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NOTES

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This Edition Contains TMA and CMA and a SINGLE SMA. I am currently Working on a mini-sequel which will focus on TMA and SMA styles. I will I hope everyone gets some use out of this thing and please send me comments by email, at Cookpandacook@aim.com if you wish. I will certainly be eager to edit and generate a second edition of this if I find it need polishing.

DISCLAIMER

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CHAPTER ONE

THE LOTUS ROOT

This section contains four new Terrestrial martial art styles.

Brash Bowman Style: Flashy heroics aren't just for swordsmen, as every practitioner of this style knows well.

Gallant Shadow Style: For the debonair, dazzling and dashing swordsmen and -women who swing in to fence villains and sweep their paramours off their feet.

Red-Handed Courtesan Style: The sinuous and sensuous Red-Handed Courtesans apply their knowledge to both the bedroom and the battlefield with equal skill.

Six-Fisted Cockpunch Style: A style for the depraved and desperate. This style's practitioners have a reputation for their ruthless tactics and a penchant for low blows.

BRASH BOWMAN STYLE

The Brash Bowman is the Quintessential Archer. He is confident, witty, sharp and ever quick with his weapon as well of his words. This style was developed in the Veldts of the Southwest, where hunters used bows to bring down their prey and marksmanship was not just a martial skill, but a necessity for survival. It has, since its origins, traveled considerably growing popular in the east as well as the southwest and even seeing some use in the north. As the style traveled it changed, becoming less about the hunt and more about exalting the art of the bow. It is a Wood Aspected Style, though it curiously also resonates with the Element of Air. Though initially the style is uniform, it diverges into two paths after the form. The Path of Wood, is the more traditional Path, based on the more survival oriented and practical uses of the bow, the Path of Air, by contrast, extols the more spectacular uses of the bow as an expression of martial prowess rather than as a tool for survival.

Depending on the elemental nature of the style's practitioner they will either be predisposed to learning the Wood or Air style. Mortals have no elemental aspect and may choose freely which path to pursue, thereafter gaining the aspect of that element and in some cases some personality quirks associated with it. Dragon-Blooded may also choose which path to pursue, but must pay an elemental surcharge for pursuing a path of a different aspect. This surcharge does not apply to the pre-Form Charms which resonate with both Wood and Air. No character may pursue the second path until they master the first and no mortal may master both

UNIMPEDED SHOT TACTIC

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

No obstacle may come between a Brash Bowman and his target, not even physical obstructions can be allowed to pose a hindrance. Each mote spent on this Charm eliminates one point of external penalty caused by cover or shields. The Archer does so by ricocheting his arrow off nearby Items, even in such cases when such a ricochet would normally seem improbable or impossible, such as bouncing an arrow off the ground, or off of a falling leaf. Each mote spent eliminates one point of cover. Even when there is no surface to ricochet the arrow off of, the character may fire the arrow into the air and perfectly calculate its downward trajectory such that it neither loses any of its deadly velocity and circumvents cover.



EVER-READY MARKSMAN INITIATIVE

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

While using this Charm, the martial artist's utter comfort, even familiarity, with her bow is made completely apparent. The Bow is a part of him and he is always battle ready while it is by his side. Upon activating this Charm, the martial artist adds a number of extra successes equal to her Essence to the result of her Join Battle roll. When characters attack each other on the same tick, this Charm may be activated to allow the Brash Bowman to attack first. (If her opponent also uses a Charm that lets him act first, the characters remain tied.)

INTIMATE ARCHER'S UNDERSTANDING

Cost: —; **Mins:** Martial Arts 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Ever-ready Marksman Initiative, Unimpeded Shot Tactic

The martial artist is Never unarmed so long as he has his bow. For all purposes, including attack and defense, he may wield a short bow as a club and a long bow as a staff. He uses the stats for the appropriate weapon of a quality one tier beneath that of his bow. So a normal bow uses the traits of an improvised weapon, a fine bow uses mundane traits, an exceptional bow uses fine weapon traits and an artifact bow uses perfect weapon traits. The martial artist must perform a Ready Weapon Action to switch between uses of the bow. When This Charm is purchased It applies specifically to the bow that the Archer is using at the time and only to that bow. The Archer may spend 3xp to transfer this familiarity to another bow, but doing so eliminates familiarity with the previous weapon.

DENIAL OF FLIGHT TECHNIQUE

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

Type: Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisite Charms: Intimate Archer's Understanding

Using this Charm A martial artist can halt his target's where they stand, pinning their limbs with arrows from his bow. An attack supplemented by this Charm is rolled as usual. Should it strike, the target roles to resist clinch with against a difficulty equal to half the post soak damage dice that the martial artist Would have rolled. If the roll succeeds the target frees himself immediately, suffering no ill effect, if the roll fails then the target is rooted to the spot as if he were being clinched (except that he cannot be crushed for damage or thrown, only held in place). The difficulty to release the clinch decreases by half each successive action. The character cannot be held thus more than (Essence) actions, regardless of how poorly he may role. Nearby Allies of the target may free him as a miscellaneous action by rolling their ([Strength or Dexterity] +Athletics) against the same difficulty. This attack does no damage, the arrows pass harmlessly through the c haracter's clothing or loose skin, or otherwise in such a way that they do him no harm, but still root

him to the spot. Though intended for combat, with a stunt this Charm might be used to anchor a falling individual to a surface, halting their descent, or to pin a thrown item to a wall.

BRASH BOWMAN FORM

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

Keywords: Form-type

Duration: One Scene

Prerequisite Charms: Denial of Flight Technique

Nothing can stop a Brash Bowman from practicing his art. Not Wind, not darkness, not even the earth itself shaking, can affect his perfect aim. While Firing a bow the character's accuracy is unaffected by external penalties due to darkness, uncertain terrain, and even harsh weather. He may reduce such penalties by an amount, cumulatively equal to his Martial Arts. All his other actions are subject to them, but not his marksmanship. Furthermore, while this Charm is active this character gains an augmented understanding of the trajectory of missile weapons and may add his half his essence to attempts to dodge ranged attacks.

WOOD PATH: PERFECT HUNTSMAN WAY

DEAD RECKONING ATTITUDE

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

Type: Supplemental

Keywords: Form-type

Duration: Instant

Prerequisite Charms: Brash Bowman Form

The martial artist centers herself and focuses between the unity between her body and the bow. She visualizes the trajectory of her arrows flight and breaths deeply. Her eyes flicker with Essence and she sights her prey with unerring skill. Attacks enhanced by this Charm Automatically are assumed to carry the full benefit of an aim action. Should this Charm be invoked during an aim action this Charm adds an immediate two dice to the aiming bonus, this bonus raises the maximum dice that can be gained from aiming. However, this benefit vanishes unless the martial artist continues to spend 3m per tick, or fires her weapon. This 3m expenditure to keep the benefit active is reflexive and does not count as a Charm use, but only if this Charm is *continuously* benefiting the same aim action. This Charm does not stack, and repeated invocations of it do not raise the benefit of aiming by more than two, nor do they add more than two dice, they simply sustain this bonus until the archer fires his arrow.

QUARRY STALKING MEDIATION

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

Keywords: None

Duration: One day

Prerequisite Charms: Dead Reckoning Attitude

With this Charm, the Hunter dedicates his weapon to the purpose of felling a specific foe or quarry, he spends a five minute period alone, quietly cleaning, strining and generally maintaining his weapon. As he does so he utters a prayer to the weapon's least god, who appreciates the caring treatment and reverential deference the Exalt shows him and takes an interest in him. The Marital Artist then whispers a the name of a foe or quarry, be it someone's name or a specific type of being (though



“Exalts” or “Men” are not specific enough, “Solar Anathema” or “Lions” is) For the next day, the martial artist may add half his permanent essence, round up, to his weapon’s Accuracy against the target, and the same amount to its damage. Only one instance of this Charm can be invoked at a time, and it can only be invoked with a form weapon for the style. Finally this Charm can only be invoked on the Exalt’s own behalf, he may not empower his comrade’s weapons.

PRINCE OF HUNTERS

Cost: 8m 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Quarry Stalking Meditation

The martial artist’s Bow is a bringer of death to his quarry. No beast is too large or too resilient for him to cut down. Activating this Charm the Martial artist muscles ripple and a wave of inverted wood essence blossoms around his body and weapon, causing ambient plant life to wither and his essence to take on a sick green Hue. His arrow becomes grey, and dark, as if cast in the shadow of some unseen giant. This effect instantly announces his presence to any character that could see him, negating mundane attempts at stealth. The Marksmen then looses his arrow. Provided he rolls even one success on the attack roll, his attack hits, regardless of the character’s DV. He never succeeds by a greater margin than one, but this Charm guarantees at least that success.

AIR PATH: PARAGON OF MARKSMEN WAY

FISTFUL OF ARROWS APPROACH

Cost: 4m, 1wp; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Brash Bowman Form

The Archer, in a display of his wondrous skill, knocks not one, but (Martial Arts) arrows at once and fires them. The martial artist’s player rolls the attack once. Thus the target may dodge all the missiles at once, though he must still parry each arrow individually, applying onslaught penalty to their PDV as usual for multiple attacks. Extra successes on the attack do not add to raw damage, which cannot exceed the base damage.

AUDIENCE DAZZLING ARCHER’S ACUMEN

Cost: 4m; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Fistful Of Arrows Approach

The Brash Bowman does not miss. Even attempts to dodge or thwart his attacks are rarely successful. Activating this Charm in conjunction with an attack, the martial artist’s arrow, guided by Essence, bends and even changes trajectories in the air so as to negate the targets attempts to defend himself. When the Exalt invokes this Charm, her target suffers a DV penalty equal to the martial artist’s Essence against the martial artist’s attack. This Charm can only enhance the first attack in a flurry.

SPLIT THE ARROW

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Audience Dazzling Archer’s Acumen

The highest expression of the marksman’s prowess is represented by this Charm. Derived from the popular Exalted archery trick of splitting an arrow that’s lodged in a target with a second arrow, this target accomplishes a similar feat. The Martial artist Spends the motes and Willpower on this Charm and rolls a normal archery attack. If it hits and does at least 1L of damage The martial artist may then make another Archery attack at his full dice pool. This second attack hits automatically, and can only be parried.

GALLANT SHADOW STYLE

Gallant Shadows are a mysterious lot. Dressed in black clothes and a black mask they wield their swords with deadly prowess. Figures of romance and renown as well as infamy, depending on who you ask, practitioners of this style are, to a man, unrepentant villains, malcontents, lotharios, heroes and champions of the people. In truth, the Gallant Shadows are a varied lot, there is not organization that teaches the style or command its practitioners, they train one another. Masters select their students from the ranks of revolutionaries and populist heroes who seek a means by which they might upset an unjust authority. This style offers the power to inspire the people to rise up and better their situation. If its practitioners tend to also indulge in the benefits of celebrity, be it womanizing or just general grandstanding and show boating, they tend, at least initially, to have honorable goals and motives. That said, not all Gallant Shadows are interested in the greater good, many indeed, have lost the path and are now creatures of self interest. Such individuals are dangerous indeed. This Style is aspected Towards Water, its practitioners are fluid and adaptable, as well as mysterious and inscrutable, much like the black depths of the western ocean. To learn this ostentatious, stylized and highly technical style you must have at least one dot in Melee, Athletics and Performance, and frequently have more.

This style treats rapiers, sabers and their artifact equivalents the reaper daiklave and the epeklave, as in-style weapons.

Epeklave Stats: As a reaper daiklave with +1 Accuracy, -2 Damage, -1 Defense and +1 Rate.

FLASHING RAPIER DRAW

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Gallant Shadows are all about, speed and style. Everything from their cool black attire to their razor sharp rapier wit and even sharper actual rapiers, bespeaks an almost unattainable level of elegance. But a foe would be foolish to assume a Gallant Shadow was all style and no substance, for they are quick with their blades and skillful too. Activating this Charm adds (Essence) dice to his join battle. Should he win, he may ready his weapon reflexively, instead of as a miscellaneous action.



