for sample supernatural martial arts styles appropriate to the setting.

To create your own style, simply give it a name; from the name alone, you should be able to develop appropriate Details in play. If this name does not evoke within you images of specific fighting maneuvers and themes, both natural *and* supernatural, consider coming up with a new name.

TERRESTRIAL MARTIAL ARTS: ROOTS OF THE PERFECTED LOTUS

Generally the weakest of the supernatural martial arts, the Roots of the Perfected Lotus primarily focus on supplementing mundane martial skills with minor, intensely specific, or subtle supernatural elements.

Details pertaining to the Roots of the Perfected Lotus tend to involve thematically appropriate supernatural enhancements to combat techniques and actions. Terrestrial martial arts are available to anyone with Essence scores of 2 or higher.

Examples: First Pulse Style, Golden Janissary Style, Ill-Lily Style, Jade Mountain Style, White Veil Style.



Hero Styles

Every Exalt type has a “Hero Style,” an iconic method of supernatural unarmed combat that perfectly represents one’s natural approach to fighting. Exalts are automatically assumed to be capable of fighting using the style appropriate to their Exaltation. (Solars, for example, all instinctively “know” Solar Hero Style.) They can, however, learn Hero Styles associated with Exaltations other than their own. (So, to continue the example, a Lunar might spend an Advantage pick to learn Solar Hero Style.) See the *Exalted* line for more information on Hero Styles.

Examples: Ebon Shadow Style, Hungry Ghost Style, Snake Style, Tiger Style.

SIDEREAL MARTIAL ARTS: BLOSSOM OF THE PERFECTED LOTUS

The pinnacle of the supernatural martial arts, Sidereal Martial Arts are often called the Blossom of the Perfected Lotus. These martial arts transcend the physical world, and their practitioners move beyond physical and spiritual themes and into abstract, complex, and esoteric concepts. Sidereal martial arts often resemble strange sorcery or psychedelic trips as much as they do combat arts.

Details pertaining to the Blossom of the Perfected Lotus often suggest very liberal, wide interpretations of complex or abstract themes. Sidereal martial arts are available to Sidereals and, provided they can find teachers, Abyssals and Solars.

Examples: Charcoal March of Spiders Style, Obsidian Shards of Infinity, Quicksilver Hands of Dreams Style.

CELESTIAL MARTIAL ARTS: BULB OF THE PERFECTED LOTUS

Somewhat broader in terms of focus and utility, Celestial martial arts constitute the Bulb of the Perfected Lotus. They often permit practitioners to embody or embrace spiritual concepts through martial arts. Animal styles are common Celestial martial arts.

Details pertaining to the Bulb of the Perfected Lotus generally suggest a supernatural understanding or mastery of a general concept or theme. Celestial martial arts are available to anyone with Essence scores of 4 or higher.





THAUMATURGY

Similar to sorcery, thaumaturgy involves rituals and practices that produce supernatural effects. Thaumaturgy encompasses a number of magical arts to help inform players' choices of Details available to their characters. A thaumaturgist's actions can include any exceptional or supernatural Details appropriate to the arts she knows.

It is worth noting, however, that thaumaturgy is somewhat more limited than sorcery in that its rituals almost always require time and cannot generally be employed in the heat of a battle or similar conflict (though this does not necessarily mean that learned arts are useless in combat situations). Thaumaturgy almost always provides Held Dice and can never benefit from a user's Anima level.

Thaumaturgy is available to any character, regardless of Essence score.

The following arts are examples from the *Exalted* line (consult the books for more precise descriptions of what each entails), though others are possible:

Alchemy – Crafting potions and agents with interesting and varied properties.

Astrology – Reading destinies in the stars. This is significantly weaker than Sidereals' Fate and Foresee Keywords.

Enchantment – Imbuing objects with minor supernatural properties.

Geomancy – Seeing and manipulating flows of Essence along dragon lines.

Husbandry – Breeding and maintaining creatures effectively.

Summoning (specific type of entity, such as demon, elemental, ghost, etc.) – Calling forth entities, generally elementals, minor gods, and demons of the First Circle. It should be noted that this art does not afford individuals any control over or protection from summoned entities.

Warding – Defensive and protective rituals.



Weather Working – Predicting or slowly altering the local weather.

Remember that thaumaturgy is rarely fast. It generally requires lengthy rituals and strange, unwieldy components in order to function. It generally provides Held Dice to be used later.

An alchemist, for example, might prepare flasks of explosive concoctions to be used in a battle; this is much more believable and congruent to the setting than having someone cooking up bombs on the spot using only the contents of his belt pouch.

Similarly, an astrologer using a Trait to seek out an individual in a crowded metropolis might take some time prior to her search to consult her charts and orrery to discover and exploit certain habits, interests, and tendencies of her mark.

A thaumaturge with the Warding Art might carry with him a charm or prayer strip he has crafted that he uses in conflicts to keep demons or ghosts at bay.

This Shit is Weak!

In the setting, thaumaturgy is significantly weaker than sorcery, which plays out in these mechanics by way of the limited nature of the arts. While alchemy can accomplish much, it accomplishes these tasks in a particular way, requiring beakers, chemicals, and so forth. Moreover, where the Sorcery Keyword allows a wide variety of effects with a single purchase, each thaumaturgy art must be purchased as a separate Advantage. By necessity, thaumaturges often specialize.





ADVANCEMENT

Generally, characters in *Wushu* are assumed to be as good as they can get from the very beginning; however, growth is a major theme in *Exalted*, and while characters created using *Scroll of the Fist* tend to be much more capable than starting *Exalted* characters, opportunities for development can certainly enhance gameplay.

The following advancement scheme is suggested for characters using this ruleset. The scheme is slow but present, allowing for characters who are immensely powerful to grow in influence and abilities without too rapid a curve.

ADJUSTMENT

Players should be able to redistribute their Trait points between adventures. With appropriate reasons, they may even be allowed to change their Traits entirely, provided they keep the same number of total points. (A player might exhibit character advancement by trading for less specific Traits—by, for example, trading Swordsmanship for Warrior Training.) This is perhaps the easiest way to simulate character development and change.

EXPERIENCE

Experience awards accentuate the idea of growth more than change, and GMs who wish to can use the following guidelines.

At the end of each session, characters receive 1 experience point (XP). A bonus experience point may be given to characters who achieve a major goal.

Earned experience points can be spent in one of the following ways.

ADVANTAGES

A character can spend 10 XP purchase one Advantage.

ENLIGHTENMENT

A character can spend 30 XP to raise her Essence score by one. A character can only do this once, and even then, it is at the GM's discretion and may require a major quest or conquest.



TRAITS

A character can spend 15 XP to increase one Trait by 1 point (up to the maximum of 5) or to purchase one new Trait at level 3.

LEARNING

Another way to ensure the growth of character knowledge is to cultivate player knowledge. In *Wushu*, especially, characters can be capable of a great deal; their players, however, may not be aware of the extent of the things they can do.

GMs can use NPCs to teach players, and by extension, their characters. An aged Terrestrial, for example, may teach a young Dynast a Charm or spell. Provided the Dynast has an appropriate Keyword, that ability is now available to him, simply because *his player* has encountered it. The Dynast may not gain anything on his character sheet, but his player has seen a new trick and can freely adapt or duplicate it if desired.

Similarly, characters can learn new Charms or spells from dusty tomes and esoteric texts. Such powers may have always been available to the characters based on their Keywords, but the texts provide the GM with an opportunity to reveal them to players, who can then incorporate them into their Details later on.





APPENDIX 1: EXAMPLES OF PLAY



Wushu is somewhat different from traditional gaming systems, so many folks might benefit from seeing it in play, in order to better understand how it really works. The following examples may prove to give some insight into the process of running a *Wushu* game using *Scroll of the Fist*.

COMBAT EXAMPLE

Duplicitous Dance and Vagrant Edge are two Sidereal agents dispatched by Heaven to investigate Loom snarls taking place in the Southwestern village of Neli. They have uncovered a plot by the dangerous young Abyssal Exalted Sleeves of Midnight to forge the villagers into a hardened community of assassins to sew chaos throughout the nearby kingdoms. The Sidereals now stand at the edge of the village burial ground, where Sleeves of Midnight and her most loyal followers wait...

ACTORS...

Heidi is the GM in this scenario. Her players are **Demarcus** (playing Vagrant Edge) and **Jason** (playing Duplicitous Dance). This scene's participants are as follows:

Duplicitous Dance (Jason's Character)

A sly Sidereal agent with a devious mind, Duplicitous Dance infiltrates dangerous organizations and destroys them from within.

Caste: Chosen of Secrets

Special Qualities: Arcane Fate, Essence Auspicious, Resplendent Destiny

Beauty in Violence (4), Dancer (4), Devious Mind (4), Spy Craft (4), Ambiguous Sex (1)



Essence: 5

Keywords: Foresee; Astrology, Fate, Secrets

Artifact: The Ten Glorious Burdens of Womanhood (These 10 press-on nails are made of starmetal, and while they make it difficult to clench one's fist, each adds to the strength behind the wearer's hand attacks the full weight of an adult female.)

Celestial Martial Arts: Dreaming Pearl Courtesan Style

Vagrant Edge (Demarcus' Character)

A former ronin drafted into the service of Heaven by way of a geas placed on him by a powerful god. Vagrant Edge often seems brave, but really, he simply feels he has nothing to lose.

Caste: Chosen of Journeys

Special Qualities: Arcane Fate, Essence Auspicious, Resplendent Destiny

Cunning (3), Nothing to Lose (4), Swift (4), Swordplay (5), Divine Geas (1)

Essence: 5

Keywords: Foresee; Astrology, Fate, Journeys

Terrestrial Martial Arts: Even Blade Style

Celestial Martial Arts: Air Dragon Style



Sleeves of Midnight

A young Abyssal in the service of a mysterious Deathlord who has yet to make himself known...

Caste: Day

Special Qualities: Avatar of the Void, Essence Overwhelming

Cute Little Girl (4), Hide and Seek (5), So Damned Evil! (4), Slashing Sleeve Dance (5), Spy Craft (3), Tantrums (1)

Essence: 6

Keywords: Destroy; Concealment, Darkness, Death

Celestial Martial Arts: Dreaming Pearl Courtesan Style

Neli Assassin Cult (Mooks) – These simple villagers are in the process of being molded into a skilled fighting force... but they aren't quite there yet.

Threat Rating: 16

Group Advice: Details

It can be incredibly difficult to gauge what constitutes a single Detail in one's descriptions. GMs are encouraged to just go with their guts, judging Details according to their initial inclinations. Agonizing over counting Details and dice can damage the flow of the narrative, and as a result, of the game itself.

...AND ACTION!

Heidi: In the dim light of the moon, the Sidereals can make out scores of them amidst the stone monuments... people of all ages and shapes and sizes. One by one they turn their eyes, mad with bloodlust, toward the approaching Sidereals. The young girl, Sleeves of Midnight, stands amongst them, the long sleeves of her oversized shirt coiling at her feet like thick black snakes. Her wan face glistens in the moonlight as she smiles. "This... this, my students, is your final test. Kill them." As one, the villagers rush the two interlopers.

Turn 1

Duplicitous Dance has 5 Essence tokens.

Vagrant Edge has 5 Essence tokens.

Sleeves of Midnight has 6 Essence tokens.

Jason: Dance halts the oncoming villagers with a raised finger and a smile. / “It seems, dear girl, that you think we came unprepared. We didn’t. While your presence makes it difficult for us to accurately read this place, we do the best we can. We’ve been here longer than you think. / Long enough to convince some of your agents that their training may be put to better use.” / Several of the villagers draw wicked knives from their belts / and attack their fellows.

[Jason receives 5 dice.]

Demarcus: We don’t have time for this. I want to activate my anima.

[Demarcus immediately activates Vagrant’s Anima at level 2. His dice cap increases to 8.]

Demarcus: Vagrant leaps forward, drawing his sword in one smooth motion / and swinging it in a wide arc, / decapitating three villagers / and scoring a nearby headstone. / Before their bodies hit the ground, he is past them, / eyeing the rest dispassionately. / He doesn’t know if any of the three cooling corpses were defectors he and Dance recruited; / he doesn’t care.