CUNNING DIVESTMENT OF VESTMENTS

Cost: 3m 1wp; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Stackable

Duration: Varies

Prerequisite Charms: Flashing Rapier Draw

The Gallant Shadows are, if nothing else, precise swordsmen. Their blades, it is said, may cut the wings off of a fly. This Charm is the perfect example of such precision in action. Through it, the martial artist's sword strike or unarmed blows loosen the straps that secure their opponent's armor. The Shadow strikes at his opponent as normal, but the blow doesn't do damage, instead the target subtracts a number of points of soak and hardness equal to half the number dice of post-soak damage he would have rolled. This reduction lasts until the end of the scene. Mundane armor reduced to 0 soak falls off, its straps ripped or severed, and must be repaired. No single invocation of this Charm may remove more than Essence, points of soak and hardness. Thus, the martial artist may strip guards of their uniforms or nobles of their finery. Some of the more gutter minded Shadows have also used this Charm to great effect, stripping clothes off the backs of unwary maidens.

BRANDING THE VILLAIN CUT

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Cunning Divestment of Vestments

Gallant Shadows are scoundrels to be sure, but they are the people's scoundrels. They are the champion's of the common good. If they happen to bed a few buxom women or earn a few bits of jade, then that's all well and good, but they are in it, they insist, for the people above all else. That said, a bit of fame is nice, and one does not learn to fight as a Gallant Shadow unless one enjoys the benefits of fame, or notoriety anyway. This is one of the many ways a Gallant Shadow has of re-enforcing his own legend and indeed, as a true artist, signing his handiwork. This Charm adds +3L dice to the raw damage from an attack, and makes that attack lethal if it weren't already. Attacks supplemented by this Charm leave a gash in the shape of the Shadow's first initial which are extremely noticeable and persist until the wound heals.

AMOROUS ROGUE EVADES THE ANGRY SPOUSE

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Cunning Divestment of Vestments

Gallant Shadows are courageous, daring, and stylish. Dressed in black, they heroically dare to subvert the status quo, challenge despots and humiliate petty tyrants. Most Gallant Shadows are beloved by the people, but not all. Some are scoundrels and ne'er do wells who, out for themselves first and others second. Either way, however, the Shadows are alluring figures. Many are the tales of interludes between comely young maidens and the black-clad swordsmen. Equally numerous, and often told in a much louder, angrier tone, are the tales

of husbands, Lords and Merchant Princes often, who return home to find a dark clad stranger leaping from their spouse's window just as they came through the door. This Charm allows the Shadows to gratify the prodigious lusts of their admirers (they are servants of the people after all) and survive the daring escape they may be called upon to make. The Exalt takes no damage, even from prodigious heights. She slows her descent by grabbing passing ledges, thrusting their sword into hanging tapestries to slow their descent, or simply tumbling elegantly in such a way that retards her fall. She may subtract a number of yards equal to four times her (Martial Arts+Essence) from the distance of her fall for the purposes of calculating any ill effects that fall might inflict. Furthermore, regardless of how far the character falls, she gracefully in a three point stance, ready to take action.

GALLANT SHADOW FORM

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

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Amorous Rogue Leaps From The Lady's Window, Branding The Villain Cut

She adds her essence in successes to any athletics check to maintain footing on unstable footing. Furthermore she adds half her essence (round up) in dice to her martial arts attacks while unarmed or wielding the style's form weapon and to the value used to calculate move dash and climbing speeds. As a final benefit, she may, once per action, spend 1 mote reflexively take a jumps as her move action instead of as separate miscellaneous action.

SMILING SCALLYWAG SIDESTEP

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Essence 2; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Gallant Shadow Form

If the martial artist's opponent finds his attack fails to beat the Shadow's DV, the martial artist makes a reflexive counterattack sweeping her foe's leg casually out from underneath him and striking him sharply as she drifts aside. The Gallant Shadow's player rolls her character's (Dexterity + Martial Arts) reflexively. The martial artist's target can defend against this action normally, but he cannot use a counterattack of his own against this counterattack. If the martial artist's roll succeeds, her stumbles a distance past the martial artist equal to his full move action and is then knocked prone (-2 penalty) until he can take an action to rise from prone. The target *must* take a full move action. This can be used to open up the opponent to attack or even to send them staggering over a precipice. Should the target's move action carry her over a ledge she will fall, perhaps taking damage.

DOGGED SCOUNDREL'S REPORTEE

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

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: One Flurry

Prerequisite Charms: Gallant Shadow Form





With impossible speed which causes his body to become a blur of flashing steel and dark clothes the Gallant shadow strike. She may spend four motes to supplement a flurry in which she makes only Martial Arts attacks. The flurry's Speed drops by one (to a minimum of 3), her attacks double their onslaught penalty and the weapon gains +1 Accuracy as a result of the strike's impossible precision. Furthermore, the multiple action penalty for each action is reduced by one. However, this speed leaves the character open to attack, lowering their DV an additional -2 points at the end of the flurry.

DARING DISROBEMENT

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

Type: Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Smiling Scalawag Sidestep

The Gallant Shadow knows no fear. She is undaunted by grimmest odds and dares, she laughs at danger. She is fearless enough, even, to snatch a blade from her enemy's hand. As her foe comes forward, the character parries or dodges and, with impossible grace and infuriating economy of motion, jerks her adversary's weapon out of his grasp. Against this attack, All penalties from onslaught, wounds, actions or coordinated attacks, to the martial artist's Dodge DV are eliminated. If she successfully dodges an attack, then her opponent's player must roll against a disarm attempt as if the Gallant Shadow had rolled a number of successes equal to her Martial Arts. Should she win this contest, the opponent not only is stripped of his weapon, but the martial artist may take it for her own. She need not perform a ready weapon action to use this weapon, for it is already poised for use.

UNFORGETTABLE ENTRANCE TECHNIQUE

Cost: 4m or 7m; **Mins:** Martial Arts 5, Essence 3;

Type: Simple

Keywords: Combo-OK, Knockback, Obvious

Duration: Instant

Prerequisite Charms: Dogged Scoundrel's Repartee

Activating this Charm, the character "swings" into a battle from above. As a single action, the character sweeps downward on a rope, tapestry, clothing line, or other similar item. The technique may have one of several effects, and may target any character within (Essence x 3) yards of the base of the platform from which the Martial Artist is swinging.

- **4m:** The attacker may swing down and make a clinch attack against one of his opponents, resolved normally, or against a willing ally (uncontested) and either throw them or pull them a number of yards equal to the Martial Artist's normal (read: unmodified by charms or artifacts) Move distance or throw them twice this distance as a knockback effect. Character's thrown thus must check to avoid being knocked prone at a difficulty of 2. If the Martial Artist throws the opponent, he lands in the spot the formerly occupied, if he carries him, they land in the same spot. This action has a -2 DV penalty.

- **7m:** Alternately the character may swing down and kick an opponent. This kick uses the normal stats for an unarmed kick, except that the target is knocked back a number of yards equal to the dice of post-soak damage. Essence re-enforces the

power of the blow and it gains a bonus equal to the Martial Artist's Martial Arts to distribute between Accuracy and Damage. This bonus does not count as a bonus from charms

If either version of this charm is invoked successfully before the character joins battle, the martial artist automatically attacks on tick 0 and need not roll.

BLACK MASQUE MYSTIQUE

Cost: 8m, 1wp; **Mins:** Martial Arts 5, Essence 4;

Type: Simple

Keywords: Emotion, Obvious, Compulsion

Duration: One Scene

Prerequisite Charms: Unforgettable Entrance Technique

There is a palpable air of mystery and excitements that surrounds even the least practitioners of this style, its masters are figures of myth and legend. When they fight the crowd cheers, the unrighteous shiver and young women swoon. Whether the martial artist fences atop a high tower, in the middle of a quite market or balanced on an ancient girder high over the ruined cityscape of chiaroscuro, he embodies everything that is heroic, defiant and beautiful about man kind. The Gallant Shadow is the quintessential Righteous Rogue is unassailable, unconquerable, and indefatigable. Learning this Charm enables the character to re-inforce this simple fact of his nature through force of essence. Use of this Charm ensures everyone present resonates with this heroic vision of the Gallant Shadow, and that no one wants to see him fail, even his bitter enemy, in some part of their heart, wishes to see the heroic figure triumphant. When this Charm is activated, The martial artist Rolls Charisma+Martial Arts all Characters who can see the martial artist and whose MDV is lower than the martial artist's successes are so impressed by him that they will not Join Battle against him unless directly attacked. The legions of guards supporting the Shadow's foe will stand by while the to engage in an epic duel, unwilling to intervene less they mar the narrative perfection of the combat. Instead they stand, filled with awe and rapture, and gaze upon the battle. Should the Roll succeed spectacularly and should the Storyteller deem it apropos, non-partial extras and bystanders might even intercede on the Gallant shadow's behalf should he seem imperiled. It costs 2wp to shake off this compulsion.

RED-HANDED COURTESAN STYLE

One does not speak of the Red-Handed Courtesans, not in polite company anyway. For their name has been tied to the death of many prestigious figures in courts, not just in the Realm and its Satrapies, but throughout Creation. The Red-Handed Courtesan style knows neither borders, nor elemental aspect, its practitioners come from any class and, despite popular opinion, any gender, they share only a special prowess for the art of sex, and, frequently, are or were, sex workers. It is worth noting, however, that they are not always high paid courtesans, as the name suggests, this style is practiced by streetwalkers and rent boys from nexus as frequently as it is practice by the professional harlots trained at the prestigious Eventide Conservatory in the Imperial City.

Practitioners of this style learn to fight unarmed, and often in the nude (and certainly in very little clothing), they may not wear armor or wield traditional weapons. However, they





are adept at turning common bedroom accessories into handy improvised weapons. In the hands of a Red-Handed Courtesan candle is a brutal club, a silk drapery rope functional clinching weapon, and a bodice lace a garrote. Storytellers should allow, with a stunt and/or sufficient justification, for items one would normally find in a bedroom to function as improvised versions of mundane martial arts or melee weapons with which they are reasonably analogous. These improvised weapons, diverging from normal rules for such weapons, should have an accuracy of 0 or -1, but otherwise resemble their mundane counterparts. They should, however, break easily after attacks or parries, encouraging the player to get creative.

UNDRESSED BY PRACTICED HANDS

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

Type: Supplemental

Keywords: Combo-OK

Duration: (Essence) actions

Prerequisite Charms: None

The Courtesan's dexterous hands are well accustomed to expertly removing, even the most complex of garments, with little thought, often in low light conditions. By comparison, mere armor seems like no obstacle at all. The Courtesan's hands, enhanced by this Charm, are uncannily capable of circumventing armor, they slide, accomplishing acts that would require great coordination within even the closest confines. His attacks ignore Hardness.

GRASPING YONI PRANA

Cost: 2m + 1m per damage; **Mins:** Martial Arts 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Undressed By Practiced Hands

The practiced courtesan has studied well the arts and sciences of pleasing her clients. Her control over the muscles of her lower body is eviable, almost supernatural. This discipline, the Red-Handed Courtesans learned, could easily be applied to combat. A clinch attack supplemented by this Charm is imbued with greater crushing power. Essence grants the Courtesan's legs impossible crushing power, allowing her to inflict lethal damage with a crush and inflicting an additional one die of damage for every extra mote spent on this Charm, up to her permanent Essence extra motes. It is said, though never publicly, that this Charm can be employed, with potentially devastating results, during coitus, though the muscles enhanced in this instance are not the legs.

JAW DROPPING REVELATION

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Grasping Yoni Prana

The martial artist activates this Charm either while attacking or evading an attack, doing so causes her to 'accidentally' bare a glimpse of forbidden flesh to her opponent at such a critical moment that it utterly disrupts his concentration. When activated the martial artist rolls his (Appearance + Martial Arts) against a difficulty the target's Temperance. Should he succeed he manages to distract his opponent at that critical

instant, drawing their eyes away from where they need to be. Until the next tick the target suffers a -2 internal penalty to all his dice pools (this penalty also affects his DV).

RESILIENCE OF SUPPLE FLESH

Cost: 3m per 1L/2B; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

Keywords: Combo-Basic

Duration: One scene

Prerequisite Charms: Grasping Yoni Prana

Only the most talented of professional lovers are ever taught this style. By the time they learn this martial art, most have satisfied some the appetites of some truly strange and depraved individuals (or in some cases several such individuals at once.) Their skin is still soft supple and firm, it is their business to be beautiful and desirable, but the finely trained muscles beneath give their flesh strength that belies its apparent softness. Blows that should raise welts do not, injuries that should cause bruises merely redden the skin, and cuts are never as deep or as serious as they seem like they should be. Spending motes to activate this Charm, the character's Essence augments his soak, reinforcing this impossible toughness. Every three motes spent on this Charm adds one to the martial artist's natural lethal soak and two to her natural bashing soak for the rest of the scene.

RED-HANDED COURTESAN FORM

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

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Jaw Droppigng Revelation, Resilience of the Flesh

The martial artist movements take on the sinuous sexualized quality that is identified with this style. She is unabashed, and unafraid, jaded by her experiences in the world. She could be facing a demonic horde or a single adversary and she looks upon them with the same sultry defiance. Her movements have an exaggerated quality designed to excite, entice or otherwise distract her opponent. For the duration of the combat she applies the relative Appearance modifier to Martial Arts combat (penalizing DVs instead of MDVs), as if combat were an attempt at seduction. That is to say a Courtesan targeted by an attack by a being of lower lower Appearance adds a modifier to her DV equal to (her Appearance - the Appearance of the attacker). Characters attacked by beings of greater Appearance suffer a DV penalty of (the aggressor's Appearance - their own Appearance). This modifier is as usual limited to +3 or -3. Characters whose Temperance is 3 or greater are immune to this effect, though the Martial Artist is always vulnerable to the negative effect as long as the Form is active. This Charm also allows the martial artist to parry lethal damage unarmed.

QUESTING FINGER DISTRACTION

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Red-Handed Courtesan Form

Ever seeking to explore new horizons with her partners, the master prostitute always puts her hands in interesting and surprising places. The Red-Handed Courtesans know the value



of this skill in combat. Her hands roam her opponent's body in a way that is difficult to predict. She may, without penalty, roll to reestablish surprise, even when such a thing would not normally be mechanically possible.

INSATIABLY RAPACIOUS CONCUBINE ATTITUDE

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

Type: Reflexive

Keywords: Combo-OK

Duration: (Essence) actions

Prerequisite Charms: Questing Finger Distraction

Some people just never have enough sex. For the Red-Handed Courtesans, masters of the sexual crafts all, this is the key to their success. Through careful manipulation of their internal Essence, they enable themselves, not only to ignore fatigue and injury penalties during battle, but to use that pain to fuel their desire for more. For the Charm's duration the character ignores (Martial Arts) points of penalties due to wounds or fatigue, and gains a bank of successes equal to the amount of negated points of penalty that he may reflexively spend to enhance any action he takes while the Charm is active. When the Charm's duration ends the penalties return and any remaining successes vanish. Each success may only be applied once per Charm activation.

BLISS-TOO-SOON INFLICTION

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

Type: Supplemental

Keywords: Combo-OK, Compulsion, Emotion, Obvious

Duration: Instant

Prerequisite Charms: Questing Finger Distraction

The touch of an experienced Courtesan is a dangerous thing indeed, for their able hands can drive even the unwilling to pleasurable distraction. Such talent, which is often valued in their professional lives, can be decidedly inconvenient to an opponent on the battlefield. Should an attack supplemented by this Charm inflict post-soak damage greater than the target's Temperance, the target is overwhelmed by orgasmic release. This renders them Inactive until the tick on which they would have taken their next action, at which point they must re-roll join battle. Until this time their character can do nothing but pant as their mind struggles to recover from the blissful ecstasy they just experienced. Essence-users may spend one Willpower, reflexively, to shake off the effect.

NUBILE NYMPH EVASION

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Insatiably Rapacious Concubine Attitude, Bliss-too-Soon Infliction

The Red-Handed Courtesan moves with grace and sensuality. Their bodies are elegant and highly trained, each movement is planned and deliberate. In combat this gives them an edge in defense, as they gracefully twist away from enemy weapons. When Activating this Charm in response to an attack, the martial artist rolls Performance and adds the successes to their Dodge DV, furthermore, they ignore all onslaught penalties to their Dodge against that attack.

FEARSOME BOUDOIR TIGRESS TECHNIQUE

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

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Nubile Nymph Evasion

This is the most feared technique of the Red-Handed Courtesan Style. Many are the stories of courtesans who used this technique on their unwitting companions while in the throes of passion. Rolling (Dexterity + Martial Arts) the Courtesan makes an attack which is utterly unexpected, automatically defeating mundane attempts at anticipating it and allowing a normal (though reflexive and free of penalty) attempt to reestablish surprise against someone using Charms. The attack, should it land, does lethal damage. The Courtesan's hand is reinforced by Essence, taking on the properties of a blade.

Should the attack do more than one level of lethal damage, the courtesan may opt to reduce the damage to one level and instead make the wound bleed profusely. Delaying her gratification, the Courtesan twists and flexes her fingers inside the wound, causing it to bleed and become more difficult to treat. Mortals attempting to close the wound find the difficulty of the (Wits + Medicine) rises by the martial artist's Essence. Furthermore the wound bleeds more rapidly, they lose one level of lethal damage every (Stamina) ticks, as the blood hemorrhages rapidly from their body.

Exalts and Essence-users fare somewhat better, the difficulty of the roll to reflexively close the wound does not rise. However, they do bleed out at an increased rate, suffering one lethal level every (Stamina) actions. The treatment of any being with Medicine 2 or higher automatically closes these wounds.

SIX-FISTED COCKPUNCH STYLE

Not all martial artists have honor. Not all foes show restraint. The world is not a fair place and those who play by the rules end up dead in the gutter. This is the grim truth that forms the basis of the Six-Fisted Cockpunch Style. Its origins are lost to the annals of time, though it is not taught (and indeed not even regarded as a true martial art) on the Blessed Isle it remains popular among outcasts in the threshold and even some of the more martially inclined spirits. It requires a level of essence control to high for any god-blooded to master it, but that hasn't stopped them from trying. Practitioners of this, elementally neutral, style are ruthless in the extreme. When they fight they fight to win—with no holds barred, because they don't believe its worth doing any other way. Practitioners of this style tend to have few friends, but also generally live long lives.

This style treats khatars and fighting gauntlets as form weapons and cannot be practiced in armor.

FURIOUS LOIN-SMITING APPROACH

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites Charms: None

The Cockpuncher prizes one target on his opponents above all others and he strikes at this most delicate of areas with ferocity and tenacity that terrifies his foes. Through this Charm an exalt channels this single-mindedness of purpose into his



attack. If an attack supplemented by this Charm hits, even if it does not do any damage, the target is destabilized, mentally and physically, by his foes ruthlessness. This degrades his ability to mount his own defense. Therefore, until his DV refreshes, he suffers DV penalty against all attacks equal to half the attacker's Martial Arts rating (rounded Down).

SPEED OF THE UNREPENTANT OPPORTUNIST

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Six-Fisted Cockpuncher knows the value of being the first to attack. He knows that battles can be decided by one blow and whomever can deliver that decisive strike first will be the victor. This Charm grants the attacker the boost of speed needed to attack sooner. The aided by his essence the attacker appears to ready his next strike with preternatural speed. When a martial artist invokes this Charm he may attack one tick earlier than Charm and attack that target one tick earlier than her previous action's Speed should allow. (Doing so effectively reduces the Speed of her previous action by one.) There is a price to be paid for such audacious maneuvering, however. His sudden moment throws him off balance and he suffers and he doubles the DV penalty associated with flurry or attack that follows this Charm. This Charm counts as a Charm usage for the action that it precedes.

RADIANT SUCKER PUNCH METHOD

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

Type: Supplemental

Keywords: None

Duration: (Martial Arts) actions

Prerequisite Charms: Furious Loin-Smiting Approach

Appearing, if not calm, then certainly non-violent the martial artist gives every impression that violence is the last thing on her mind. Those around her are put at ease and convinced that she is not physical threat. One can only imagine their surprise when the character, who is so completely not a threat, suddenly make an attack. When this Charm is active she does not suffer the +2 difficulty to make her attack unexpected. By expending an additional mote she may add one dice to all rolls for the purpose of establishing (or re-establishing) surprise. She may not spend more dice than her martial arts rating. The martial artist's demeanor is so disarming indeed that he can even use this Charm to re-establish surprise in combat (under circumstances where she normally couldn't.) However, her dice pool for this consists solely of the dice purchased with this Charm.

DRAGON STRIKES BELOW THE WAIST

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Speed of the Unrepentant Opportunist

Perhaps the most recognizable maneuver of the Cockpuncher style, and one of the most painful and effective martial arts techniques of the terrestrial sphere. Dispensing with all sense of honor the Cockpuncher strikes at what he knows to be his foe's weakest point. His fists glow with essence and his eyes flash brilliant red, betraying his fiendish intent. When he lashes

out at his opponents a fist shaped of radiant, orange hued essence erupts from his hand, extending beyond the reach of an ordinary punch, and travels inexorably towards his opponent's groin. Mechanically this Charm allows the martial artist to make one punch at double normal range. This does lethal damage and halves armor soak as if it were piercing. Furthermore, because this attack is made of pure essence, it is nearly impossible to parry by mundane means, to this end the target's Parry DV is halved unless she is using a weapon of the magical materials or a Charm that negates external penalties to her DV.

SIX-FISTED COCKPUNCH FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple (Speed 3, DV -2)

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Radiant Sucker Punch Method, Dragon Strikes Below the Waist

The Six-Fisted Cock Puncher Learns to slip swiftly into his form. Speed being an indispensable virtue to thee ideology, as well as the day-to-day livelihood, of the Cockpuncher. A warrior who wins his victories by exploiting his opponents most vulnerable weaknesses and by striking before his foe even has a chance to consider him an enemy, cannot afford to dawdle. Upon adopting a fighting stance his the martial art ist's body is silhouetted by a coruscating flow of orange essence. This halo of essence sheaths his whole form in dazzling, almost tangible, light. This light coalesces into vague outlines of four extra limbs which weave through the air in a sort of visual harmony with his real arms. These extra arms are ethereal phantasms, incapable of interacting with matter. They do serve as a potent distraction to anyone able to see them. The false arms draw the attention of characters who attack the martial artist, causing them a -2 DV penalty against the Cockpuncher. On the other hand this display makes all attempts at non-magical stealth automatically fail. At will the martial artist may reflexively spend one mote to suppress the orange essence flare, and the benefits and drawbacks they bring with them, but they cannot be made to re-appear without re-activating the Form. Furthermore, the furious essence surging through his body increases his Dexterity rating by 1 for all purposes and allows him to parry lethal attacks barehanded.

MALEVOLENT DEMON'S GELDING GRIP

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

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisite Charms: Six-Fisted Cockpunch Form

The Cock-Puncher sometimes takes it upon himself to teach his foes life-long lessons. People who face a master of this style in combat seldom forget the experience. This Charm ensures that they don't. Initiating a clinch attack, the martial artist grips his opponent firmly in that most delicate of areas and twists The victim begins to experience blinding pain immediately, and things only get worse. The martial artist inflicts (Strength + Essence) dice of lethal damage, and if her target suffers at least one level of damage, then her twisting has crippled him.

The degree to which the character is crippled depends on how much damage the martial artist inflicts, but the affected



body part is always the groin. With one level of damage, she may crush the area, inflicting long-term damage. Two successes mangles the region and sterilizes the victim. At three-success she crushes her foes pelvis. This sort of damage causes -2 (or in some cases maybe greater) penalty to appropriate abilities (could be Athletics, or Awareness due to pain). How this penalty manifests is up to the player (storyteller's discretion pending). The player may opt to do less crippling damage than he rolls. Females characters cannot be sterilized this way.