[Demarcus receives 8 dice. The 2 dice gained from his Anima, however, count as automatic successes, due to his Caste ability; his actions this turn revolve strongly around movement, a key element of the Chosen of Journeys.]

[Jason rolls 5 dice this turn, using Dance’s Devious Mind Trait. He allocates 3 dice to Yang and 2 to Yin. He receives 2 Yang successes and 2 Yin successes.]

[Demarcus rolls 6 dice this turn, using Vagrant Edge’s Swordplay Trait, allocating his two automatic successes to his Yang total. He then allocates 4 dice to Yang and 2 to Yin. He receives 6 Yang successes and 1 Yin success.]

[The assassins’ Threat Level is reduced by 8 (2 from Jason’s Yang successes, plus 6 from Demarcus’) this turn.]

GM Advice: Player Power

Notice that Jason takes over some narrative power here, concocting on the spot some past event and its effects on the present. So long as it enhances the story, this kind of behavior should not only be allowed, but also encouraged.



Turn 2

Duplicitous Dance has 5 Essence tokens.

Vagrant Edge has 5 Essence tokens.

Sleeves of Midnight has 6 Essence tokens.

Jason: Dance curses quietly at Vagrant’s nonchalance / and makes her (?) way toward the Abyssal in a whirling dance of whip-like hair and flashing limbs, / lashing out at attacking villagers / and sending limp and broken bodies flying dozens of feet backward / to crash against the ground or a tree or gravestone.

[Jason receives 5 dice.]

Demarcus: His anima blazing, / Vagrant crosses the grounds like a pale, golden comet, / leaving slashed corpses and severed limbs in his wake. / He arrests his movement inches from the face of a quaking village ‘warrior’ / before slashing him across the belly, toppling him. / Vagrant glances lazily at Sleeves of Midnight, now only a few yards away. / “We came for you, little one, not your new toys.”

[Demarcus receives 7 dice. Again, 2 dice become successes.]

[Jason rolls 5 dice this turn, using Dance’s Beauty in Violence Trait. He allocates 4 dice to Yang and 1 to Yin. He receives 3 Yang successes and 1 Yin success.]



[Demarcus rolls 6 dice this turn, using Vagrant Edge's Swordplay Trait, and he allocates his 2 automatic successes to Yang. He allocates 3 dice to Yang and 3 to Yin. He receives 5 Yang successes and 2 Yin successes.]

[The assassins' Threat Level is reduced by 8 (3 from Jason's Yang successes, plus 5 from Demarcus') this turn. This eliminates the Mooks and ends the conflict.]

Heidi: Okay, good job you two. Many of the villagers are dead, though some flee, and others give chase. Now it's time for the real bout. This is a Nemesis conflict. We'll run it two or three Details at a time up to the dice cap before we roll. You each engage her separately, unless you want to use teamwork in your Details; then you can trade off in the same round up to the highest dice cap between you.

Jason: What?

Demarcus: Wait...

Heidi: Just figure that you get two or three Details at a time until everybody either reaches their dice caps or just doesn't want to say any more, whichever comes first.

Jason: Okay...

Turn 1 (Vagrant Edge vs. Sleeves of Midnight)

Duplicitous Dance has 5 Essence tokens.

Vagrant Edge has 5 Essence tokens.

Sleeves of Midnight has 6 Essence tokens.

Heidi: Sleeves of Midnight giggles and bounds away. / Her dragging sleeves leave deep, black furrows in the earth, as though made by something heavy and burning.

[Heidi receives 2 dice.]

Heidi: Demarcus, Vagrant Edge is closest. Let's start with you. This turn, you and Sleeves get to take turns with your actions.

Demarcus: Okay. Vagrant blazes past the girl, / coming to rest directly in her path, / facing her down with a grim smile.

[Demarcus receives 3 dice.]

Heidi: She continues forward, not slowing at all. / Her arm lashes upward, / the long, heavy black sleeve arcing toward Vagrant Edge's middle.

[Heidi adds 3 dice, for a total of 5 dice.]

Demarcus: "Too slow..." / Vagrant leaps to one side, narrowly avoiding the attack.

[Demarcus adds 2 dice, for a total of 5 dice.]

Heidi: The girl skips backward away from Vagrant / and considers him carefully.

[Heidi adds 2 die, for a total of 7 dice.]

Demarcus: Vagrant pursues / and with his off-hand lashes out, / his palm wreathed in a violent whirlwind of Essence-charged air.

[Demarcus adds 3 dice, for a total of 8 dice.]

Group Advice: On Tactics

Notice the situation, here. Demarcus is practically going all out. Vagrant's Anima is at level 2, while Sleeves has yet to activate hers at all. The dice pool discrepancy is not *too* great, as an Abyssal's starting dice cap exceeds that of a Sidereal; however, one bad roll is all it takes to decide the outcome of a battle.

Heidi might have made this choice on purpose, the better reflect Sleeves' inexperience or arrogance, but it is worth noting that if one wants to survive long in this setting, she cannot fail to respond in kind when an opponent raises the proverbial bar.

[Demarcus rolls 8 dice this turn, using Vagrant's Swordplay Trait. 5d Yang / 3d Yin. He receives 5 Yang successes and 2 Yin successes.]

[Heidi rolls 7 dice this turn, using Sleeves' Slashing Sleeve Dance Trait. 3d Yang / 4d Yin. She receives 3 Yang successes and 2 Yin successes.]

[Vagrant cashes in 1 (3 - 2) Essence token. Sleeves cashes in 3 (5 - 2) Essence tokens.]

Turn 1 (Duplicitous Dance vs. Sleeves of Midnight)

Duplicitous Dance has 5 Essence tokens.

Vagrant Edge has 4 Essence tokens.

Sleeves of Midnight has 3 Essence tokens.

Jason: Duplicitous Dance sweeps forward into the fray, / caste mark flaring to life on her (?) forehead.

[Jason receives 2 dice and activates his Anima at level 1.]

Heidi: Sleeves of Midnight catches Vagrant's arm in a coiling sleeve, / jerking it roughly so that his attack catches his approaching ally square in the face. / A thunderclap of violent air flings Dance backward several yards.

[Heidi receives 3 dice.]

Demarcus: Jesus.

Jason: How come I'm the first one to actually get hit? Okay...

Jason: Dance somersaults backward as he (?) tumbles through the air. / In mid-flip, he (?) draws and flings a pair of needles at the girl. / They flash bright silver in the moonlight.

[Jason adds 3 dice, for a total of 5 dice.]

Heidi: She slaps them aside with a casual sweep of her sleeve / and a derisive snort.

[Heidi adds 2 dice, for a total of 5 dice.]

Jason: Dance lands gracefully, / sliding slightly on a patch of grass slick with the blood of villagers.

[Jason adds 2 dice, for a total of 7 dice.]

Heidi: Sleeves crouches low, digging her fingers into the moist earth. / "How pretty," she whispers disdainfully.

[Heidi adds 2 dice, for a total of 7 dice.]

[Jason rolls 7 dice this turn, using Dance's Devious Mind Trait. 2d Yang / 5d Yin. He receives 1 Yang success and 3 Yin successes.]

[Heidi rolls 7 dice this turn, using Sleeves' Slashing Sleeve Dance Trait. 3d Yang / 4d Yin. She receives 3 Yang successes and 3 Yin successes.]

[Thanks to the Abyssal's Essence Overwhelming special quality, Jason cashes in 1 Essence token (since his Yin

Group Advice: Cliffhangers

What if there had been no opportunity for Dance to be struck by Vagrant's attack? Given that characters in *Scroll of the Fist* may have different sized dice caps, it is worth examining the possibility of "unfinished Details," especially when multiple characters are taking turns dealing with a single opponent.

One relatively easy way to deal with this is to engage all participants at the same time, permitting all characters to participate in a given round but resolving their dice rolls separately. So instead of having Sleeves of Midnight face Vagrant Edge one round and Duplicitous Dance the next, Heidi might simply have Sleeves engage both characters, permitting her to use her full dice cap against each.

Groups should try to avoid leaving their fellows hanging. If someone narrates an open-ended Detail, someone else should try to step up and ensure that it leads somewhere... anywhere.

successes are tied with Heidi's Yang successes.]

Turn 2 (Vagrant Edge vs. Sleeves of Midnight)

Duplicitous Dance has 4 Essence tokens.

Vagrant Edge has 4 Essence tokens.

Sleeves of Midnight has 3 Essence tokens.

Demarcus: Vagrant slashes at the crouching girl, / scoring a deep cut along her back. / "How careless."

[Demarcus receives 3 dice.]

Heidi: She grunts with pain, / and her shadow seems to ripple like the surface of dark water. / Abruptly, she sinks into it, disappearing.

[Heidi receives 3 dice]

Demarcus: Vagrant extends his senses outward, / feeling for the subtle ripple in ambient Essence that portends the use of a Charm or similar Fate-confounding magic.

[Demarcus adds 2 dice, for a total of 5 dice.]

Heidi: The girl bursts from Vagrant's shadow on the grass, / her writhing sleeves arcing toward his face, / her body wreathed in the smoky black light of her anima.

[Heidi adds 3 dice, for a total of 6 dice, and activates Sleeves' Anima at level 2.]

Demarcus: But Vagrant is already moving, leaping high into the air away from his rising opponent / and batting aside her sleeves with the flat of his blade. / "I saw that coming," he says from several dozen yards in the air above her.

[Demarcus adds 3 dice, for a total of 8 dice.]

Heidi: Sleeves smiles sweetly from the ground, / rivulets of blood streaming down the smooth skin of her face / from the ugly black ring caste mark on her forehead.

[Heidi adds 3 dice, for a total of 9 dice.]

[Demarcus rolls 8 dice this turn, using Vagrant's Cunning Trait. 3d Yang / 5d Yin. He receives 2 Yang successes and 3 Yin successes.]

[Heidi rolls 9 dice this turn, using Sleeves' Hide and Seek Trait. 3d Yang / 6d Yin. She receives 2 Yang successes and 5 Yin successes.]

[No one loses Essence tokens this turn.]

Turn 2 (Duplicitous Dance vs. Sleeves of Midnight)

Duplicitous Dance has 4 Essence tokens.

Vagrant Edge has 4 Essence tokens.

Sleeves of Midnight has 3 Essence tokens.

Jason: Three silver needles flash through the air / and catch the girl in the side of the neck. /

[Jason receives 2 dice.]

Heidi: They blacken and twist, disintegrating into ash / before scattering on the wind. / Slowly, she turns to face Dance.

[Heidi receives 3 dice.]

Jason: "You don't talk much, sweetie. Do you miss your friends? You aren't scared, are you?" / Dance advances toward Sleeves.



[Jason adds 2 dice, for a total of 4 dice. Given the wound and the taunt, Heidi sees here an opportunity for Sleeves' Weakness to come into play.]

Heidi: For a moment the girl's face seems pained. / "If you knew what I know," she says, "you would be, too." / The dark mist surrounding her intensifies, and within it green-tinged phantasms of twisted hands rise up from the ground beneath her, / clutching with hideously broken fingers at the air around her legs.

[Heidi adds 3 dice, for a total of 6 dice, and increases Sleeves' Anima to level 3.]

Jason: "You'd be surprised at what I know, niblet." / Dance advances slowly toward Sleeves.

[Jason adds 2 dice, for a total of 6 dice]

Heidi: "Would I, you ignorant bitch?" she snarls. / She stomps her foot angrily, and as the phantasmal hands at her feet close into gnarled and shaking fists, / currents of necrotic Essence pour from her shadow, / moving along the earth and out into the rest of the graveyard.

[Heidi adds 4 dice, for a total of 10 dice.]

Jason: Dance smiles and glances up expectantly at Vagrant, who is now falling, descending on the girl.

[Jason adds 1 die, for a total of 7 dice.]

[Jason rolls 7 dice this turn, using Dance's Devious Mind Trait. 3d Yang / 4d Yin. He receives 3 Yang successes and 2 Yin successes.]

[Heidi rolls 10 dice this turn, using Sleeves' Tantrum Weakness. 4d Yang / 6d Yin. She receives 2 Yang successes and 1 Yin success.]

[Sleeves cashes in 2 (3 - 1) Essence tokens.]

Turn 3 (Vagrant Edge vs. Sleeves of Midnight)

Duplicitous Dance has 4 Essence tokens.