WHIRLWIND OF DESPERATION STANCE

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

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: One flurry

Prerequisite Charms: Six-Fisted Cockpunch Form

A fight cannot always be ended in one blow, but it should always be ended swiftly at any cost. When this Charm is activated the martial artist becomes a blur of orange destruction. If the form-type Charm for this style is active then the phantom limbs swing wildly at the opponent. Blows rain down on her foe seemingly without end. This Charm can supplement a flurry in which the martial artist makes only Martial Arts attacks. Its Speed drops by one (to a minimum of 3), her Rate increases by one, and all unarmed blows do lethal damage.

LOIN GIRDING PRANA

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

Keywords: Obvious

Duration: One scene

Prerequisite Charms: Malevolent Demon's Gelding Grip

Focusing himself on the raging torrents of essence within him, the martial artist steels himself for the hardship to come. He begins to glow faintly from within and his features grow slightly more malevolent, as if someone were shining a light at his face from below. This light is faint and has no effect other than to accent his features in a disconcerting manner. For the duration of the scene the Martial artist adds his Essence to his natural lethal and bashing soak.

GIVE AND TAKE TECHNIQUE

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

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Loin Girding Prana

You're going to get hit. This is a simple reality of combat. The Cockpuncher accepts that in any conflict it is unlikely he will emerge unscathed. It is possible, all true Cock-punchers know, to turn even an personal weakness to ones favor. The martial artist resigns himself to this fate in the face of an attack he knows he cannot defend against. For the duration of the scene, once per enemy flurry, the martial artist may opt to

forgo his defense and allow himself to be hit in exchange for the opportunity to make a counterattack with his full Martial Arts dice pool plus one die for every dice of raw damage rolled against him. This Charm cannot be used against ranged attacks without a stunt.

IMP GOADS THE BULL TACTIC

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

Type: Supplemental

Keywords: Combo-Basic, Illusion

Duration: Instant

Prerequisite Charms: Whirlwind of Desperation Stance

There is value in wounding one's enemy, but there is just as much value in doing so and remaining anonymous, or better yet, directing you're foe's hostilities elsewhere. The martial artist makes a regular attack against an a character he is not currently actively fighting. If that attack hits, regardless of whether it does damage or not, the target believes a person of the martial artist's choice initiated the attack. This person must have been reasonably able to make such an attack (she couldn't convince someone that it was a person in another room for example). The target may role (perception + awareness) at a difficulty of the martial artist's essence if he was aware of the attackers presence (through site, sound or other means), success means he detects something is awry, but doesn't know the specifics, higher degrees of success may reveal more information to the target (like who really attacked him) at the storyteller's discretion.

FURTIVE KNEE TO CROTCH ASCENDANT

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

Type: Supplemental

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisite Charms: Imp Goads the Bull Tactic, Give and Take Technique

The pinnacle of Cockpuncher prowess is an attack that no-one suspects. Indeed, sometimes the only person who knows it happened at all is the one effected and they are seldom in any condition to tell tales. This Charm supplements a martial arts attack and makes it completely undetected. It gains all the benefits of an unexpected attack and even the target cannot detect it through mundane means (though Charms that allow for the detection of unexpected attacks still will catch it). The Cockpuncher may make use of his style's form weapon or combo this with Charms that allow him to do lethal damage to no ill effect. Onlookers do not see an attack, if the blow lands and does damage then, as far as onlookers can tell someone stumbled into someone else in a way that injured them. The most grievous maiming appear to outsiders as if they are merely unfortunate accidents.





CHAPTER TWO

THE LOTUS BULB

This section contains six Celestial martial art styles.

Celestial Dragon Style: A powerful martial that emphasizes spiritual development and reverence for the elements. Savants hypothesize that this might have been the antecedent to the Five Glorious Dragon Paths.

Celestial Rat Style: Cunning, ruthless, versatile. This knife-wielding martial art is a style for those who value their own survival above all else.

Glorious Dust Dancer Style: A sensuous slashing sword style characterized by twirling, dance-like movements that emulate the sands of the desert. This style is mistrusted by some savants and even practitioners because of its possible connection with Yozi worship.

Horse Style: An animal style emulating the speed, stamina and elegance of a horse, as well as their powerful kicks.

Ox Style: The ox is stubborn, yes, but strong and wise, too. This ponderous but potent style emulates the steadfast resilience and strength of will that characterizes the ox.

Sacrificial Lamb Style: A style for those pure of heart and selfless as a saint. Though this style's practitioners are rarely long-lived, they are powerful allies and loyal companions.

CELESTIAL DRAGON STYLE

One of the most fearsome of the 12 Celestial Animal Styles, this style seeks to emulate the fearsome power of the Celestial Dragon. The Five Glorious Dragon Paths, it is said, were derived from this style. Certainly it teaches its students how to emulate the elemental nature of the dragons. Mastery of this style allows Exalts to practice the Five Dragon Styles without

paying an elemental surcharges. It's still occasionally taught to particularly promising Immaculates by Sidereal sifus. This style treats razor claws as form weapons. It is compatible with armor.

PIERCING GAZE OF THE DRAGON

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

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: None

The Dragon's gaze surveys all, both corporeal and immaterial, both hidden and obvious, he is in tune with the elemental nature of creation, and nothing formed of that essence can hide from his gaze. The martial artist Closes his eyes, breathes deeply of the essence of creation, and opens his eyes. When his eyes open his irises transform into reptilian slits, and his eyes burn with fiery inner light. His transformed eyes grant him a new perspective on the world all living beings become limed with halo of light. Because of this strange form of essence sight, all living beings are visible to him, even those taking steps to hide themselves behind cover or in shadows. This automatically negates mundane attempts at stealth, provided they are occurring within the Martial Artist's field of view. He adds one automatic success to all sight based awareness checks. Finally he may see dematerialized elementals and can recognize beings who possess elementally aspected essence with a successful (Perception + Lore) roll allowing him to learn which element their essence is attuned to.





TERRIFYING DRAGON'S ROAR

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

Keywords: Combo-OK, Emotion

Duration: One action

Prerequisite Charms: Piercing Gaze of the Dragon

The martial artist voices a terrifying, draconic roar that promises horrible death to her foes. She emits a horrifying cry that strikes terror into the hearts of those facing her. No one who does not succeed at a reflexive Valor Roll can attempt to attack the martial artist without first spending one Willpower to overcome their fear.

TALONS OF THE CELESTIAL DRAGON

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

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Terrifying Dragon's Roar

The character's Essence infuses his hands with the power of a Dragon's deadly claws. His blows inflict lethal damage even if he is unarmed. Either way he adds a number of damage dice equal to the character's Essence to his raw damage for the attack.

CELESTIAL DRAGON FORM

Cost: 6m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Talons of the Celestial Dragon

Adopting the fierce stance of the wrathful dragon, the martial artist takes on a portion of its aspect. His body appears sinuous and powerful and his Essence flares up around him to form a vaguely dragon-like silhouette about his body. His nails appear to lengthen and sharpen and the Essence around his hands takes on a claw-like appearance. The Dragon Stylist's face becomes frozen in a ferocious grimace, inflicting a -1 internal penalty on all social interactions except attempts at intimidation (which gain a +1 benefit). Furthermore the martial artist's bare-handed attacks can parry lethal damage and inflict lethal damage in the form of savage lacerations resembling claw marks. His newly refined form takes on the deadly grace of the dragon he is emulating and his unarmed attacks all reduce their Speed by one and gain a +1 Accuracy bonus.

RESPIRING RED DRAGON BREATH

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

Keywords: Combo-Basic, Elemental, Obvious

Duration: Instant

Prerequisite Charms: Celestial Dragon Form

Taking a deep breath and channeling the Essence of Fire through her lungs, the martial artist spits forth a gout of flame that extends for (Essence) yards in front of her. Her attack roll is her (Perception + Martial Arts), and she adds a number of automatic successes equal to her Essence. The attack inflicts (Essence) dice of lethal damage which bypasses even magical armor and may reduce mundane armor to molten slag, as a result this damage can only be soaked naturally. The rolling flame cannot be parried but can be dodged normally.

DONNING WHITE DRAGON ARMAMENTS

Cost: 6m 1wp; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple (Speed 5)

Keywords: Obvious

Duration: One Scene

Prerequisite Charms: Celestial Dragon Form

Executing a short kata, the Celestial Dragon stylist emulates the temperance and imperturbable nature of the Earth Dragon. Coming to rest in the Central Dragon Stance, the martial artist's body becomes a vehicle for the Essence of the earth. His flesh gains the impervious nature of white jade and hardens, his flesh takes on the scaled texture of the dragon's hide. The character adds (Martial Arts) to his lethal, bashing and aggravated soak. This bonus acts as natural soak. He also gains an equivalent amount of Hardness.

ADOPTING BLUE DRAGON FURY

Cost: 4m per action; **Mins:** Martial Arts 5, Essence 3; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Donning White Dragon Armaments

The Dragon of the Wind is a fast and ferocious beast; the Dragon stylist emulates this ferocity and speed, allowing it to augment his fighting style. Each blow he lands feeds his fury, and grants him the speed and ferocity to strike yet again. This Charm is a magical flurry with a total DV penalty of -2. Any Martial Arts attack that hits a target spawns another. As long as the martial artist continues to strike targets he may make another attack at his full dice pool against the same target. He *must* make this attack unless he cannot afford the mote cost or he has already made (Martial Arts) attacks.

EMULATING BLACK DRAGON GRACE

Cost: 5m, 1wp; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Respiring Red Dragon Breath

Essence bends and flows like the tides of the Western Seas around the martial artist, and her body adopts the impossible fluid grace of a Dragon of the Water. Her attacks come from improbable angles, her body bending and flowing, almost as though it were composed of fluid instead of flesh and bone. Her attacks are difficult to anticipate and characters defending against them suffer a -2 penalty to their Parry DV. The martial artist's impossible movements also bolster her defenses, adding (Martial Arts) to the calculation of her Dodge DV.

EXPRESSING GREEN DRAGON VIGOR

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

Keywords: Combo-Basic, Obvious,

Duration: (Martial Arts) actions

Prerequisite Charms: Adopting Blue Dragon Fury, Donning White Dragon Armaments

Emulating the vigor and vitality of the Dragon of Wood, the martial artist suffuses his body with its Essence, regenerating one lethal or two bashing health levels per action.



CELESTIAL DRAGON BODY MEDITATION

Cost: 10m 1 wp **Mins:** Martial Arts 5, Essence 4; **Type:** Simple (DV -2)

Keywords: Obvious

Duration: One scene

Prerequisite Charms: Expressing Green Dragon Vigor

Meditating on the sheer power and fury of the Celestial Dragon, the martial artist spends a few moments pondering its limitless capacity for power and its wondrous ability to balance the elemental Essences of creation. On the martial artist's next action his anima banner erupts to full iconic fury enfolding him in a torrent of Essence and then vanishing. His hands become draconic talons, which seamlessly integrate any artifact razor-claws or tiger claws into their organic makeup, making it impossible to disarm him. If he was wearing no weapon his claws do no more damage than his hands normally would, but appear menacing nonetheless.

His body grows a few inches taller and becomes proportionally leaner as he adopts the sinuous musculature of a dragon. He radiates pure, rarified, celestial Essence, and any Immaculate is sure to confuse him for some god or anathema. He may distribute a number of dots equal to his (Essence) between his Strength, Stamina and Dexterity. These dots are allocated when the transformation takes place and cannot be redistributed without reactivating the Charm. His godly body is utterly perfect, a figure of unassailable physical and spiritual strength. As a result he ignores penalties to his DV from onslaught and coordinated attacks. This Charm cannot be used with armor.

CELESTIAL RAT STYLE

The Celestial Rat is not powerful; he is not strong, he does not inflict grotesque amounts of damage. He might not be the most fearsome or daunting foe, but through cunning and guile he comes out on top. When the 12 Celestial animals raced around the world it was the Rat that won, not because he was strongest or fastest, but because he was the most versatile, adaptable and, above all else, cunning. Rat stylists emulate this resourcefulness, flexibility and cleverness in combat. True, they are rarely the most upstanding members of their community. Even the most virtuous Rat stylists employ deceit and trickery in the pursuit of his noble goals, and the more amoral stylists are craven, ruthless individuals. Yet, despite the fact that the rest of the martial arts community looks with suspicion upon this style's practitioners, few would reject assistance from one in a fight and even fewer would relish the prospect of facing off against one. Sneaky, subtle, and quick to react, rat stylists favor the deadly efficiency of knives, treating such weapons and their artifact equivalents, as form weapons for the style. This style demands total flexibility and cannot be practiced in armor.