Vagrant Edge has 4 Essence tokens.

Sleeves of Midnight has 1 Essence token.

Heidi: Sleeves of Midnight jumps, / her body briefly dimming to something like a shadow / as it passes through Vagrant and his blade.

[Heidi receives 3 dice.]

Demarcus: "Damn it!" Vagrant lands roughly in the spot where the girl was standing / and looks up over his shoulder at her receding form.

[Demarcus receives 2 dice.]

GM Advice: Trait Choices

GMs are advised to be somewhat lenient in allowing players to apply their Traits. Most characters do not have many, and it is best if they are sufficiently general as to permit a wide variety of actions. In Turn 3, Heidi might have been justified in allowing Sleeves to apply her Hide and Seek Trait for first flowing behind the attacking Sidereal and then for leaping behind the cover of the fence of thorns.

Heidi: "I saw that coming," she coos, / gliding backward to land lightly several dozen yards from the two Sidereals, / beside the fence of woven thorny brush at the far end of the gravesite.

[Heidi adds 3 dice, for a total of 6 dice.]

Demarcus: Vagrant crosses the distance in an instant, / his sword slashing upward in a vertical streak of moonlit steel.

[Demarcus adds 2 dice, for a total of 4 dice.]

Heidi: She leaps away from the attack, / back flipping over the thick brush.

[Heidi adds 2 dice, for a total of 8 dice.]

Demarcus: The sword slices a wide opening in the fence, / throwing vine and thorns at the fleeing girl.
[Demarcus adds 2 dice, for a total of 6 dice]

Heidi: She bolts, streaking at an incredible speed / toward the edge of the nearby woods.
[Heidi adds 2 dice, for total of 10 dice.]

Demarcus: “For better or worse, I am a Chosen of Mercury herself. You cannot escape me.” / Vagrant sprints after her.
[Demarcus receives 2 dice, for a total of 8 dice.]

[Demarcus rolls 8 dice this turn, using Vagrant’s Swift Trait. 6d Yang / 2d Yin. He receives 4 Yang successes and 1 Yin success.]

[Heidi rolls 10 dice this turn, using no particular Trait. 3d Yang / 5d Yin. She receives 1 Yang success and 3 Yin successes.]

[Vagrant cashes in 1 Essence token, thanks to Sleeves’ Essence Overwhelming special quality. (His Yin successes are tied with her Yang successes.) Sleeves cashes in 1 (4 - 3) Essence token.]

Turn 3 (Duplicitous Dance vs. Sleeves of Midnight)

Duplicitous Dance has 4 Essence tokens.

Vagrant Edge has 3 Essence tokens.

Sleeves of Midnight has 0 Essence tokens.

Heidi: Several of the corpses in the clearing begin to twitch and move, and suddenly, they lurch to their feet. / Abruptly, Dance recalls the dark energies with which Sleeves permeated the earth earlier.
[Heidi receives 2 dice.]

Jason: Dance enters a fighting stance, swaying to some imperceptible rhythm.
[Jason receives 1 die.]

Heidi: The corpses shamble toward Dance. / One rushes at him (?) from behind, its knife already dark and caked with dried blood.
[Heidi adds 2 dice, for a total of 4 dice.]

Jason: Dance moves gracefully among the walking corpses, his (?) arms folding and unfolding in to an intricate and deadly rhythm, crushing spines and arms and legs. The corpses collapse and twitch, unable to move, and for a moment, Dance is still amid the bodies and the graves. He (?) briefly wonders at the girl’s stamina. The burning heart poison he’d (?) applied to the needles was magical, a secret formula developed just after the Usurpation to neutralize the mighty Lunar Exalted. It ignites in the body, and the greater one’s level of exertion and the stronger one’s passions, the more potent the combustion. Dance remembers the girl’s earlier outburst and smiles. Had she not been so distracted at Dance’s little quip, she might have noticed her body temperature rising, might have employed some Charm to neutralize or lessen the poison’s effects. But she’s young. And stupid. Dance calmly strides toward the twin coronas of Essence receding from the gravesite.

Group Advice: Waste Makes... Unfun

No one *has* to reach their dice cap in every given turn or exchange. Generally, providing few or no Details is better than providing bad or useless ones or drawing out a conflict longer than is absolutely necessary.

Give a Little Wiggle Room

It’s also worth noting, though, that some descriptions might push the envelope a bit. Even if, in a Nemesis conflict, the GM decides to have participants to trade off descriptions every 2-3 Details, she should allow good descriptions to supersede such guidelines, even if they include 4 or even 5 Details. It is not, however, recommended that dice caps enjoy similarly fluidity.



[Filibuster! Jason's description Details exceed his dice cap, so he simply receives his maximum number of dice this turn.]

Heidi: Sleeves stumbles in mid-run / clutching sharply at her neck, which has turned a nasty shade of black. / "Bitch," she whispers, / falling to her knees.

[Heidi adds 4 dice, for a total of 8 dice.]

[Jason rolls 7 dice this turn, using Dance's Devious Mind Trait. 6d Yang / 1d Yin. He receives 4 Yang successes and 1 Yin success.]

[Heidi rolls 8 dice this turn, using Sleeves' So Damned Evil! Trait. 5d Yang (3 are automatic successes due to Essence Overwhelming) / 3d Yin. She receives 5 Yang successes and 2 Yin successes.]

[Dance cashes in 4 (5 - 1) Essence tokens. Sleeves must cash in 1 (4 - 2) Essence tokens. Since she has none to spare, Jason can now perform a Coup de Grace.]

Coup de Grace

Duplicitous Dance has 0 Essence tokens.

Vagrant Edge has 3 Essence tokens.

Sleeves of Midnight has been eliminated.

Jason: The skin on the girl's neck glows beneath her palm and begins to smoke. Then it catches fire, and in seconds, the conflagration spreads all along her body. Her corpse falls to the ground, and as the light consuming her flesh and clothes blazes brighter, her anima dims and fades to nothing.

IN CLOSING

Not a particularly epic battle for Exalts... generally, one might expect more collateral damage, more scenery interaction, and maybe even a little more conversation. But these are Sidereals, after all, and this example is functional in that it does illustrate how the system can be used for combats that are both fluid and dynamic. Moreover, it illustrates the flexibility of character Traits and the more innocuous ways that Keywords and special powers might manifest.

TRAVEL

Combat is not the only way conflicts play out. Consider the following brief example of travel wherein a location and/or set of circumstances might be treated as a minor Nemesis.

Elcyrus hates the cold, but he bears a message that could be vital to the importance of Whitewall, so he presses on through the icy weather.

ACTORS...

Rosalinda is the GM in this scenario. **Blake** (playing Elcyrus) is the only player involved. The others are taking a quick smoke break. The scene shouldn't last long.

Elcyrus

A solitary hunter and trapper, Elcyrus Exalted during a chance encounter with a Fae. He remains wary of other people and their "civilization" but understands that his newfound powers require him to take on more responsibility than he ever has before.

Caste: Zenith

Special Quality: Essence Overwhelming

Canny (3), Hunter (5), Self-Reliance (4), Stubborn Resilience (4), Socially Inept (1)

Essence: 6

Keywords: Conquer; Excellence, Holiness, Radiance

Artifact: Favor of Light (Elcyrus considers this orichalcum daiklave something of a lucky charm he carries more for good fortune than for combat.)

Thaumaturgy: Husbandry

Harsh Northern Weather

The cold reaches of the North can be extremely dangerous for the unwary.

Barren (5), Freezing Cold (5), Ice Underfoot (3)

Effective Essence: 3

...AND ACTION!

Rosalinda: It's cold. Abysmally cold. Elcyrus has been traveling for days, walking since dawn, and the sun is starting to set. When night falls, things will only get worse...

Turn 1 (Elcyrus vs. Harsh Northern Weather)

Elcyrus has 6 Essence tokens.

Harsh Northern Weather has 3 Essence tokens.

Blake: Elcyrus curses whatever foul divine mind saw fit to devise snow / and slogs toward the city of Whitewall, / for once looking forward to a stay at an inn, or even a crate in an alley.

[Blake receives 3 dice.]

Rosalinda: As he travels, the winds pick up, and soon they are howling about him, / pelting his face with sleet and snow.

[Rosalinda receives 2 dice.]

Blake: Elcyrus gives up cursing, as he can no longer hear himself anyway. / He pulls his heavy fur cloak tighter about his body, / though it does little good, caked as it is with brittle filaments of icy webs.

[Blake receives 3 dice, for a total of 6 dice.]

Rosalinda: The sun sets / and the night grows even colder.

[Rosalinda receives 2 dice, for a total of 4 dice.]

Blake: Elcyrus stubbornly presses on, knowing that at this point, he has no other option.

[Blake receives 1 die, for a total of 7 dice.]

[Blake rolls 7 dice this turn, using Elcyrus' Stubborn Resolve Trait. He allocates all 7 dice to Yang. He receives 5 Yang successes and 0 Yin successes.]

[Rosalinda rolls 4 dice this turn, using Harsh Northern Weather's Freezing Cold Trait. She allocates 2 dice to Yang and 2 dice to Yin. She receives 2 Yang successes and 1 Yin success.]

[Elcyrus cashes in 2 (2 - 0) Essence tokens. Harsh Northern Weather must cash in 4 (5 - 1) Essence tokens. Since Harsh Northern Weather does not have 4 Essence tokens, Blake can perform a Coup de Grace.]

Group Advice: Man, What?

Sometimes grammar and language aren't as clear as they're supposed to be, especially when people interact face-to-face. GMs and players should try to be lenient and understanding when one's Details aren't delivered in perfect or perfectly clear English (or Spanish, or iambic pentameter, or whatever), asking for revision or clarification only when one really doesn't know what the speaker is saying or getting at. Contrary to what the internet says, a game of *Let's Pretend* is no place for excessive pedantry.



Coup de Grace

Blake: Doggedly, Elcyrus walks on, through the mist and the fog and cold. The snow obscures his footprints almost as soon as they appear, and it packs and freezes on his broad shoulders and in his hair. But he will make it to Whitewall. He *will*.

IN CLOSING

This was a relatively easy conflict that, by all appearances, involved little in the way of risk. GMs should remember, however, that *they* decide when players regain Chi (Essence tokens). In this example, if Elcyrus is suddenly mugged immediately after entering Whitewall (or even if he must convince a surly captain of the guard to arrange for a meeting with the Syndics), Rosalinda would be well within her rights to rule that the Solar starts the new conflict with only the 4 Essence tokens he had remaining at the end of the previous one.





APPENDIX 2: THE GREAT CURSE

The Great Curse plays a significant role in the *Exalted* setting. Indeed, it was very much one of the driving forces behind the Usurpation; however, many groups choose to ignore or downplay it at the gaming table, likely due to the complexity it adds to play. These optional guidelines can be used to represent the Great Curse and its related effects in *Scroll of the Fist*.

Mine's Called Resonance, Bitch!

Some *Exalted* veterans will note that the Great Curse should not affect all Exalts in the same fashion (or at all) and that, indeed, some Exalt types—most notably Abyssals and Infernals—have offshoots and mutations of the phenomenon that are somewhat different from what other Exalts face. That's okay. The idea here is to provide a unified and relatively simple mechanic that can encompass everything from Infernal Urges to Abyssal Resonance to Solar foolishness.

THE BASICS

When the GM feels it is dramatically appropriate to do so, he offers an Exalt the opportunity to succumb to a Limit Break, a set of conditions or stakes for a given conflict's Coup de Grace. The GM tells the player what must happen if she wins the conflict and what will happen if she loses. (The Coup de Grace *must* include the suggested elements, but it can involve additional details, provided they make sense.)

A Solar engaged in a pitched battle, for example, might be offered a Limit Break of berserk rage that demands either her death or her opponent's at the conflict's end (depending on who wins).

A Sidereal Chosen of Secrets involved in a complex political coup might be required to use her Coup de Grace to hide (or uncover) some secret information involving the participants; if she loses the conflict, her Nemesis may discover a secret he can use against her at a later date.



The stakes should be spelled out explicitly to players before the decision is made to succumb, and any player may refuse a Limit Break without penalty. If, however, she decides to succumb, the character immediately recovers Essence tokens up to one-half her Essence score, rounded up. (This cannot raise her total to a value higher than her Essence score.)

It makes sense, then, for the GM to wait until a character has been forced to cash in a few tokens before making the offer, describing the twinges of emotion or power that might preempt the Limit Break. Generally, players should be *tempted* to succumb.

When developing Limit Break conditions, it is important to keep in mind that even winning conditions (the things players must include in their Coup de Grace descriptions) should often involve some narrative cost, disadvantage, or hindrance. The Exalt is, after all, benefiting from the additional Essence tokens provided.

The GM determines the precise nature of the Limit Break offered and should keep in mind the themes of a given Exalt type. The Limit Break of an Abyssal, for example, is likely to involve death, destruction, or the Neverborn themselves. Mortal

allies or friends may wither and die (even if they are miles away) from her Resonance as soon as she (or her Nemesis) performs the Coup de Grace.

Lenient GMs may allow players to suggest opportunities for Limit Breaks, but the terms for these agreements should almost always be stricter.





APPENDIX 3: ANTAGONIST CATALOGUE



The following characters, locales, and situations are provided as examples of antagonists that player characters might encounter. Most are nonspecific concepts that can be used under a number of circumstances. Very little in the way of description is provided, as it is assumed that readers have access to *Exalted* rules and supplements.

BEASTS

The beasts of Creation (and beyond) are magnificent and varied. The following stat entries can be used for beasts employed as Nemeses for characters. Generally, though, beasts better serve as Mooks, and it should be noted that even as Nemeses, most will very rarely be a match for the Exalted.

Beasts typically have Essence scores of 1, but those with divine heritage or who live in or near Wyld zones may have scores as high as 2.

Austretch

Aggressive, flightless birds found in the South. Swift Runner (4), Vicious Bird (3), Ill-Tempered (1)

Bear

Large, somewhat surly beasts common in some form or another throughout Creation. Powerful Body (5), Territorial (1)

Claw Strider

Aggressive reptiles that hunt in packs. Predator (4), Swift Runner (3), Cold-Blooded (1)

Giant Spider

Spiders who range in size from that of a dog to that of a horse. Poisonous (3), Predator (3), Spider Legs (4), Poor Vision (1)



Great Cat

Large, predatory felines.
Predator (4), Stealthy Movements (4), Bold (1)

Horse

...some people ride them.
Heavy Hooves (3), Swift Runner (4), Proud (1)

Ichneumon Hunter

Wasp-like insects the size of small dogs.
Egg-Layer (3), Wicked Stinger (3), Territorial (1)

Mammoth

Immense creatures found in the North.
Great Tusks (3), Massive Bulk (5), Ponderous (1)

Omen Dog

Very large, wild dogs that hunt in packs.
Pack Predator (3), Tracker (4), Stubborn (1)

Raiton

Large scavenger birds.
Beak and Claws (3), Scavenger Sight (4),
Gluttonous (1)

River Dragon

Massive dragon-like lizards commonly found in
and around bays and river mouths.
Aquatic Predator (4), Thick Scales (3), Poor Land
Speed (1)

Siaka

Bloodthirsty aquatic predators with vicious saw-
like teeth.
Aquatic Predator (5), Taste the Water (4),
Bloodlust (1)

Tyrant Lizard

Massive, carnivorous reptile found deep in the
Southern jungles.
Carnivore's Teeth (5), Enormity (5), Stupid (1)

Yeddim

Stalwart creatures often employed as pack animals
and beasts of burden.
Great Endurance (4), Sturdy Build (4), Stupid (1)

DEMONS, FIRST CIRCLE

The weakest demons are those of the First Circle.
All demons have the Spirit Keyword, which
allows, perhaps among other things, for them to
take on a dematerialized state while in Creation.
They can be summoned, bound, and banished by
sorcerers of the Emerald Circle.

Agatae, Beauteous Wasps

Large wasps with brilliant wings often employed
by sorcerers as mounts.
Brilliant Wings (4), Short-Range Portal (3),
Stinger (3), Too Beautiful to Harm (3),
Unpredictable Emotions (1)
Essence: 3
Keyword: Spirit

Anuhles, Demon Spiders

Monstrous spiders commonly employed as killers
and kidnappers. The effects of the Poison Bite
Trait depends on the type of Anuhle spider. Some
cause docility, while others may afflict victims
with hallucinations.
Born Hunter (4), Poison Bite (4), Webbing (5),
Barking Dogs Cause Pain (1)
Essence: 2
Keyword: Spirit

Erymanthoi, Blood Apes

Hulking apes with crimson fur, these brutes are
often summoned for battle or manual labor.
Their Fetid Aura Weakness represents certain
environmental effects, such as foul odors or
bloody condensation, that often accompany these
creatures, even when dematerialized.
Blood Rage (5), Bone Protrusions (3), Brachiation
(3), Brute Strength (5), Menacing (4), Fetid Aura
(1)
Essence: 2
Keyword: Spirit

Firmin, Needle makers

Humanoid creatures that produce (and nest in)
thick black needles. Their Hive Mind Trait
permits them to mentally communicate with
others of their kind.
Hive Mind (4), Needle maker (5), Protect the Nest
(3), Simpleminded (1)
Essence: 2
Keyword: Spirit

Metody, Malfean Elementals

Elemental creatures of corrosive vitriol. Amorphous Shape (4), Corrosive (5), Illusionary Form (3), Creation Bane (1)

Essence: 3

Keyword: Spirit, Vitriol

Neomah, Makers of Flesh

In return for a piece of flesh, neomahs serve their masters as courtesans. Their Fleshweaving Trait is generally used to craft living creatures (as infants) from the flesh they receive.

Body Language (3), Fleshweaving (5), Illusion Craft (3), Universal Sex Appeal (4), Creative Urge (1)

Essence: 2

Keywords: Spirit

Sesseljae, Stomach Bottle Bugs

Fist-sized beetle-like creatures with long legs and the ability to devour toxins and heal wounds.

Body Swimmer (5), Surgery (3), Toxin Drinker (4), Poison Thirst (1)

Essence: 4

Keywords: Spirit

Cataphract

A beautiful and horrible warrior raksha. Dance of Death (5), Impossible Grace (4), Ravishing (3), Keeps Oaths (1)

Essence: 2

Keywords: Dreams, Wyld

Noble

A powerful and noble raksha.

Impossible Beauty (5), Inhuman Cleverness (4), Impossible Grace (3), Ravishing (4), Keeps Oaths (1)

Essence: 3

Keywords: Dreams, Wyld, and one additional Keyword of choice (often an element or type of animal)

Urban Predator

This raksha haunts a mortal community, preying on its citizenry.

Hidden Motives (4), Predator of Passions (5), Ravishing (5), Keeps Oaths (1)

Essence: 2

Keywords: Change, Dreams

CREATURES OF THE WYLD

The Wyld is a strange and frightening place that warps and alters all it touches. From its depths hail the Fair Folk, who watch Creation intently, waiting for the opportunity to strike.

FAIR FOLK

Creatures of nightmare and madness, the Fair Folk, also called raksha, wield strange powers from beyond the boundaries of Creation. As embodiments of chaos, the Fair Folk enjoy a particularly wide variety of potential supernatural themes.

They generally have Essence scores ranging from 2 to 3 and an equal number of Keywords. Their Keywords vary, but Change, Dreams, [an Element of choice], Instability, and Wyld are the most common.

Raksha use their Ravishing Trait to charm mortals and consume their dreams.



Urban Resident

This raksha does its best to live within the bounds of mortal society, perhaps even going so far as adhering to its laws.

Impossible Craftsman (4), Impossible Grace (3), Slippery Mind (4), Ravishing (3), Keeps Oaths (1)

Essence: 2

Keywords: Change, Dreams

Hobgoblins (Mooks) – Misshapen and brutish creatures often found in service to a Fair Folk noble. Hobgoblins inflict 2 hits per round.

WYLD BARBARIANS

Savage warriors mutated by the Wyld, these barbarians often raid settlements for thrills, slaves, and resources.

Shaman

Mystically powerful individuals whose abilities allow them to communicate with spirits, ghosts, or fae.

Charismatic Oration (4), Spirit Empathy (4), Barbaric (1)

Essence: 2

Thaumaturgy: Summoning (Gods)

War Leader

Often the chieftain or leader of a tribe, the war leader is the strongest warrior.

Feral Cunning (3), Mob Leadership (4), Wyld Might (5), Barbaric (1)

Essence: 2

Wyld Barbarian Warriors (Mooks) – These mutated men and women often attack in large, disorganized groups. Wyld barbarian warriors inflict 2 hits per round in combat conflicts.

GODS AND ELEMENTALS

Gods and elementals are common throughout Creation, and though most are supposed to remain as unobtrusive as possible, many take a more direct hand in mortal dealings than is advisable.

Elementals and gods often embody particular concepts and possess artifacts or supernatural abilities that reinforce these concepts.

The Essence scores of gods and elementals vary

depending on their relative power and ranks. Particularly weak spirits may have Essence scores of 2, while the mightiest boast Essence scores between 5 and 10.

Gods and elementals possess the Spirit Keyword, which allows, perhaps among other things, for them to take on a dematerialized state in Creation.

Elementals can be summoned, bound, and banished with Emerald Circle Sorcery.

What Can Spirits Do?

Gods, ghosts, demons, and similar characters are somewhat different from mortals, heroic or otherwise. The limits of their abilities are not as well-defined and often vary from entity to entity. Keywords are not the only possible way to represent their supernatural abilities; Traits can also describe special powers and abilities specific to individuals.

ELEMENTALS OF AIR

These elementals are tied to the element of air.

Thunderbird

These warrior spirits are known for their passion and prowess in battle. In their humanoid forms, they typically carry great war clubs.

High Passions (4), Raptor Form (4), Swift Flight (3), Warrior (4), Jealous and Shallow Lover (1)

Essence: 3

Keywords: Air, Spirit, Storm

ELEMENTALS OF EARTH

These elementals are tied to the element of earth.

Serpent and Egg

Serpents-and-eggs are devious and cruel spirits who can perceive dark emotions and flashes of the future.

Curses (3), Foretell the Future (4), Sense Dark Passions (3), Compassion is Stored in the Egg (1)

Essence: 3

Keywords: Earth, Spirit

ELEMENTALS OF FIRE

These elementals are tied to the element of fire.

Garda Bird

Great flaming birds who rise again even after dying.

Battle (3), Fearsome Flames (5), Rebirth (5), Wisdom Born of Experience (3), Solitary (1)

Essence: 4

Keywords: Fire, Spirit

Need Fire

Small fires with unique purposes that involve starting fires.

Burn (4), Fire Body (3), Purpose (5), Single-minded (1)

Essence: 3

Keywords: Fire, Spirit

ELEMENTALS OF WATER

These elementals are tied to the element of water.

Nymph

Beautiful water spirits who constantly seek out new pleasures and sensations, often at the expense of mortals.

Alluring Beauty (5), Confusing Illusions (3), Water Body (4), Thrillseeker (1)

Essence: 2

Keywords: Spirit, Water

ELEMENTALS OF WOOD

These elementals are tied to the element of wood.

Wood Spider

Venomous and treacherous spiders of wood and branch who mislead and sometimes kill travelers. The venom delivered by their Venomous Bite Trait can slowly transform victims into a wood statue.

Confounding Voice (5), Liar (5), Venomous Bite (4), Wood Body (3), Treacherous Urge (1)

Essence: 3

Keywords: Spirit, Wood

King of the Wood

Cruel, but protective rulers of their forest domains. The Forest Link Weakness reflects the fact that Kings of the Woods are linked to their forests; if forests weaken and die, so, too, do the Kings.

Cruelty (4), Rule with Fear (4), Wood Body (5), Woodland Animal Forms (3), Forest Link (1)

Essence: 5

Keywords: Spirit, Wood

GODS

Gods are spirits of varying degrees of power often placed in charge of particular concepts, locations, or phenomena in Creation.



Dog of the Unbroken Earth

Forest spirits who guard their land against the encroachments of civilization. They are difficult to placate.

Festering Poison (3), Massive Hunter (4), Shattering Howl (3), Supernatural Senses (5), Feral Urge (1)

Essence: 2

Keywords: Nature, Spirit

Dryad

These gods each protect and draw life from a single tree. Their Tree Link Weakness reflects that each dryad's life force and wellbeing are bound to a tree. Its status affects her own.