UNCANNY RODENT AWARENESS

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

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: None

The martial artist can sense people in her vicinity. Anyone within a radius of (Essence x 5) yards cannot hide from her and cannot surprise or ambush her without the use of Charms. She is considered aware of all entities and attacks from anyone

within that range. This awareness only allows her to perceive sentient, animate, entities, and is useless at detecting the presence of walls, furniture or traps, therefore it does not permit the martial artist to maneuver in the dark. Likewise, this Charm cannot detect any creature without true sentience or who are not truly alive, such as automata or the undead. Her supernatural sense also enables a practitioner to guess how people will act. When performing a Join Battle action, this Charm gives her two extra dice. Outside of battle, the martial artist's uncanny ability to discern what people have in mind reduces the difficulty of rolls to read motivation or intentions by one normally and by two against those who bear her ill will.

SCAMPERING VERMIN MANEUVER

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Uncanny Rodent Awareness

The martial artist moves with darting, unpredictable speed of the rat. She scuttles, rolls and bolts through her enemies defenses and out of their line of sight, positioning herself to strike from behind before her enemy realizes where she's gone. Her attack becomes unexpected, unless a reflexive (Wits + Awareness) roll for the target scores at least as many successes as the Rat stylist's Essence.

SCUTTLE SHADOWS DISTRACTION

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

Keywords: Combo-OK, Illusion, Obvious

Duration: Instant

Prerequisite Charms: Uncanny Rodent Awareness

The rat moves stealthily, even when he scuttles across the open floor he is never where he appears to be. Misdirection is his watchword and guile his most prized skill. Drawing on this aspect of the Rat, the martial artist calls forth flickering shadows of essence which appear to be him but are not. These shadows are perceptible only to one opponent, but they have a measurably deleterious effect on his ability to fight. The martial artist reflexively calls forth these distracting Essence shadows, cutting his own shadow loose from his body and sending portions of it to dazzle and confound his foe. This effect penalizes the attacker's Accuracy dice pool 3 dice.

CELESTIAL RAT FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple (Speed 5)

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Scampering Vermin Maneuver, Scuttling Shadows Distraction

Although the Exalt doesn't change physically upon activating this form, his posture changes. He stands low to the ground, his weight and stance constantly fluid, his eyes dart around him at great speed. His manner resembles that of the Rat in many ways. His reflexes also grow faster and he becomes as nimble, perceptive and quick to react as the beast he emulates. He adds half his Essence (round up) to his Awareness while this form is active. Additionally, because he keeps his body in constant





motion and near the ground attacks against him suffer a -2 external penalty. The rat is the bringer of sickness and disease, and the Celestial Rat stylist twists and taints his own Essence to emulate this. While active, this Charm increases the difficulty to resist infection from the practitioner's lethal attacks by two.

SLIPPING THROUGH CRACKS ATTITUDE

Cost: 6m ; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Obvious
Duration: Instant

Prerequisite Charms: Celestial Rat Form

The Rat may pass through any seam, crack or chink in any surface or cage. He walks easily through bars and through, holes or windows, as if they were large enough for him to pass through normally. The hole only needs to be large enough for him to fit his head through. Similarly he can use this Charm to escape from bondage or from a clinch. Against magically warded surfaces or magical bindings the martial artist rolls (Dexterity + Martial Arts) at a difficulty equal to the Artifact rating of the magical bindings or the Essence of the entity that created the ward. As far as escaping from a clinch goes, this Charm functions perfectly against mortals. Otherwise it provides an extra (Essence) successes to escape the clinch. This Charm cannot be used to take control of a clinch, only to escape from it.

PESTILENT FANG TECHNIQUE

Cost: 4m, 1wp; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple
Keywords: Combo-OK, Sickness
Duration: (Martial Arts) actions

Prerequisite Charms: Celestial Rat Form

The martial artist calls to mind the disease ridden Celestial Rodent, twisting his own internal essence such that he to becomes a bearer of infirmity. He then spits saliva, saturated in this tainted Essence, upon his hands or upon the blades of his knives. The spit tarnishes metal and makes his palms appear withered and clammy. Thereafter any target the martial artist strikes within the time limit is infected with a Second Circle spiritual disease known as Wide-Eyed Frothing Death (see *Scroll of the Monk*, p. 154 for more on spiritual diseases):

Virulence: (attacker's Essence)

Incubation: (target's Essence) days

Diagnosis: 3 **Difficulty to Treat (Mundane/Magical):** 4/2

Morbidity: 4 **Treated Morbidity:** 3

During the incubation period, the victim feels just a little bit off, maybe the result of a poor night's rest or a bit of bad food. She sweats profusely and begins to feel feverish and disoriented. She suffers a -1 penalty to all actions. Once that period ends, the victim's condition worsens rapidly, she becomes deranged and prone to outbursts of rage, she may not recognize old friends and is violent and increasingly hostile. She begins to foam at the mouth. Mechanically she must roll (Stamina + Integrity) or spend one point of Willpower per scene to avoid attacking anyone in her immediate vicinity. As the disease progresses, the infected victim must roll (Stamina + Resistance) every hour. Victims who fail suffer one level of unsoakable lethal damage and an internal penalty of -2 on all actions. Three consecutive successful Morbidity checks defeats the disease. Exalted always roll against Treated Morbidity.

CONTAGION-RIDDEN BEAST INFLECTION

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

Keywords: Combo-OK, Sickness

Duration: Indefinite

Prerequisite Charms: Pestilent Fang Technique

Activating this Charm allows the rat to ignore effects of any disease to which he has been exposed, she continues to carry the toxin or affliction in her body, and may even manifest physical signs of illness, but the disease has no negative effect upon her. Instead it suffuses her Essence as a dark taint to be passed to the martial artist's next victim. At the drug or poison or disease's first damage interval or morbidity roll, the martial artist can reflexively activate this Charm instead of trying to resist. Her player rolls (Stamina + Resistance). If the roll succeeds, the effect is constrained within the flow of carefully controlled tainted Essence that suffuses the rat stylists being. This renders it temporarily powerless to affect the martial artist.

The substance remains suspended thus until either the Charm's duration runs out or he successfully strikes someone in close combat and his player rolls at least one die of lethal damage. Whether the damage roll succeeds or not, the illness is passed to the victim of the attack, in a wispy shell of tainted, curdled Essence. This effect often manifests as a tiny green noxious cloud that passes from the martial artists anima or body into his victims mouth nose or other orifice. Once transferred the substance's effects kick in as if the victim had been infected. The transfer is automatic, and beyond the Rat stylist's control. He may bear the plague without fear, but he cannot control to whom it passes. Furthermore only one illness or poison at a time can be contained through this Charm, attempts at applying this Charm to a second malady while this Charm is active automatically fail. This Charm is powerless over spiritual diseases more serious than those of the Second Circle.

ENDLESS HORDE OF THE RAT KING

Cost: 3m per target, 1wp; **Mins:** Martial Arts 4, Essence 3;
Type: Simple

Keywords: Combo-OK, Obvious, Stackable

Duration: (Essence) actions

Prerequisite Charms: Slipping through the Cracks Attitude

There is reason a horde of rats is sometimes referred to as a plague. It has nothing to do with their sunny disposition and everything to do with their disease carrying bites and penchant for getting into and ruining food larders, silos and crops. The presence of one rat is dangerous and troublesome, but several rats can be ruinous to the health and wellbeing of even the hardest of communities. The Rat stylist's anima twists and fractures when this Charm is activated, creating illusory rats which scurry over his body and fly through the air about him. As he strikes these spectral beasts lash out with tiny gnashing teeth against his opponents, scurrying over their arms and legs and swamping them. The martial artist first spends 3m per target and then rolls a Martial Arts attack against each with his full dice pool, suffering a -1 DV penalty per target. Targets of this Charm must be within range of a normal unarmed Martial Arts attack. This Charm may not target more than three targets at a time and cannot target the same character more than once per activation.





If the initial attack lands against one of the targets of this Charm, even if it does no damage, then the spectral rats latch on to him, scurrying about his body and biting any and all exposed flesh and continuing to make extra attacks. The number of extra attacks is equal to the Exalt's permanent Essence, and each attack has the same speed as the initial attack for determining the ticks upon which subsequent attacks occur. The horde of spectral vermin that swarm over the target of this Charm roll the martial artist's full (Dexterity + Martial Arts) pool for each of their attacks, inflicting (Essence + extra successes) damage. The practitioner can perform any other actions he desires as the phantom rats' independent attacks proceed, including using this Charm again on the same target. Indeed these attacks continue regardless of the martial artist's wishes, until the Charm ends, even if the martial artist dies.

FLEE THE SINKING SHIP DEFENSE

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious, Shaping

Duration: One action

Prerequisite Charms: Endless Horde of the Rat King

Spending four motes, the martial artist fades out of the path of an attack his body dissolves into empty clothes and a mass of squirming rodents who scamper away to safety. The rats re-coalesce into the Exalt within a heartbeat in a new position within (Essence) yards. This resembles a sort of short teleportation, though it cannot carry the stylist through surfaces not normally permeable to a rat. This effect reduces the dice pool for the attacking character to zero. Flee the Sinking Ship Defense cannot defend against any attack that is unblockable or undodgeable. Attacks supplemented by Charms that add automatic successes also might still strike should the amount of successes be sufficient, on their own, to overcome the martial artist's Dodge DV.

With an appropriate stunt, this Charm can allow the martial artist to reconstitute himself directly behind an enemy within range, giving him an opportunity to attempt an unexpected attack (see *Exalted*, p. 155). Items attuned to the martial artist dissolve and reform with him, however unattuned items, such as mundane clothing and weapons, fall to the floor where the martial artist dissolves. Therefore, the martial artist may reform naked or unarmed if he is careless.

QUINTESSENTIAL SURVIVOR ATTITUDE

Cost: 15m, 2wp; **Mins:** Martial Arts 5, Essence 4;

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Contagion-Ridden Beast Infliction, Flee the Sinking Ship Defense

Survival, even in the face of impossible circumstances, is the ultimate expression of the Celestial Rat's nature. It is, of course, better to emerge victorious and triumphant, but that ideal is not always attainable. Sometimes one must be content to live to fight another day. Through this Charm the martial artist guides the hand of fate just enough to ensure his survival. This Charm requires preparation. On the eve of the conflict the martial artist must spend three hours in quiet prayer and

supplication to the forces that shape the world. During this time he performs an extended kata intended to evoke the enduring nature of the Celestial Rat. He also rolls (Charisma + Martial Arts) to reflect the degree to which the kata properly emulated this style's namesake. Should Fate deign to hear the martial artist's plea, he can go into battle confident that he, at least, will survive the entanglement. The same cannot be said of his companions unfortunately, as they are unprotected by this Charm and must rely on their personal prowess to live. Fate itself, however, conspires to ensure the martial artist does not perish, though he generally is not unharmed. If he hides, his enemies will be unable to find him. If they set a trap, he will evade it, even if it is only by accident.

Mechanically this means that the character may apply a number of automatic successes equal to the net successes on his initial (Charisma + Martial Arts) roll to any attempt to escape death. This could mean dodging a killing blow, evading a more powerful opponent, or surviving a fall that might otherwise prove fatal. Whether a situation is sufficiently dire for the martial artist to benefit from these bonus successes is up to the storyteller's discretion. Furthermore, while this Charm is active, no mortal (without awakened Essence) can reduce the character to Incapacitated through any means and no extra can cause him damage at all unless they are commanded by an Essence-user.