Beautiful (4), Nature's Fury (3), Wood Body (3), Tree Link (1)

Essence: 2

Keywords: Spirit, Wood

Siren

Sirens are predators of the waters, luring mortals in with their beauty and Charms before killing and consuming them.

Beautiful (4), Divine Aquatic Predator (4), Enchanting Song (5), Slowly Die Away from Water (1)

Essence: 2

Keywords: Sprit, Water

Storm Mother

Relatively powerful Western gods who rule over storms and seas, storm mothers hate beautiful women. The Storm Mother's Keywords have greatly diminished effects against women with red hair.

Curses (4), Fury of the Storm (4), Know the Seas (5), Weakness to Red-Haired Women (1)

Essence: 3

Keywords: Storm, Water

LOCATIONS, GENERAL

In Creation, the environment can be a deadly enemy. Locations can be used as Nemeses or Mooks for characters passing through or interacting with them.

REGIONS

Regions describe a particular *type* of terrain. Regions are nonspecific, and Traits can be

modified to suit individual locations.

A Nemesis region may employ its Traits as normal, even going so far as to perform an appropriate Coup de Grace upon winning a conflict.

A character losing a conflict to a desert employing its Relentless Heat Trait, for example, may die or fall unconscious from heatstroke, while the same character falling victim to a forest's Bandit Haven Trait may instead encounter a group of thieves (likely spurring a new conflict).

Desert

The wide deserts of the South are deadly. Scorching hot during the day and freezing cold at night, they can be incredibly difficult to traverse, much less inhabit.

Barren Land (4), Blinding Sunlight (3), Relentless Heat (4)

Effective Essence: 2 (for standard deserts) or 3 (for particularly hazardous terrain)

Forest

Though temperate forests are not as hostile as some regions, densely wooded areas can be difficult to navigate.

Bandit Haven (3), Dense Foliage (4), Difficult to Navigate (4), Flammable (1)

Effective Essence: 2 (for standard forests) or 3 (for particularly hazardous terrain)

Jungle

The South and Southeast regions of Creation are home to dense jungles that house all manners of creatures, spirits, and disease.

Difficult to Navigate (5), Diseases (3), Heat and Humidity (4), Heavy Rainfall (3), Teeming with Life (4)

Effective Essence: 2 (for standard jungles) or 3 (for particularly hazardous terrain)

Tundra

The cold reaches of the North can be extremely dangerous for the unwary.

Barren (5), Freezing Cold (5), Ice Underfoot (3)

Effective Essence: 2 (for standard tundra) or 3 (for particularly hazardous terrain)



PEOPLE OF CREATION

The people of Creation are many, and they act according to various motivations and beliefs.

All characters in this section are assumed to be mortals. Heroic mortals are generally assumed to possess Essence scores of 2, while standard mortals have Essence scores of 1 and are generally beneath an Exalt's notice. Like beasts, mortals are often better suited to Mook roles than Nemesis roles.

That said, any Nemesis presented here can easily be converted into a Terrestrial Exalt or God-Blood by increasing his Essence to 3 and adding the appropriate Keywords. (Most God-bloods have a single Keyword appropriate to their heritage and abilities thematically similar to those of their divine parents.)

ARISTOCRACY

Aristocrats and nobles are found throughout Creation. Even more egalitarian communities tend to boast some who are better off than most.

Diplomat

Diplomats are often dispatched to handle through diplomacy problems that might otherwise be solved by bloodshed.

Carefully Worded Appeals (4), Ease the Tension (4), Keen Wit (3), Violence is Failure (1)

Fop

The fop is a particularly spoiled member of the nobility, concerned primarily with maintaining appearances, throwing parties, and pursuing romantic conquests.

Brave Face (3), Carousing (5), Looking Good (4), Swordplay (4), Cowardly (1)

Noble

The classic noble lives a life of privilege and ease. Genteel (4), Political Sway (4), Wealthy (4), Well Educated (3), Never Been Tested (1)

Guards (Mooks) – Guards are generally trained to protect important people.

THE CRIMINAL ELEMENT

Criminals are found throughout Creation, often

working to profit from or survive by human vices, misfortune, or misery.

Crime Boss

Runs a criminal organization or an operation that is part of the organization.

Planning (4), Threatening Mien (4), Untouchable (4), Greedy (1)

Face

Negotiates for the organization.

Hidden Weapons (3), Quick Wits (4), A Way with Words (4), Cowardly (1)

Pickpocket

Lives by the petty cash stolen from the purses of the unwary.

Lithe Body (3), Nimble Fingers (4), Streetwise (3), Poor (1)

Thugs (Mooks) – Thugs come in all shapes and sizes. They may or may not wield weapons and they may be few or many. Almost always, though, their job is to break things (whether bones or wills or windows) for their boss.

THE IMMACULATE

The Immaculate Faith is perhaps the single most pervasive organized religion throughout Creation. Its tenants and adherents can be found almost anywhere.

Immaculate Monk

This holy monk works toward enlightenment by way of meditation, martial arts, and general righteousness.

Immaculate Discipline (4), Immaculate Martial Arts (4), Immaculate Philosophy (4), Intolerance (1)

Itinerant Monk

This monk travels widely, dedicated to bringing the light of the Dragons to the masses.

Charisma (4), Immaculate Martial Arts (3), Immaculate Philosophy (4), Restless (1)

The Faithful (Mooks) – Faithful adherents to the Immaculate Philosophy can be found almost anywhere and might be willing to do almost anything for a chance at a better life next time around.



MAKERS OF WAR

Creation's warriors make their living by fighting.

Champion

A highly trained or gifted warrior who fights on behalf of a kingdom or influential figure.
Fame (4), Loyalty (3), Warrior Training (4), Overconfidence (1)

General

The general leads an army but is rarely found on the front lines.
Combat Tactics (4), Preparation (3), Stern Discipline (4), Not a Follower (1)

Veteran

Has seen many, many battles and survived them all.
Cagey Fighter (4), Campaign Experience (4), Stoicism (3), Old Injury (1)

Soldiers (Mooks) – Trained warriors. Particularly well-equipped (benefiting from magitech or similar equipment) or well-trained soldiers inflict 2 hits per turn. Well-equipped *and* well-trained soldiers inflict 3 hits per turn.



THE RESTLESS DEAD

The dead in Creation are no less dangerous than the living. Ghosts and similar once-living creatures are typically found in the Underworld and in or near Shadowlands.

GHOSTS

Ghosts are immaterial dead. Most have some way to manifest physically in Creation if they so desire, and all are corporeal in the Underworld. All ghosts have fetters, objects or people in Creation to which they feel a strong connection, from which they draw the will to exist. Ghosts also have the Spirit Keyword, which allows, perhaps among other things, for them to take on a dematerialized state in Creation.

Ghost, Typical

Death is certainly not the end for the ghost. Ghosts' Moliation Keyword allows them to reshape their ghostly forms.
Frightening (4), Make Things Right (3), Moliation (3), Fetter (1)

Essence: 2

Keywords: Death, Spirit

Nemissary

Ghosts whose primary power involves animating corpses.

Fearless (3), Inhabited Corpse (5), Fetter (1)

Essence: 2

Keywords: Death, Spirit

Nephwrack

Intensely powerful ghosts who serve Oblivion. Nephwracks' Moliation Keyword allows them to reshape their ghostly forms.

Dark Evangelist (5), Moliation (4), Dread Necromancy (4), Unholy Strength (3), Whispers of the Neverborn (4)

Essence: 3

Keywords: Death, Necromancy, Spirit

Hungry Ghosts (Mooks) – The remnants of Po souls, hungry ghosts are dangerous, feral creatures. Hungry ghosts inflict 2 hits per turn.

CORPOREAL DEAD

These dead creatures are permanently tethered to physical bodies.



Skeleton (Mooks) - Common, mindless walking dead.

Zombies (Mooks) - Common, mindless walking dead... with flesh.





APPENDIX 4: FACES OF CREATION

The following major characters may be encountered in Creation. These are canonical characters and entities, presented according to thematic association, significantly more specific, powerful, and dangerous than those threats mentioned in the previous section.

The descriptions and stats provided are only suggestions; GMs are encouraged to develop their own characters, stats and—if necessary—rules to suit their games.

LOCATIONS, SPECIFIC

Creation is full of fantastic and dangerous places, from ancient ruins and manses housing wonders of a lost age to modern cities haunted by ghosts of the past.

Denandsor

Once a city of craftspeople, now it sits empty, permeated by an unnatural aura that fills all within with fear.

Automaton Defenders (4), Dreadful Aura (5), Ruined (1)

Effective Essence: 4

Keyword: Fear

Loom of Fate

Employed by Sidereals to manage and direct their worldly influence. Generally, Sidereals use the Loom, performing a Coup de Grace (easy to do, given its Weakness) to make it employ its powers to reveal and shape Creation's destiny.

Home to Pattern Spiders (4), Plan Fate (5), Reveal Fate (5), Unsettling (5), Sidereal Tool (1)

Effective Essence: 5

Keywords: Fate, Weaving

SERVANTS OF HEAVEN

Ostensibly, those in service of Heaven work to keep Creation safe and running smoothly; in practice, however, things tend to be much more complicated. Gods and the Sidereal Exalted are the most common servants of Heaven.



EXALTED, SIDEREAL

The Chosen of the Five Maidens are overworked and divided, but they remain Exalted. Their capabilities are truly extraordinary. All Sidereals have the Arcane Fate, Essence Auspicious, and Resplendent Destiny special qualities, and those who spend any time at all working in Heaven have access to the impressive Loom of Fate.

Ahn-Aru, Sad Ivory

A skilled Bronze Faction assassin.

Caste: Chosen of Endings

Confident (4), Efficient Assassin (4), Elusive (5), Remote (1)

Essence: 5

Keywords: Foresee; Astrology, Fate, Endings (Anima)

Artifact: Bone Rain (This starmetal long powerbow permits its wielder to see through even the deepest darkness.)

Ayesha Ura

The fiery head of the Gold Faction.

Caste: Chosen of Journeys

Easy Charm (4), Hopeful (4), Occult Scholar (5), Political Acumen (5), Steady Aim (4), Naïve (1)

Essence: 6

Keywords: Foresee; Astrology, Fate, Journeys (Anima), Sorcery

Artifacts: Dragon Tear Tiara (This headwear enhances its wearer's senses to supernatural levels.); Hearthstone (Gem of Sorcery - This hearthstone greatly eases the process of spellcasting.); The Whirling Mercury (When hurled, this enchanted bane disc strikes with impossible force.)

Thaumaturgy: Astrology, Geomancy, Summoning (spirits), Warding

Black Ice Shadow

A uniquely talented Chosen of Endings assigned to monitor the actions of the Deathlords and their servants.

Caste: Chosen of Endings

Cold Combatant (5), Disconcerting (3), Infiltrator (4), Move Unseen (4), Shy (1)

Essence: 5

Keywords: Foresee; Astrology, Fate, Endings (Anima), Necromancy

Artifacts: Liberator's Hands (This pair of soulsteel short daiklaves free the spirits of the dead and

dying from the concerns of Creation, diminishing their ties to their fetters.)

Celestial Martial Arts: Fire Dragon Style

Chejop Kejak

Undisputed leader of the Bronze Faction and indeed the whole of the Five Score Fellowship.

Caste: Chosen of Secrets

It is Necessary (5), Meticulous (5), Multitask (5), Peerless Martial Artist (5), Plans within Plans (4), Subtle Persuasion (4), Weight of the World (1)

Essence: 6

Keywords: Foresee; Astrology, Fate, Secrets (Anima), Sorcery

Artifacts: Hearthstone (Gem of Surface Thoughts - The bearer of this hearthstone can hear on the wind the surface thoughts of others.);

Hearthstone (Jewel of the Celestial Mandarin - This bearer of this hearthstone carries an aura of authority and dignity perceptible to demons,

elementals, and gods); Hearthstone Amulet (This starmetal amulet holds a single hearthstone.);

Hearthstone Bracers (These starmetal bracers guide the movements of the wearer's limbs,

ensuring more favorable outcomes.); Fair Lesson (This starmetal wrackstaff can curse those it

strikes.)