Weapons do not bounce off the martial artist, rather attacks suffer from catastrophically bad luck which cause them to fail. Arrows break in the quiver, swords get stuck in the floor boards, attackers trip on unseen obstacles. These misfortunes are frequently embarrassing but do no damage to the attacker, nor do they have any other effect other than preserving the life of the person protected by this Charm. This Charm protects only the martial artist not his companions, or allies, units under his command do not gain any of the benefits of this Charm, nor may the martial artist gain any benefit from this Charm when he is trying to preserve anyone's life besides his own (even if he is also trying to save his own life). This is the price that Fate demands. The Rat stylist will survive even the most dangerous situations, but his life will be as lonely as it is long, as all his companions, one by one, pass away in conflicts which he himself miraculously survives. There is no mechanical representation of this dark fate, but storytellers should keep in mind that this protection is a mixed blessing.

GLORIOUS DUST DANCER STYLE

The Glorious Dust Dancers are an order, or rather a sect, of oucaste dragonblooded martial artists who dwell in the deserts of the south. They have dwelt their since time immemorial, a small, but renowned, group of martial artists. They are of particular note because they practice a Celestial Style, and moreover, a Celestial Style which is considered to be Heretical by the Realm. They're ranks are formed of the scions of their line and of other Oucastes they induct into their ranks. They tend to Learn The Tiger-Bear Awareness and Tiger-Bear Unity initiation Charms. Most of their number are Fire-, Wood-, or Air-aspected, and they are all performers, wanderers and tellers of tales. Their martial art is, for them, an expression of their reverence for the Great Desert and the Wind that blows through it.



The style is characterized by sinuous, sensual, and often provocative dance-like movements, its masters every move seems to be part of some great, beautiful dance of life and death. No one is certain where the sect came from, but the Realm has long sought to destroy it, and only its small size and itinerant lifestyle have preserved it. Immaculate doctrine holds that this cult worships the Anathema, but more learned scholars suspect that this style may have ties to Yozi worship, specifically to cults of Celecyne and Adorjan. Though for the most part the sect has lost its ties to such beliefs if it ever had any, one must still wonder about the origins of their signature style. Certainly it is powerful and its practitioners tend to grow increasingly distant from the traditional “human” worldview, becoming more and more cold and distant, even as their minds begin to grow unnaturally comfortable with the concepts of mortality, eternity, and entropy...but that must surely be a natural by product of the style’s philosophical underpinnings, not part of something entirely more sinister.

This style may not be practiced with armor. This style treats slashing swords and reaper daiklaives as form weapons. Practitioners of this style tend to have at least Performance ••.

DANCE THROUGH LIFE ATTITUDE

Cost: —; **Mins:** Martial Arts 3, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Even when the desert’s winds are quiet and the sun is set, their power remains, even if it is not currently manifest. The Dancers emulate this through this Charm, their bodies move at all times with a grace and rhythm that is almost like a dance, and they are ever ready for combat even when they appear at ease. The martial artist increases his Join Battle dice pool by an amount equal to his Martial Arts or Essence (whichever is higher). These count as dice added from Charms. This Charm is Obvious only to those who know of the style, though others may find the rhythmic, controlled, movements and mannerisms the character has adopted strange and entralling.

ZEPHYR STRIDE TECHNIQUE

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

Type: Reflexive

Keywords: Combo-OK, Obvious

Duration: One action

Prerequisite Charms: Dance Through Life Attitude

The Dancers may move as the wind through the desert, surfaces that would be impossible to balance on they traverse with ease, they may even move up vertical surfaces as if they were walking on open terrain. The wind cares not whether it moves horizontally or vertically. At essence 2 the character using this Charm spends three motes and can then move or dash, normally, across impossibly narrow surfaces, such as tight ropes or clotheslines, or some other surface that would otherwise be impossible for him to balance on, effortlessly. His balance becomes infallible. At Essence 3 this Charm can be activated for two motes per action allowing the character to move with equal ease up vertical surfaces as well. If his turn ends while he is balanced impossibly or on a vertical surface she must reactivate the Charm or make an appropriately difficult (Dexterity

+ Athletics) check to maintain his balance or to find purchase on a vertical surface. Either iteration of this charm can be activated individually or both can be activated at once for 5m.

SANDSTORM’S PACE EVOCATION

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Dance Through Life Attitude

With the Deadly grace of a sandstorm the Dancers strike with speed that is beautiful and terrifying to behold, one attack follows another with speed and grace as the Dancer twirls towards her opponent with inhuman beauty and economy of motion. By activating this Charm the Dancer reduces the Speed of any single Martial Arts attack by one, to a minimum of 3.

GLORIOUS DUST DANCER FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple (Speed 3)

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Zephyr Stride Technique, Sandstorm Pace Evocation

The Dust dancer becomes a perpetual blur of whirling twisting motion, at once totally tantalizing and sensuous and utterly kinetic. Her feet barely touch the ground and she twirls about her opponent with wild abandon with all the beauty and weightless grace of sand dancing on the desert wind. Her Essence takes on the granulated aspect of sand and whirls about her, a perfect visual accompaniment to her endless dance. For the duration of this Charm the character ignores all mundane knockdown or knockback effects; she recovers her balance effortlessly, dancing on currents of air. She also gains +3 successes to resist magical effects which would knock her down and ignores penalties for unstable footing, stepping lightly over muck and other difficult terrain. Finally, just as the sand finds its way through all the cracks, so do her attacks slide through armor. Her unarmed martial arts attacks inflict piercing damage for the duration of the Charm.

UNYIELDING FURY OF THE WIND TACTIC

Cost: 3m per attack, 1wp; **Mins:** Martial Arts 4, Essence 3;

Type: Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Glorious Dust Dancer Form

As the Dancer advances on her foe her movements turn from serene and graceful to take on the violent aspect of a sandstorm. She becomes a whirlwind of death, heartless and unforgiving, faster than the eye, overwhelming his foe. This Charm is a magical flurry. For every three motes, the Dancer makes an unarmed Martial Arts attack with his full dice pool, to a maximum number of attacks equal to his (Essence) rating.

SHIFTING SANDS RHYTHM

Cost: 5m; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Until next action

Prerequisite Charms: Glorious Dust Dancer Form





Obscured behind a screen of golden sand of Essence, dancing in an invisible breeze, the Dancer undulates sinuously behind this veil of essence, in perfect tandem with the violently churning. This Charm imposes an external penalty on incoming attacks equal to half the martial artist's Essence for the rest of the action, rounded up. If an attacker succeeds on a reflexive Perception + Awareness roll at a difficulty of the practitioner's Martial Arts, this penalty is reduced to -1.

REVELRY OF TRAVAIL AND PERIL

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Glorious Dust Dancer Form

Dancers not only overcome adversity, they take joy and pleasure in facing it down. They dance barefoot on the hottest sands and caper about merrily though the unforgiving sun beats down upon them and the dry desert stretches endlessly around them. Dancers laugh at their enemies when the fiend's best efforts fail to harm the them. From this exultation and triumph they draw forth the strength the keep going. While the Charm is active, the player rolls the character's permanent Essence whenever an opponent's attack fails to overcome the character's relevant DV. Each success on the roll replenishes two motes of spent Essence. This charm cannot recover more than (Essence) motes on a single roll. This Charm only functions if the character is faced with real danger (storyteller's discretion); attacks not actually intended to leave the character harmed do not allow him to regain Essence, nor do attacks from characters with a permanent Essence more than three points below the Dancer's.

RAPTURE AND FASCINATION PIROUETTE

Cost: 10m, 1wp; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

Keywords: Compulsion, Obvious

Duration: Indefinite

Prerequisite Charms: Revelry of Ecstasy and Peril, Shifting Sands Rhythm, Unyielding Fury of The Wind Tactic

The Dancer's movements slow and become calm, languid and utterly hypnotic. The air around her becomes comfortable and warm and the world, from the observers perspective, fades from view. The martial artist's player rolls (Charisma + Martial Arts), adding half their Performance (round down) successes to the roll. All characters who can see the martial artist compare the results of this roll to their MDV. Those whose MDVs do not negate the successes on the martial artist's player's roll find themselves transfixed in place, enraptured by the beauty of the dance and the perfect poise and grace of the Dust Dancer. For them there is nothing in the world but the dance. Characters whose highest MDV is lower than the Dust Dancer's Essence will go so far as to attack people who try to interrupt the dance, even their own allies.

Hypnotized characters are rendered Inactive. They are completely unaware of their surroundings, except the dancer, and can do nothing but stare with rapt attention at the dancer, unless they spend one Willpower to shrug off this influence. Even those who spend Willpower to overcome the compulsion find themselves driven to distraction, suffering an internal penalty

equal to the Exalt's Essence to all dice pools. When the Dancer stops performing, the bewitchment slowly fades. In ongoing combat, the effects linger for a number of actions equal to the martial artist's Essence. During this period, former victims suffer a penalty equal to half the Dancer's Essence (round up).

THE WIND HEEDS NOT THE BLADE

Cost: 1m per bhl or 2m per lhl; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Rapture and Fascination Pirouette

Nothing is whole. Even granite is, at the atomic level, comprise of swirling particles, dust blown on the wind of Creation, the Dancers know this truth, it is the first axiom they are taught during their arduous training. It is a truth they embrace in all aspects of their lives, they dance to the rhythm of the universe and feel its wind blow through their very beings. The Dust Dancers employ this Charm to physically embody this truth, making their own bodies, even momentarily, more space than matter. If the Dancer's DV proves insufficient to stop an attack, the damage roll of which scores one or more successes in Step 8 of attack resolution, the Dancer may reflexively activate this Charm. When she does so, she reduces the damage the attack inflicts on her by one bashing health level per mote or one lethal level per two motes. Witnesses don't see wounds open and heal, but rather they see the Dancer shift impossibly out of the way, often bending in places where she has no joints. These contortions are unnatural but always beautiful.

FIRE WIND UNITY ASCENSION

Cost: 10m, 2wp; **Mins:** Martial Arts 5, Essence 5;

Type: Simple

Keywords: Combo-OK

Duration: Five actions

Prerequisite Charms: Elusive Wind Prana, The Wind Heeds Not The Blade

The Dancer, at this level, has become one with the Desert itself. She does not merely emulate the blistering sun, unforgiving night, and perilous windstorms through her dance, she becomes one with them. Her body's movement are perfectly timed with the sand that swirls around her and it is no longer clear where she begins and the swirling sands, this is more than just an optical illusion, her body actually takes on the immaterial aspect of the heart of a storm, coming dangerously close to total non-existence. This charm, once activated, cause the martial artist to dissolve a whirling gale of sand and wind. She becomes a sentient environmental effect that with a radius of (her Essence x 3) yards. She has a Damage of (Martial Arts) L/Action and Trauma of (Essence). She may dash as a normal move action, and makes no sound. Though she must stay at ground level, she may move over any surface, however fragile and may pass through cracks and penings in doorways. While the Charm is active she may take no other actions other than to move, defend herself, or speak in a voice which sounds like a whisper on the wind (-2 to all social dice pools). Also, she may only be affected by things which can affect the immaterial. Because she is dispersed as motes of essence amidst a giant wind-storm attackers must either have some form of essence sight



active (like All-Encompassing Sorcerer's Sight) or be able to see the immaterial otherwise their attacks suffer penalties associated with fighting an invisible opponent.

This Charm, though exceedingly potent, is also highly risky to use. It brings the martial artist in dangerously close harmony to the elements of the desert. She risks losing herself entirely to the mindlessness of nature, truly becoming nothing but sand air and essence without any animating intelligence or soul. Should the character botch any roll while this Charm is active she must spend an additional Willpower or eternally become one with the desert, losing herself forever. If the character has no Willpower remaining, she suffers 1ahl of damage. Finally, the character may reflexively spend five motes and a Willpower at the end of this Charm's duration to renew it. This counts as his charm activation.

HORSE STYLE

Horse Style Is part of the 12 Celestial Animal Styles, ancient Celestial Styles, devised by some of the first serious practitioners of the Celestial Arts. Several such Celestial Animal styles endure even in the bleak second age, Horse style emphasizes powerful kicks, speedy movements. It may not be practiced in armor. It considers smashfists and god-kicking boots form weapons

IRON SHOD KICK

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Lashing out with the swiftness and deadly strength of a horse's iron shod kick, the martial artist's unarmed attack becomes lethal and inflicts (Essence) additional raw damage. This Charm can enhance attacks other than kicks.

BUCK THE RIDER

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

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Iron Shod Kick

The Horse begrudges the unworthy rider and will throw him to the earth for his presumption. In voking this Charm when he is subject to a clinch, the martial artist adds (his Martial Arts) successes to an attempt to oppose the clinch. Winning control, he may immediately opt to throw the clincher up to Strength + (Essence x2) yards in any direction. This throw may cause the character to take damage should she hit a dangerous surface, at the storyteller's discretion. The surface always takes a number of levels of damage equal to the number of yards the character had yet to travel.

SLIP THE BRIDLE

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

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Buck The Rider

The Horse will not be tethered. Its natural place is running free across the plains and it will abide no restraint, nor brook no obstacle to its total freedom. This Charm allows the martial

artist to prevent herself from ever being restrained. When she uses it, mundane chains and restraints instantly snap and fall away, magical forms of restraint can be ignored for (Essence x 2) actions. This charm adds two successes to the Martial Artist's attempts to gain control of a clinch, but he must immediately extricate himself from the clinch should he gain control.

WEATHER THE LASH

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

Type: Reflexive (Step 1)

Keywords: Combo-OK

Duration: One action

Prerequisite Charms: Buck The Rider

A true stallion knows how to ignore the sting of the whip and the bite of the crop. They pay no head to such frivolous distractions, nor allow them to break their spirit. When a character invokes this Charm she may ignore up to (her Martial Arts) in wound penalties until her next action.

HORSE FORM

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

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Slip the Bridle, Weather The Lash

Adopting the poised yet balanced stance of the Horse, the Martial artist takes on the aspect of this majestic beast. His anima flares and might start to resemble a mane or indeed take on abstractly horse-like shape. While this Charm is active, the Exalt divides adds half his Martial Arts (round up) to his bashing and lethal soak and soaks lethal damage with his full Stamina. Finally, the martial artist's fearsome kicks become increasingly dangerous. He adds a +1 bonus to the accuracy and damage traits of his kick attacks, and reduces their speed by one. (minimum 3).

GALLOP ON THE WIND METHOD

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

Keywords: Combo-OK, Obvious

Duration: (Martial Arts) actions

Prerequisite Charms: Horse Form

The Horse Runs swiftly, over terrain both flat and rolling and over land which lesser beasts have trouble traversing. Activating this Charm, the martial artist emulates the speed of the horse as well as her poise and grace. This Charm allows the character to add (Martial Arts) to his Move and Dash distance for the duration, and the most unstable or difficult terrains are no obstacle for him. He may effortlessly run over unstable footing and run lightly over surfaces which could not normally bear his weight, such as mud or extremely thin ice, or even water, as if it were the most perfectly paved road and takes no penalty for doing so. He may not stop moving on such a surface, however, or she will sink as usual.

HOOF FROM THE HEAVENS BLOW

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Gallop On the Wind





The Exalt lashes out with a savage, and unexpected strike. The attacker is quiescent one moment, and violent the next, lashing out at his opponent in burst of unpredictable violence. The speed of this attack is such that it often even catches prepared foes unaware. Characters subject to an attack augmented by this Charm must make a normal check against surprise or this attack becomes unexpected, even if surprise could not normally be established. This attack is so fearsomely powerful that no armor can withstand it, attacks supplemented by this Charm ignore Hardness and deal piercing damage. Traditionally, sifus of this style taught their students to augment a kick with this Charm. However, this Charm can be applied to any unarmed Martial Arts attack.

MAJESTY OF THE STALLION STANCE

Cost: 5m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple (DV -2)

Keywords: Combo-Basic, Compulsion, Emotion, Obvious

Duration: Until next action

Prerequisite Charms: Horse Form

The Sight of a powerful warhorse rearing up in the distance or the spectacle of a cavalry charge bearing down on the enemy can have a powerful emotional effect on combatants, though the precise nature of this effect varies considerably depending on which side of the battle one is on. Activating this Charm the martial artist's Essence harmonizes with the aspect of the charging stallion, the character's anima billows up into this totemic image. The martial artist then rolls (Charisma + Martial Arts) and compares it MDV of all opponents who can see him within (Essence x 3) yards (closing ones eyes does not block this effect). Enemy combatants, thus overwhelmed, will be filled with awe and retreat. Until the Martial Artist's next action affected characters must move away from her as fast as they are able. Resisting this compulsion costs 1wp and imposes an internal penalty of (Essence) against all actions which do not involve fleeing as quickly as possible.

THE PALE HORSE NEIGHS

Cost: 10m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Majesty of the Stallion Stance

Throwing his head back and closing his eyes, the Horse Stylist raises an ululating whinny that is both terrifying and destructive. Glass and crystal shatter violently and nearby foes find their ears bleeding and their bodies overcome by debilitating nausea and vertigo. The martial artist makes one attack using his (Charisma + Martial Arts), with a base bashing damage of his Charisma. The attack strikes everyone within (Martial Arts x 5) yards, except the martial artist himself, and it cannot be dodged or parried without a stunt or a Charm. The attack cannot be aimed and strikes everyone within its range. Even those it does not strike find themselves overcome with crippling nausea and dizziness, inflicting a two dice penalty to all actions until they're next action.

STAMPEDE OF THE CELESTIAL HERD

Cost: 8m, 2wp; **Mins:** Martial Arts 5, Essence 4;

Type: Reflexive

Keywords: Combo-OK, Obvious

Duration: (Martial Arts) actions

Prerequisite Charms: Hoof from the Heavens Blow, The Pale Horse Neighs

A herd of powerful horses galloping over the open steppe is a wondrous and awesome thing to behold. Beneath their hooves even mighty Pasiap shudders, and their passing makes a sound like Mela's roar. The Horse stylist learns to channel this force into themselves, becoming the embodiment of the running herd. The earth quakes gently about him and his churning anima mimics the thundering rumble of galloping hooves. For a number of actions equal to the character's Martial Arts, the Horse stylist moves faster, tripling her move distance and halving the speed of any attack she makes (to a minimum of 2). The martial artist may take one free extra action, so long as it is not an attack, per turn. This extra action can be taken reflexively even on ticks when the character is not normally able to act. It cannot be used to activate a Charm, however it could be used to dash, without penalty, while parrying a rain of arrows, leaping over a chasm and attacking a foe without penalizing one's dice pools. The character may take only one such extra action, per time her DV refreshes. Unused actions do not accumulate. Charms and Combos that could reasonably enhance these extra actions can be used, but must follow the normal rules governing Charm activations.

The Character pays the motes and Willpower cost up front, and may reflexively pay the cost again when the Charm's duration lapses (doing so does counts as Charm use.) The mote and Willpower cost is reduced by one mote and one willpower per each activation after the first (so initially activating the Charm costs 10m, 2wp the first reactivation costs 7m, 1wp, the second 6m 1wp, and so on.) The cost of this Charm never dips below one mote and one Willpower.

OX STYLE

Ox Style is another one of the 12 Celestial animal styles. It Focuses on strength, resilience and power. Its practitioners often have high temperance, and must have at least Resistance •• and Integrity •• to endure the harsh training students of this style must undergo. This style treats goremauls, tetsubos and grand goremauls as form weapons. This style may not be practiced in armor.

STUBBORN OX STANCE

Cost: 3m; **Mins:** Martial Arts 3, Essence 1; **Type:** Reflexive (Step 10)

Keywords: Combo-OK

Duration: (Martial Arts) actions

Prerequisite Charms: None

As any farmer can tell you when an Ox decides it will not move, there is no force in Creation that can budge it. Invoking this Charm allows the Ox stylist to become utterly stationary and immovable. Using this Charm adds a number of automatic successes equal to her Essence to any attempt to resist being moved or knocked down, as from knockdown or knockback. Her ability to lock her joints and channel the immovable nature of the Ox also adds these successes to any opposed check to maintain a grapple, as long as she is not attempting to break the hold. More creative applications of this Charm allow the



Ox stylist to resist disarm attempts or in maintaining stability on footing which is unstable (such as in an earthquake). While this Charm is active the character may move and take actions as normal, but when he stops moving he is unmovable by outside forces.

MEDITATIVE CUD CHEWING RESILIENCE

Cost: 1m per 1L/2B soak; **Mins:** Martial Arts 3, Essence 1; **Type:** Simple
Keywords: Obvious
Duration: One scene
Prerequisite Charms: None

Adopting the dull-eyed calm of the Ox in the field, the martial artist gains a measure of his capacity to weather hardship with equanimity. Each mote spent adds one to the character's lethal soak and two to the character's bashing soak. (This bonus does not count as armor, but as a form of natural soak.) The character cannot spend more motes of Essence to fuel this Charm than he has dots of Essence.

SHRUGGING THE YOKE OF THE FLESH

Cost: 4m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious
Duration: Indefinite
Prerequisite Charms: Meditative Cud Chewing Resilience, Stubborn Ox Stance

Strong and resolute the Ox stylist's human frame is, itself, not a sufficiently capable of expressing his raw physical potency. Activating this Charm the martial artist's back ripples and his muscles strain against his flesh like those of the Celestial beast of burden this style emulates. Spending the requisite motes the martial artist's Strength and Stamina increases by (Martial Arts ÷ 2, round up).

CELESTIAL OX FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple
Keywords: Form-type, Obvious
Duration: One scene
Prerequisite Charms: Shrugging the Yoke of the Flesh

Taking the wide, low and very stable stance of the ox, the martial artist becomes as inexhaustible, strong, and willful as the Celestial Ox. The martial artist can soak with his full stamina, also he adds his Essence in dice to all Martial Arts attacks he makes. As a final bonus he may add Essence to his Strength + Athletics for the purpose of feats of strength, and may also parry lethal damage barehanded without a stunt.

STOIC DEFENSE

Cost: 3m or 4m; **Mins:** Martial Arts 4, Essence 4; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Celestial Ox Form

The Ox appears powerful indeed, but also slow. There is truth to this, the Ox stylist knows he will never be the swiftest combatant, the most nimble defender. He does not wish to be. The Ox's greatest defense is his sheer strength. He need never worry about being surprised, nor being overwhelmed, the Ox. One cannot catch him with his guard down, nor hope to overwhelm him, his power is absolute and immutable. Invoking

this Charm in response to an attack, the Ox stylist's Essence emulates the aspect of the Invulnerable Oxen, and he gains, if only for a moment, a portion of its insurmountable stamina. Used in response to an attack, this Charm allows the Exalt to ignore all penalties to his Parry DV. It is still 0 if it is inapplicable, or if he is faced with a perfect attack. He may also parry lethal attacks barehanded, if he could not already do so. Finally, by spending an additional mote, he may use his Parry DV against an unexpected attack. This defense is particularly useful because it can activate reflexively even while the character is inactive and could not otherwise activate a Charm.

DILIGENT FIELD-BEASTS STAMINA

Cost: 6m, 1wp; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple
Keywords: Combo-Basic
Duration: One scene
Prerequisite Charms: Celestial Ox Form

The Celestial Ox Does cannot be easily laid low, he toils as long as he chooses despite heat, fatigue, or deprivation. So too does the Ox stylist fight without regard for wounds or fatigue. For the Charm's duration the martial artist does not suffer from penalties associated with fatigue or hunger, furthermore she cannot suffer wound penalties more severe than -2. Damage inflicted against her is still registered, however, she does not suffer wound penalties and cannot be incapacitated. She does not fall until she loses her last Dying health level, at which point she dies immediately.