Terrestrial Martial Art: Five-Dragon Style

Celestial Martial Arts: Air Dragon Style, Water Dragon Style

Sidereal Martial Arts: Border of Kaleidoscopic Logic Style, Charcoal March of Spiders, Citrine Poxes of Contagion, Prismatic Arrangement of Creation

Crimson Banner Executioner

A mysterious assassin in the employ of the Bureau of Destiny.

Caste: Chosen of Battles

Driven (4), Magitech Engineer (3), Master Assassin (5), Swift Movement (4), Guilt (1)

Essence: 5

Keywords: Foresee; Astrology, Battles (Anima), Fate

Artifacts: Armor of the Unseen Assassin (This mysterious armor obscures its wearer to both mundane senses and astrological and Fate-based effects.); Auspicious Thunder and Fateful Lightning (This pair of starmetal short daiklaves move and strike with the qualities of a violent storm.)

The Green Lady

A Sidereal spy playing a dangerous game amidst the Deathlords. Her Weakness represents the fact that even she has become uncertain of where her true loyalties lie.

Caste: Chosen of Secrets

Deception (5), Grace (4), Martial Arts Mastery (5), Spy Craft (5), Misplaced Loyalties (1)

Essence: 6

Keywords: Foresee; Astrology, Fate, Necromancy, Secrets (Anima), Sorcery

Artifacts: Hearthstone (This hearthstone permits its keeper to change her gender.); Skin Mount Amulet (This amulet permits the user to set hearthstones into her skin.); Starmetal Straps (This strange clothing is lined with sharp starmetal edges and can be unwound to slash at opponents.)

Terrestrial Martial Arts: Night Breeze Style, Terrestrial Hero Style

Celestial Martial Arts: Dreaming Pearl Courtesan Style

Sidereal Martial Arts: Obsidian Shards of Infinity Style, Prismatic Arrangement of Creation Style

Iron Siaka

A strong and uncharacteristically martial Chosen of Serenity.

Caste: Chosen of Serenity

Battery (5), Carouser (3), Direct Approach (5), Strong Build (3), Unruly Desires (1)

Essence: 5

Keywords: Foresee; Astrology, Fate, Serenity (Anima)

Artifacts: The Dulcet Consolator (This starmetal goremaul can loose musical tones when wielded.); Hearthstone (Lullaby Stone - This hearthstone permits its bearer to sleep restfully whenever desired.)

Celestial Martial Arts: Silver-Voiced Nightingale Style; Water Dragon Style

May Blossom

A clever agent of Heaven with a score to settle with the Scarlet Dynasty.

Caste: Chosen of Secrets

Beauty (3), Equestrian (4), Infiltrator (5), Lady of Sophistication (4), Curiosity (1)

Essence: 5

Keywords: Foresee; Astrology, Fate, Secrets (Anima), Sorcery

Artifacts: Dragon Tear Tiara (This headwear

enhances its wearer's senses to supernatural levels.); Hearthstone (Gem of Holiness - The bearer of this hearthstone tends to seem trustworthy and forthright.)

Nazri

A major player in Sidereal politics with little patience for the factionalism tearing the Fellowship apart.

Caste: Chosen of Endings

Dedicated (5), Master Archer (4), Political Acumen (5), Strategist (3), Obsessively Hates Fair Folk (1)

Essence: 6

Keywords: Foresee; Astrology, Fate, Endings (Anima), Sorcery

Artifacts: Hearthstone (Gem of Wise Discernment - By looking through this gem, a bearer can see through illusions and disguises.); Hearthstone Bracers (These starmetal bracers guide the movements of the wearer's limbs, ensuring more favorable outcomes.) Saturn's Messenger (Arrows fired by this starmetal long powerbow are incredibly lethal, and even grazing wounds can be deadly.)

Sidereal Martial Arts: Prismatic Arrangement of Creation Style

Shepherd of the North Star

A friendly guide and natural born traveler.

Caste: Chosen of Journeys

Explorer (4), Guide (5), Likeable (3), Martial Arts Training (4), Softie (1)

Essence: 5

Keywords: Foresee; Astrology, Fate, Journeys (Anima)

Artifacts: Serpent-Sting Staff (This starmetal weapon can take on the appearance of a nondescript walking stick.)

Celestial Martial Arts: Celestial Monkey Style

SERVANTS OF MALFEAS

These servants of Malfeas work at the behest of the imprisoned Yozis, striving to warp Creation such that their masters might be able to reenter its boundaries and rule as they once did.

All demon sorcery is considered to be Infernal in nature.

This category includes demons and the Infernal Exalted.

DEMONS, SECOND CIRCLE

The composite souls of Third Circle demons, demons of the Second Circle are powerful, though not overwhelmingly so. Their Spirit Keyword allows, perhaps among other things, for them to take on a dematerialized state in Creation.

Alveua, Keeper of the Forge of Night

In her forge, Alveua reshapes mortals to better suit her designs for Creation.

Battery (5), Insect Affinity (3), Remaker (5), Forges in Darkness (1)

Essence: 7

Keywords: Reforge, Sorcery, Spirit

Artifacts: Ember of Perfection (This massive hammer emanates incredible heat.)

Florivet, Whim-of-the-Wind

A demonic carouser and adventurer, Florivet bears with him the winds.

Archer (4), Daring (4), Winds at His Whim (5), Intemperate (1)

Essence: 6

Keywords: Air, Spirit

Artifacts: The Foremost Gale (This ship can travel on both land and water.); Lovers' Sigh (Arrows fired from this long bow enjoy a strong affinity with air elementals and spirits, who help ensure the arrows' accuracy and durability.)

Terrestrial Martial Arts: Seafaring Hero Style

Lucien, Guardian of Sleep

In order to ensure that Sacheverell remains undisturbed, Lucien seeks out and kills lessers who disrupt the hierarchies to which they belong. Know Your Place (5), Master Hunter (5), Memory Mirror (3), Shapeshifter (5), Bound to the Way Things Are (1)

Essence: 6

Keywords: Spirit

Artifacts: Ivory Knives (These knives can bypass armor entirely, directly cutting a target's life force or good standing with others.)

Octavian, Living Tower

A powerful champion of the Demon Realm, Octavian is a vicious combatant.

Anointment of Lost Memory (3), Blinding Secretions (4), Deafening Secretions (4), Dread Song (4), Savage Warrior (5), Bane of Earth (1)

Essence: 7

Keyword: Spirit

Artifacts: Acorn Amulet (This acorn affords its wearer the Beasts Keyword.); Equitable Resolution (This Malfean Iron Staff shatters mundane weapons it strikes.)

DEMONS, THIRD CIRCLE

These Demon Princes comprise the souls of the Yozis. Their Spirit Keyword allows, perhaps among other things, for them to take on a dematerialized state in Creation.

The Yozis

Some may wonder what to do about the Yozis themselves. If demons of the Third Circle are this powerful, what is left for their masters?

Assume that all Yozis have Essence scores of 10, dice caps of 15, any appropriate Keywords, and at least one Weakness. They need no Traits. The target number for all dice rolls pertaining to their Keywords is 5, while other rolls have a target number of 2 and Weaknesses have a target number of 1.

Jacint, Prince Upon the Tower

A beautiful, winged maker of pathways and roads. Unlike other Third Circle demons, Jacint can no longer appear simultaneously in both Creation and Malfeas.

Basalt Wings (5), His Voice Spins Roads (5), Infernal Majesty (5), No Co-location (1)

Essence: 9

Keywords: Roads, Sorcery, Spirit, Transport

Ligier, Green Sun

The fetich soul of Malfeas, Ligier boasts incredible power and prowess in battle. Green Sun Craftsman (5), Green Sun Radiance (5), Green Sun Warrior (5), Infernal Majesty (5), Respect for the Worthy (1)

Essence: 10

Keywords: Crafts, Radiance, Sorcery, Spirit

Artifacts: Sword of the Yozis (When wielded, this powerful brass daiklave wreaks massive and widespread destruction, slashing and tearing across great distances.)

Orabilis, End of All Wisdom

Orabilis guards all forbidden knowledge. Infernal Majesty (5), Rain of Molten Glass (5), Warden of Wisdom (5), Secrets Can Be Lost (1)
Essence: 10

Keywords: Knowledge, Sorcery, Spirit
Eyes of Orabilis (Mooks) – These small First Circle demons serve Orabilis as spies, relaying to him all that they see.

EXALTED, INFERNAL

As the prizes of the Yozis, the Infernal Exalted are instrumental in the plan to reclaim Creation. All Infernal Exalted possess the special qualities Effortless Dominance and Mythos Exultant.

Bitter Copal

A gifted apothecary and physician betrayed as a mortal by the physician under whom he served.

Caste: Defiler
Apothecary (4), Brilliant Mind (5), Physician (4), Seaman (3), Inhuman Arm (1)
Essence: 6

Keywords: Order; Analysis (Anima), Force, Inhumanity, Malevolence
Artifact: Fourfold Demon Arm (This limb,



grafted onto its wielder, has four distinct and inhuman forms.); Topaz Vapor Mantle (The wearer of this armor may emanate a cloud of corrosive vapor.)

Thaumaturgy: Alchemy

Cearr

A savage warrior from a fierce people, Cearr seeks revenge for past wrongs.

Caste: Slayer
Brute Strength (4), Frightening (4), Warrior Rage (5), Wilderness Survival (3), Brute (1)

Essence: 6
Keywords: Rage; Brutality (Anima), Inhumanity, Intensity, Malevolence

Artifacts: Hatebringer (This tainted orichalcum grimcleaver draws power from its wielder's rage and hate.); Hearthstone (This hearthstone greatly enhances the strength of its bearer's attacks but causes him great pain.); Ragemaw (This shield has a hungry, devouring mouth on its face.)

Gyrfalcon

Pompous sky pirate.

Caste: Scourge
Commanding Presence (3), Duelist (5), Sky Pirate (4), Wax Poetic (4), Reckless (1)

Essence: 6
Keywords: Disintegrate; Inhumanity, Malevolence, Quiet (Anima), Wind
Artifacts: Air Boat (This ship flies through the air.); Hearthstone (Inverted City Intaglio
Hearthstone – This hearthstone permits its bearer to travel from one side of a Malfean layer to another in minutes.)

Manosque Cyan

A descendent of a would-be usurper of the Scarlet Throne, Cyan has become a skilled assassin and infiltrator.

Caste: Fiend
Assassin (5), Deceptive (5), Political Acumen (4), Deep Cover (1)

Essence: 6
Keywords: Deceive; Inhumanity, Malevolence, Shadow

Artifacts: Collapsible Palanquin (This palanquin can be folded into a hand-sized cube when not in use.); Shadowlight Caul (This membranous ribbon, worn over the eyes, permits its wearer to see in darkness.)

Sulumor

Caste: Malefactor

Beautiful (4), Desert Shaman (4), Ruthless (4), Survivor (4), Albino (1)

Essence: 6

Keywords: Dominate; Blasphemy (Anima), Inhumanity, Malevolence, Sand, Sorcery (Infernal)

Artifacts: Barrier Sands (pour on the earth to raise a jagged wall of sorcerous pitted glass.)

SERVANTS OF OBLIVION

Servants of Oblivion work to destroy Creation to ease the pain of their Neverborn masters.

Deathlords and Abyssal Exalted are the most common servants of Oblivion.

The Neverborn

Similar, in some respects, to the Yozis, the Neverborn have Essence scores of 10, dice caps of 15, any appropriate Keywords, and the Weakness Unquiet Sleep of the Dead (which keeps them, for the most part, slumbering).

The target number for all dice rolls pertaining to their Keywords is 5, while other rolls have a target number of 2.

DEATHLORDS

The greatest servants of the restless Neverborn are the Deathlords, ancient ghosts of dead Exalts.

Deathlords' Lord of the Dead Trait is incredibly powerful, indicative of their spectral might and keen intelligence, as well as their authority over all things dead and dying.

As ghosts of ancient Solars, they can benefit from frightening phantasmal Anima banners similar to an Exalt's; however, activating this banner provides little mechanical benefit and only increases their dice cap by one.

Deathlords' Spirit Keyword allows, perhaps among other things, for them to take on a dematerialized state in Creation. The Moliation Keyword allows them to reshape ghostly forms, including their own.

Bishop of the Chalcedony Thurible

Perhaps one of the most devoted of the Deathlords, the Bishop theorizes constantly on the nature of Oblivion.

Lord of the Dead (5), Martial Arts Mastery (5), Toxic Secretions (4), Whispers of the Neverborn (5), Wisdom of the Void (5), Fanatical (1)

Essence: 10

Keywords: Death, Moliation, Necromancy, Oblivion, Secrets, Spirit

Artifact: The Bishop's Crosier (can transform into an artificial bat whose eyes the wielder can see through.)

Celestial Martial Arts: Hungry Ghost Style, Mantis Style

Sidereal Martial Arts: Charcoal March of Spiders Style

Bodhisattva Anointed by Dark Water

Deceptively charming, the Silver Prince has duped the people of the Skullstone Archipelago into adopting his false religion.

Clever Bastard (4), Deathly Charm (5), Lord of the Dead (5), Naval Acumen (5), Swordplay (5), Whispers of the Neverborn (4), Pretense of Honor (1)

Essence: 10

Keywords: Death, Fascination, Moliation, Necromancy, Oblivion, Sorcery

Artifacts: Howler in Darkness (Individuals wounded by this grand daiklave must obey the Silver Prince for 100 days.)

Terrestrial Martial Arts: Orgiastic Fugitive Style, Seafaring Hero Style

Celestial Martial Arts: Snake Style, Solar Hero Style, Violet Bier of Sorrows Style

Dowager of the Irreverent Vulgate in Unrent Veils

The feral Dowager is one of the most inimical and fearsome of the Deathlords.

Dread Huntress (5), Feral (4), Matronly Cruelty (4), Mistress of the Dead (5), Whispers of the Neverborn (4), Overconfident (1)

Essence: 10

Keywords: Beasts, Death, Disquiet, Moliation, Necromancy, Oblivion

Artifacts: Root of Scorn (This soulsteel long powerbow transforms arrows fired into soulsteel harpoons bound by a length of cord to the bow.)

Celestial Martial Arts: Lunar Hero Style, Tiger Style

Eye and Seven Despairs

A dark prodigy, this Deathlord squanders much of his genius tormenting the Exaltations of his old Circlemates.

Cruel Mind (4), Dark Genius (5), Desperate Rage (3), Evasive Maneuvers (5), Lord of the Dead (5), Whispers of the Neverborn (3), Petty (1)

Essence: 8

Keywords: Craftsmanship, Death, Moliation, Necromancy, Oblivion

Artifact: The Fatal Arbalest of Quietus and Eclipses (This soulsteel mechanical arm greatly increases the Deathlord's strength and is capable of firing devastating Essence bolts.)

First and Forsaken Lion

One of the most powerful of the Deathlords, the First and Forsaken Lion is a warrior and tactician of great skill. His Fused to Armor Weakness prevents him from benefiting from his Moliation Keyword, and it is worth noting that such an intimidating and massive frame can be a detriment at times.

Ancient Lore (4), Lord of the Dead (5), Soulsteel Shell (4), Tyrant's Might (5), Tactical Genius (4), Whispers of the Neverborn (4), Wisdom of Seven Divine Counselors (4), Fused to Armor (1)

Essence: 10

Keywords: Death, Dominance, Moliation, Necromancy, Oblivion, Strength, Warfare

Artifact: Varan's Ruin (Forged from the ghost of a great Solar hero, this soulsteel grand daiklave slowly drains a victim's Essence with each wound and consumes the soul of anyone it slays.)

Celestial Martial Arts: Earth Dragon Style, Violet Bier of Sorrows Style

Sidereal Martial Arts: Scarlet-Patterned Battlefield Style

Lover Clad in the Raiment of Tears

The beautiful Lover employs a pretense of hedonism to throw her foes off guard.

Deceptively Dangerous (4), Ideal Beauty (5), Mistress of the Dead (5), Secrets of Pleasure (5), Whispers of the Neverborn (4), No Patience for Virtue (1)

Essence: 10

Keywords: Bliss, Death, Lust, Moliation, Necromancy, Oblivion

Artifacts: Mirror of Darkness and Lightning (This small, floating 11-sided mirror devours any who look into it without the Deathlord's permission.);

Siren in Avern (When used in combat, this rapier weakens an opponent's resolve, making him less likely to attack the Lover and more likely to become fond of or even fall in love with her.)

Celestial Martial Arts: Ebon Shadow Style, Laughing Wounds Style, Snake Style

Mask of Winters

The maniacal Mask of Winters has brazenly sacked and conquered the city of Thorns. Cruel Innovation (4), Lord of the Dead (5), Tyrant's Might (4), Well-Informed (5), Whispers of the Neverborn (3), Megalomania (1)

Essence: 10

Keywords: Death, Discovery, Exploitation, Moliation, Necromancy, Oblivion

Artifacts: Dark Torment Hatchet (This weapon afflict those it wounds with brief but wicked hallucinations.); Frigid Razor (This soulsteel grand daiklave consigns those it slays to Oblivion, leaving no chance that they will return as ghosts.); The Mask of Winters (The Mask of Winters can alternately enchant or horrify those who see it, depending on the visage used.)

Princess Magnificent with Lips of Coral and Robes of Black Feathers

The object of the First and Forsaken Lion's obsession, the Princess Magnificent is made to serve him due to a past failure.

Graceful Movements (5), Lissome Beauty (4), Mistress of the Dead (5), Secretive (4), Whispers of the Neverborn (3), Pride (1)

Essence: 8

Keywords: Death, Moliation, Necromancy, Oblivion, Speech

Artifacts: Feathered Cloak (This cloak allows its wearer to fly at great speeds.), Umbrella of Discord (When opened, this soulsteel umbrella chimes, afflicting listeners with discord and violent urges.)

Celestial Martial Arts: Dreaming Pearl Courtesan Style

Walker in Darkness

The chief rival of the Mask of Winters, the Walker in Darkness serves his masters with great zeal.

Allure of Darkness (4), Consummate Warrior (5), Lord of the Dead (5), Unrighteous Zeal (4), Whispers of the Neverborn (4), It's Over... Next Plan (1)

Essence: 10

Keywords: Battle, Darkness, Death, Molation, Necromancy, Oblivion

Artifacts: Arm of Shades Below (This soulsteel grand grimcleaver, usable only by the Walker in Darkness, afflicts those it wounds with a horrible rotting disease.); Raiton to the Heart (This soulsteel long powerbow fires arrows that painfully burrow ever deeper into an opponent until removed.)

Celestial Martial Arts: Mantis Style, Solar Hero Style

Sidereal Martial Arts: Citrine Poxes of Contagion

EXALTED, ABYSSAL

These dark mirrors of the Unconquered Sun's Chosen are feared even by their Deathlord masters. All Abyssals have the Avatar of the Void and Essence Overwhelming special qualities.

Disciple of the Seven Forbidden

Wisdoms

A former grave robber who has become an impressive assassin and spy.

Caste: Day

Archery (4), Assassin (5), Keen Senses (3), Thief (4), Echoes of a Past Life (1)

Essence: 6

Keywords: Destroy; Concealment (Anima), Darkness, Death

Artifact: Thirsty Fang of Contempt (This soulsteel short power bow inflicts wounds that bleed profusely.)

Falling Tears Poet

A lover and a poet utterly consumed by his art and his love.

Caste: Moonshadow

Hateful Combatant (4), Keen Awareness (4), Moving Poetry (5), Whispers of Oblivion (3), Horrific Appearance (1)

Essence: 6

Keywords: Destroy; Darkness, Death, Sorcery

Artifact: Hearthstone (Flawed Gem - This hearthstone allows the bearer to will touched objects to slowly decay.) Soulsteel Grand Goremaul (This massive weapon slowly siphons Essence from those it wounds.)

Lady of Darkness in Bloodstained Robes

Once a common whore, the Lady has become depraved and distracted, dangerous qualities for an Exalt.

Caste: Midnight

Catfight (3), "Listen to Me!" (4), Resilience (4), Seductive (5), Lustful (1)

Essence: 6

Keywords: Destroy; Darkness, Death, Zeal (Anima)

Artifact: The Thousandfold Obscenity Gown (Falling just short of being clothing clothing, this artifact allows the wearer to secrete a highly addictive aphrodisiac toxin.)

Maiden of the Mirthless Smile

A sadistic and talented killer without a shred of decency or mercy.

Caste: Dusk

Artful Maiming (5), No Mercy (5), Sadism (3), Whispers of the Neverborn (3), Rash (1)

Essence: 6

Keywords: Destroy; Combat (Anima), Darkness, Death

Artifact: Ironic Jest (This soulsteel grand daiklave siphons Essence from foes it wounds.)

Prince of Shadows

The beautiful champion of the Lover Clad in the Raiment of Tears.

Caste: Daybreak

Bludgeon Dance (5), Genteel Refinement (4), Lovely Voice (4), Mortician (3), Unnatural Beauty (5), Joyless (1)

Essence: 6

Keywords: Destroy; Darkness, Death, Knowledge (Anima), Necromancy, Sorcery

Artifacts: Beacon of Desolation (This slim soulsteel goremaul slowly siphons Essence from those it strikes.); Collar of Night's Sterile Shade (This soulsteel collar keeps its wearer impeccably clean and protects him from poisons and diseases.); Hearthstone (Ice Gem - This hearthstone permits its bearer to exude an aura of biting cold.)

Seven-Degreed Physician of Black Maladies

Once a shady medical prodigy of the Scarlet Dynasty, the Seven-Degreed Physician now turns his talents toward other, more dubious ends.

Caste: Daybreak

Man with the Scalpel (4), Necrotech (5), Physician (5), Vile Curiosity (1)

Essence: 6

Keywords: Destroy; Darkness, Death, Knowledge (Anima)

Typhon, The Wink of the Storm's Eye

Dispatched to the River Province as an ambassador by the Mask of Winters, Typhon plays a very delicate game, balancing his dark nature and his need to appear trustworthy to the mortals around him.

Caste: Day

Boyish Good Looks (3), Dirty Fighter (4), Political Maneuvering (4), Subterfuge (5), Innocuous Appearance (1)

Essence: 6

Keywords: Destroy; Concealment (Anima), Darkness, Death

Artifact: Ravenous Swarm Attire (This clothing can transform into a swarm of rodent automatons under the wearer's control.)

SERVANTS OF THE REALM

Servants of the Realm are deeply entrenched or invested in the fate of the Scarlet Empire.

Generally, Dragon-Blooded are the primary servants of the Realm.



EXALTED, DRAGON-BLOODED

Having inherited Creation (or usurped it, depending on who one asks), the Terrestrial Exalted now serve and are served by its people, as best suits them. All Terrestrial Exalted have the Cooperative, Essence Efficiency, and Terrestrial Reinforcement special qualities.

Cynis Denovah Avaku of Ways

A skilled warrior currently undergoing a crisis of faith.

Aspect: Fire

Inspiring (4), Persistence (4), Spirited Warrior (5), One Eye (1)

Essence: 3

Keywords: Complement; Fighting, Fire (Anima), Passion

Artifacts: Kiss of Thunder (This red jade reaver daiklave strikes with the force—and the sound—of a thunderclap.)

Mnemon

The Empress' ruthless and powerful daughter and the frontrunner in the bid for the throne.

Aspect: Earth

Disciplined Combatant (4), Iron Will (4), Political Mastermind (5), Pragmatism (4), Unyielding Sorcery (5), The Ways of the Realm (4), Trust No One (1)

Essence: 4

Keywords: Complement; Conditioning, Earth (Anima), Resilience, Sorcery

Artifacts: Emerald Thurible (This artifact permits its wielder to summon and bind demons one Circle higher than normal.); Hearthstone (Gem of Immortality - The bearer of this hearthstone does not age.); Hearthstone (Gem of Safe Harvest - This hearthstone renders anything eaten by its bearer safe and nourishing.); Weeping Sword of Sorrows (This white jade daiklave poisons those it wounds.)

Terrestrial Martial Arts: Five-Dragon Style, Jade Mountain Style

Peleps Deled

A talented martial artist and Master of the Pinnacle of a Wyld Hunt utterly dedicated to the Immaculate Philosophy. His "...of the Dragons, bitch!" Trait refers to both his understanding of Immaculate Philosophy and his intolerance of those whose perspectives differ.

Aspect: Water
Martial Arts Thug (5), "...of the Dragons, bitch!" (4), Perceptive (4), Inflexible Zealot (1)

Essence: 4

Keywords: Complement; Flexibility, Seafaring, Water (Anima)

Artifacts: Hearthstone (Freedom Stone - This hearthstone permits its bearer to escape any physical ensnarement or confinement.); Hearthstone (Labyrinthine Eye - This hearthstone reveals to its wearer the path to the center or the exit of any difficult-to-navigate locale.); Hearthstone (Sphere of Balance - This hearthstone improves its bearer's sense of balance to a supernatural degree.) Sting of Daana'd (This black jade dire lance moves with such grace as to seem, at times, unnaturally flexible.)

Celestial Martial Arts: Water Dragon Style

Ragara Myrrun

A martial arts master currently being groomed to learn even greater mysteries.

Aspect: Earth

Earthen Skin (4), Immaculate Wisdom (4), Martial Arts Prodigy (5), Rigid Discipline (5), Praise-Seeker (1)

Essence: 4

Keywords: Complement; Conditioning, Earth (Anima), Resilience

Artifacts: Skin-Mount Amulets (The wearer can set hearthstones in these amulets.); Hearthstone (Hardened Spirit Gemstone - This gemstone increases its bearer's resolve and strength of will.); Hearthstone (Kata-Sculpting Gem - This hearthstone increases the bearer's sense of ease and precision of movement when using supernatural martial arts.); Hearthstone (Seven Leaping Dragon Stone - This hearthstone greatly enhances the bearer's martial arts proficiency.)

Terrestrial Martial Arts: Five-Dragon Style, Jade Mountain Style

Celestial Martial Arts: Air Dragon Style, Celestial Monkey Style, Earth Dragon Style, Ebon Shadow Style, Fire Dragon Style, Mantis Style, Violet Bier of Sorrows Style, Water Dragon Style, Wood Dragon Style

Sesus Nagezzar, the Slug

A decadent and brilliant patriot who has served the Realm faithfully for a great many years, in spite of his physical disability.

Aspect: Wood

Behind the Scenes (4), For the Good of the

Realm (4), Master of Vices (5), Secrets of the Realm (4), The Slug (1)

Essence: 3

Keywords: Complement; Art, Verve, Wood (Anima)

Artifacts: Dragon's Fang (This green jade short daiklave is exceptionally sharp and swift.)



Tepet Arada, the Wind Dancer

A talented general driven into self-imposed exile by past failures and political scheming.

Aspect: Air

Discerning (3), Leader of Men (4), Stubborn Resolve (4), Watchful Tactics (5), Wind Dancer (5), "Fuck it, I'm Leaving." (1)

Essence: 4

Keywords: Complement; Air (Anima), Awareness, Innovation

Artifacts: Hearthstone Bracers (These blue jade bracers dramatically increase the speed of their wearer's attacks.); Relentless Wind (This blue jade daiklave strikes with such resolve as to be largely undeterred by armor, cover, and similar forms of protection.)

Terrestrial Martial Arts: Five-Dragon Style, Orgiastic Fugitive Style

Tepet Ejava, The Roseblack

The general of the infamous Vermilion Legion and a potential candidate for the throne.

Aspect: Wood

Born to Battle (4), Foster Respect (5), A Patriot and a Lady (4), Unconventional (4), Controlling

(1)

Essence: 3

Keywords: Complement; Art, Verve, Wood (Anima)

Artifacts: Hearthstone (Freedom Stone - This hearthstone permits its bearer to escape any physical ensnarement or confinement.); Hearthstone (Stone of Healing - The bearer gains an intuitive knowledge of biology and medicine.); Thorn (This green jade daiklave bites deeply into opponents.)

SERVANTS OF THE SILVER PACT

Servants of the Silver Pact preserve and pursue the Lunar agenda, protecting Creation from Wyld encroachments and laboring to prepare it for the coming storm. The most powerful and significant servants of the Silver Pact are the mighty, if scattered, Lunar Exalted.

EXALTED, LUNAR

The Chosen of Luna are responsible for protecting Creation. All Lunars listed below have the Instinctive Lunar Focus, Moonsilver Tattoos, and Shapeshifting special qualities.

Kajeha Lef

A former Bride of Ahlat who has taken up a new life in service of the Silver Lady. Kajeha Lef is a skilled hunter and one of Luna's most trusted agents.

Caste: Full Moon

Bride of Ahlat/Luna (5), Stalking Prey (4), Survivor (3), I Belong to Luna (1)

Essence: 5

Keywords: Protect; Adaptation, Might, Wild
Artifact: Hearthstone (Jewel of the Hungry Fire - This hearthstone can be used to absorb nearby flame and heat.); Hearthstone (Orb of the Unnoticed Predator - This hearthstone mystically diminishes or extinguishes external signs of the bearer's presence, such as tracks, scent, and sounds.); Hearthstone Bracers (These moonsilver bracers afford the limbs of the wearer supernatural flexibility, allowing them to flow away from attacks and around defenses.) Luna's Kiss (This moonsilver dire lance is a gift from Luna that often seems to vary in length and reach.)

Lilith

An ancient and tortured Lunar with a grudge that spans centuries.

Caste: Changing Moon

Peerless Martial Artist (5), Secretive (4), Survivor (5), Unparalleled Huntress (5), Winged Flight (4), Emotionally Damaged (1)

Essence: 6

Keywords: Protect; Adaptation, Charm (Anima), Wild

Artifact: Hearthstone (Opal of the Hunted - This hearthstone warns a bearer when she is being hunted, tracked, or about to be ambushed.); Hearthstone Bracers (These moonsilver bracers afford the limbs of the wearer supernatural flexibility, allowing them to flow away from attacks and around defenses.); Luna's Bite (Arrows fired by this moonsilver short powerbow are difficult to free from their targets.); Luna's Fang (This moonsilver dire lance bites deeply when it wounds, breaking flesh like the surface of some organic liquid.)

Celestial Martial Arts: White Reaper Style

Ma-Ha-Suchi

A warlord intent on destroying beauty and civilization.

Caste: Changing Moon

Animal Ruthlessness (4), Feral Charm (3), Rage (5), Savage Warlord (5), Horned Beastman (5), Once Beautiful (1)

Essence: 6

Keywords: Protect; Adaptation, Charm (Anima), Necromancy, Wild

Artifact: Hearthstone (Gem of the Shining Moon's Glory - The bearer of this hearthstone often glows with the soft beauty and allure of the moon.)

Raksi, Queen of Fangs

So bad she eats babies...

Caste: No Moon

Adorable (3), Bloodthirsty (5), Creative Genius (4), Creepy Sex Appeal (4), Inhuman Cruelty (5), Sorcery Prodigy (5), Hallucinations of Humiliation (1)

Essence: 6

Keywords: Protect; Adaptation, Insight (Anima), Sorcery, Wild

Artifacts: Book of Three Circles (This powerful and priceless tome contains the secrets of nearly every codified sorcerous spell.); perhaps others...

Strength-of-Many

A powerful Lunar with a mad-on for slavers.

Caste: Full Moon

Bull War Form (5), Great Size (3), Gruff Compassion (3), Independent Spirit (3), Savage Strength (4), Protective (1)

Essence: 5

Keywords: Protect; Adaptation, Might (Anima), Wild

Artifacts: Crescent Razor (This moonsilver grimcleaver cuts easily through almost anything.)

UNALIGNED

These individuals are aligned with no power more significant than a city-state or ruler. Solar Exalts are the primary occupants of this category.

EXALTED, SOLAR

The Solars are as varied as they are powerful. Since the waning of the Wyld Hunt, they can be found in all walks of life, serving their own interests or those of others. All Solars have the Essence Overwhelming and Infinite Ability Mastery special qualities.



Arianna

A scholar and powerful sorceress hardened by necessity and wisdom.

Caste: Twilight

Ancient Lore (4), Cold Logic (3), Equestrian (3), Sorcerous Talent (5), Self-Absorbed (1)

Essence: 6

Keywords: Overpower; Excellence, Knowledge (Anima), Radiance, Sorcery

Dace

The grizzled mercenary leader of the Bronze Tigers.

Caste: Dawn

Experienced Tactician (4), Leader of Men (3), Mercenary Warrior (5), Unshakable Courage (4), I Accept Your Challenge! (1)

Essence: 6

Keywords: Overpower; Combat (Anima), Excellence, Radiance

Artifacts: Dawnlight (This orichalcum daiklave sheds holy light that creates unease and fear amongst creatures of darkness.)

Demetheus

A rough-and-tumble brawler from the streets of Chiaroscuro haunted by his recent past.

Caste: Dawn

Big Brawler (5), Rugged Charm (3), Strong (4), Tough as Nails (4), Burden of Guilt (1)

Essence: 6

Keywords: Overpower; Combat (Anima), Excellence, Radiance

Artifacts: Hearthstone Bracers (These orichalcum bracers increase the strength and speed of their wearer's limbs.)

Elias Tremalion

A secret agent employed by the Haslanti League in the North.

Caste: Night

Dumb Luck (3), Daring (4), Rake's Charm (4), Spy Craft (5), Reckless (1)

Essence: 6

Keywords: Overpower; Concealment (Anima), Excellence, Radiance

Artifacts: Collar of Dawn's Cleansing Light (This orichalcum collar keeps its wearer impeccably clean and protects him from poisons and diseases.)



Harmonious Jade

A mysterious assassin trained as a child by a death cult.

Caste: Night

Hardened Assassin (4), Uncanny Accuracy (4), Unseen (5), Lady Sondok Will Have Your Soul! (1)

Essence: 6

Keywords: Overpower; Concealment (Anima), Excellence, Radiance

Artifacts: Eagle's Rain (This orichalcum long powerbow enhances its wearer's aim, permitting shots from truly immense distances.)

Mirror Flag

A mysterious performer fomenting dissent wherever she goes.

Caste: Eclipse

Grand Drama (3), Myriad Identities (5), Subtle Manipulations (5), Unearthly Performance (3), No Self (1)

Essence: 6

Keywords: Overpower; Excellence, Radiance

Artifacts: Player's Mask (This orichalcum mask supernaturally obscures its wearer's motives, identity, and purpose, and is capable of changing its form from an expressionless face to a featureless blank face or a comedy or tragedy mask.)

Panther

A former pit fighter Exalted by the Unconquered Sun.

Like a Stalking Panther (4), Pit Fighter (4), Play to the Crowd (4), Righteous Zeal (4), The Road to Redemption is a Hard One (1)

Essence: 6

Keywords: Overpower; Excellence, Zeal (Anima), Radiance

Artifacts: Slayer Khatar (These orichalcum khatar are worn along the backs of the hands and forearms.)

The Righteous Devil

?

Caste: Dawn

Inexorable (4), Justice (5), Lightning Reflexes (4), Righteous Gunplay (5), Wry Wit (3), "Who?" (1)

Essence: 6

Keywords: Triumph; Combat (Anima), Excellence, Radiance

Artifacts: Flame-Tongue Repeaters (These

firearms loose devastating goutts of flame.)

Celestial Martial Arts: Righteous Devil Style

Swan

A diplomat with a surprising breadth of training and experience.

Caste: Eclipse

Art of Diplomacy (5), Martial Artist (5), Well-Traveled (4), Naiveté (1)

Essence: 6

Keywords: Overpower; Excellence, Radiance

Celestial Martial Arts: Mantis Style, Snake Style

Yurgen Kaneko, The Bull of the North

A warmonger from the northern icewalker tribes.

Caste: Dawn

Bear of a Man (4), Clever Strategist (5), Confidence (4), Hunter (4), Icewalker Warlord (5), Something to Prove (1)

Essence: 6

Keywords: Overpower; Combat (Anima), Excellence, Radiance

Artifacts: Sun's Fire (The blade of this red jade daiklave is capable of igniting small fires.)





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Name: _____
Concept: _____
Exaltation: _____



Caste

Anima Ability

Special Qualities

Keywords

0 0 0 0 0 0 0 0 0 0

Essence

Traits

Weakness

Gear and Notes

Advantages

Artifacts

Sorcery

Supernatural Martial Arts

Thaumaturgy

Anima Level

[_] +1d dice cap

[_] +2d dice cap

[_] +3d dice cap