PLOW SHARES TO SWORDS APPROACH

Cost: 3m, 1wp; **Mins:** Martial Arts 4, Essence 3; **Type:** Reflexive (Step 10)
Keywords: Combo-OK, Crippling
Duration: Instant
Prerequisite Charms: Diligent Field-Beast's Stamina

The Ox is not a violent beast, but when moved to aggression few things stand up to its might. With its head it can dent steel, its kick shatter bones and liquefy organs. This Charm imbues an Ox stylist's attacks with this terrifying raw capacity for damage. If the character inflicts two or more levels of damage with an unarmed attack, he may reflexively activate this Charm to reduce the attack's damage to only a single level of damage but inflict one amputation disability (see **Exalted**, p. 152) appropriate to the type of damage. A Lethal wound might mangle a limb while a bashing wound might crush a fist or shatter ribs. The injury does not actually sever any body part, merely damages it beyond usability. However, Exalted victims (and those with similar healing) can recover from the Crippling effect by spending a day resting, though they cannot heal any other wounds or other damage while regenerating this way.

INTRACTABLE BOVINE NEGATION

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 4; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Stoic Defense

Of all the celestial animals the Ox alone had the sheer inflexibility of will to say "no" to the fundamental forces of Creation. With a simple, stubborn, shake of the head and a shrug of his powerful shoulders, the martial artist pays the cost to activate



this Charm, and makes a simple (Willpower) Roll. With even one success the martial artist completely negates the damage from any attack. This functions as a perfect soak effect. The difficulty of the roll doubles, however, every time the Charm is used (so it's 1 the first time, 2 the second, 4 the third and 8 the fourth). The difficulty of this roll resets to 1 every time the Martial Artist DV refreshes.

SACRIFICIAL LAMB STYLE

This is another Celestial Animal style, practiced only by those with a high compassion and a penchant for self sacrifice. This style emphasizes the virtues of sacrifice and selflessness. Practitioners of this style are beloved by the people, even if their lack of regard for their own lives means they rarely live long. This style may not be practiced in armor. It treats staves and wrackstuffs as form weapons.

EYES OF THE SAINT

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

Keywords: Combo-Basic

Duration: One scene

Prerequisite Charms: None

The Lamb stylist is, above all things, connected to the world around him. He is preternaturally attuned to the natural ebb and flow of the natural essences of the world and can sense his surroundings and the people in it with perfect acuity. When this Charm is active, the Lamb stylist can operate perfectly blindfolded or in pitch darkness, seeing things not through his eyes, but by feeling the Essence of the world around him. He never suffers from unexpected attacks unless he is so beset with foes that he cannot avoid all the blows (when surrounded by multiple opponents). When used outside of combat, he may add a number of dice equal to his Essence to any Awareness roll as long as the focus of his attention is within a number of yards equal to his (Essence x 10). This Charm cannot help him perceive creatures outside fate, their Essence is alien to creation and he is not sympathetically attuned to it. He can, however, detect when he is in the presence of something from outside fate by the hole in his perception it leaves.

MARTYR'S VIRTUOUS INTERPOSITION

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Eyes of the Saint

This Charm allows the martial artist to redirect an attack aimed at someone else to himself. For all purposes, including determining onslaught penalty, the attack becomes an attack on the Exalt. The character defends against the redirected attack as normal. To help someone, the attack's original target must be within the martial artist's close combat range, though he may use his normal Move action for the tick to reach them.

SACRIFICIAL LAMB FORM

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

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Martyr's Virtuous Interposition

Those rare compassionate fighters who choose to learn the Sacrificial Lamb Style abhor violence even as they practice it as an art form. These practitioners love all life are, in a real way, connected to it. They are loathe to end it, but that does not mean they are not effective warriors. Part of loving something is, after all, being able to defend it. Adopting this form the martial artist strikes blows using his fingers, palms, and complex patterns of delicate touches with his fingertips, specifically aimed at his opponents vital chakra points. This inflicts a very special type of bashing stunning damage. Treat it as bashing, but because the martial artist's blows are in harmony with the essence of life, no living creature may use its natural soak against these attacks. Only armor soak is applicable. A character who suffers this special stunning damage doubles the effect of his wound penalties. The stunning damage heals naturally twice as fast as normal bashing damage. Inflicting stunning damage upon a target who is Incapacitated does not inflict lethal damage or otherwise harm the target any further. While this form is active the martial artist may parry lethal damage while unarmed.

LIFE FROM DEATH ATTITUDE

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

Keywords: Combo-OK

Duration: Until next action

Prerequisite Charms: Sacrificial Lamb Form

Just as the essence of life is bound to the cycle of life and death, decay and renewal, so to does the ever compassionate Sacrificial Lamb stylist harvest Essence from his own wounds. This Charm allows the martial artist to regain one mote for every dice of lethal damage rolled against him, or one mote for every two dice of bashing, after soak is applied. Alternately, at essence 3, he may regain one Willpower for every two successes on a post-soak damage roll.

STRIKING FROM UNDERSTANDING COUNTER

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

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Sacrificial Lamb Form

The Lamb gazes upon the violent souls of her opponents not with hate, but with pity. She knows the poison in their souls intimately and wishes only to see them rise above it. From this understanding and empathy she gains an unparalleled ability to thwart the violent tendencies of her adversaries.

Invoking this Charm, the martial artist understands her foes hostility and how best to counter it. The martial artist then parries or dodges the attack, adding her Compassion score to the DV of her choice. Should she successfully defend herself, she may make a counterattack at her full dice pool. She may also add a number of extra dice to this counter equal to the number by which her DV exceeded the initial attack roll. This counter attack, if successful, must either inflict the special stunning damage as if the Form Charm were active, or otherwise does no damage, instead knocking the opponent back a number of yards equal the counterattack's raw damage. Hitting something hard, mid-flight, might cause damage, but the counter blow itself does not.





POWER FROM WOUNDS PRANA

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

Type: Reflexive (Step 10)

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Striking from Understanding Prana

Though the wounds of their enemies may weaken their bodies, the Lamb stylist can draw strength from such injury. Indeed, for every lethal wound he suffers in the tick he activates the Charm, the martial artist may add a number of dice equal to the wound penalty that losing the health level imposes to a number of traits equal to the number of health lethal levels of damage he has currently lost. This Charm can augment any Attribute or Ability, but no other trait. The bonus dice cannot be split and must be all added to one trait. (For example, if Sue lost her third health level [a -2 in this case], and she activated the Charm, she would be entitled to give three traits a two-die bonus, one trait a four-die bonus and one trait a two-die bonus, or one trait a six-die bonus, but could not give six traits a one-die bonus). This bonus may exceed normal limits on dice added from Charms only when they are modifying values affected by wound penalties, and only insofar as they compensate for the wound penalty.

GENTLE SUBMISSION TECHNIQUE

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

Type: Supplemental

Keywords: Combo-OK, Crippling

Duration: Until Released

Prerequisite Charms: Life From Death Attitude

The Sacrificial Lamb never seeks to destroy his foe, such an concept is utterly alien to this styles philosophy. However, sometimes it is necessary to disable a particularly troubling enemy. This Charm supplements an unarmed Martial Arts attack, allowing the martial artist to strike a vital cluster of chakra points on the body with his fingertips. On a successful attack, the martial artist may spend four motes to force her enemy's immediate submission. The target's player rolls (Stamina + Integrity) at a difficulty of the Martial Artist's Essence . If the roll fails, the target falls to his knees and cannot move from that spot unless the martial artist releases the charm. She can move past him, talk to him, offer words of guidance and wisdom. Since her victim can't stand or shift his legs, he cannot use his Dodge DV at all. Any physical action he manages to take suffers a -2 external penalty, and his Parry DV decreases by two. The target may, on his next action, spend a Willpower point for a (Stamina + Integrity) re-roll, the difficulty of which is reduced by one, but if he fails again, he remains at the martial artist's mercy. The target remains crippled in this sway until they succeed in such a roll or until the difficulty drops to 0.

CURSE OF EMPATHY TECHNIQUE

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

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Gentle Submission

The Lamb shares an empathic link to all creation around him, this is the source of his strength but also what motivates his extreme self sacrifice. Sometimes the callousness of his foes can only be countered by giving them a glimpse of the pain they cause others. Once an attack connects, the Exalt invokes this Charm to share the pain with her foe. For every level of damage (not every die of damage) the martial artist suffers, her attacker suffers two dice of unsoakable stunning damage.

BLOOD OF THE LAMB RENEWAL

Cost: 3m per hl; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple (Speed 5, -2 DV)

Keywords: Obvious, Touch

Duration: Instant

Prerequisite Charms: Power From Wounds

The Martial artist's compassion knows no limits. His sympathetic link to the world around him is so strong he may even absorb the pain of others into his own body, where he can then heal them. All the martial artist must do is touch the injured subject and temporarily merge their Essences. The target then heals one health level for every three motes the Sacrificial Lamb stylist spends. The wounds pass from one party to the other, and the Lamb stylist immediately suffers the appropriate wound penalties, as the cuts and gashes appear on his body. This Charm can transfer any type of damage, even aggravated, but always transfers the most serious damage first.

THE LAMB BLEEDS FOR ALL

Cost: 10+m, 1+wp, 1 hl; **Mins:** Martial Arts 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Obvious, Shaping

Duration: One scene

Prerequisite Charms: Curse of Empathy, Blood of the Lamb Renewal

The pinnacle Charm of the Style represents the ultimate act of empathy and compassion. Activating the Charm, the martial artist spreads his arms in a gesture of love and compassion for the world, golden essence expands from her open arms, cloying tendrils of golden essence wind their way through the air (Essence x 5) yards around the martial artist, these tendrils of vaporous golden Essence pass into the target's mouth, nose and pores, saturating them with the martial artist's compassionate Essence. The martial artist must spend the base cost of the Charm, plus two motes and one Willpower for each additional target after the first (up to the martial artist's Essence). Thereafter, every time physical harm befalls the Lamb, it also befalls those attuned to him, conversely, should he heal damage, those affected by this Charm also are healed. Mechanically, this means that each level of damage that the character suffers is also suffered by those connected to him. The Sacrificial Lamb Masters avoid using this Charm to kill at all costs, however it is a possibility. Furthermore, should a character be using this Charm while she is killed, all those attuned to her must roll (Stamina + Resistance) against a difficulty of the martial artist's Essence or immediately fall to incapacitated.



CHAPTER THREE

THE LOTUS BLOSSOM

This section contains a single Sidereal martial arts style.

ENDLESS RIVER OF SECONDS AND HOURS STYLE (TIME)

Some say time is a River. A vast stream down which all people and events travel, carried, to the end of their days, by its irresistible flow. They are wrong. Time is not a river. It is a concept, which integrates the numerous manifestations of natural entropy, fate and causation into one continuous, but illusory, linear path. No, there is no objective flow of time, only the perception of one. And yet, events do flow in a sort of linear progression, causality is progressive and fate does, like a river, run its course. Perhaps Time is not a river, but it can be understood, and indeed manipulated, as one. It is from this wisdom that this style emerged. Indeed, much of its appeal is derived from the fact that, by manipulating the subsidiary realities that underpin an abstract concept, they have reified and empowered that concept in a way that few would imagine possible. The River Exists, not because it Exists, but because it could exist, and from that potential flows this style's power. Exercising control over this power, they become daunting adversaries or valuable allies. They couple great destructive power with improbable insight, even for Sidereals, into the workings of Fate and the shape of things to come.

The Pattern Spiders loath this style's subversion of the Loom's power, Sidereal practitioners of this style often complain that they gain paradox far quicker, and have a harder time interacting with the Spiders. There is no proof of this, The pattern spiders certainly never betray their distaste openly, but the num-

ber of complaints continues to grow. Why the Spider's seem to dislike this style is anyone's guess. Those who are prone to arrogance say it is because they begrudge the river its power, believing that a mere concept, no more substantial than whatever ephemera comprises human thought, should exert power over their domain. Others cite the number of snarls and tangles in fate this style causes, which leads to extra work for the spiders. A small few whisper in hushed tones of this style's uncertain origins and suggest that the River might have been a concept of primordial creation, which never was realized because Auctothon instead constructed the Loom, but which lingers on as a specter in the ambient essence of creation. "Certainly," they say, "This would explain the unusual, often fate defying, but still Creation-bound, powers of this style." Of course, everyone else says these people are crazy. It is known, however, that should there ever cease to be a living master of this style, the entire martial art would vanish from memory and need to be re-created, likely as something quite different, though no one is sure how this is known, or what the new style would be like. Indeed, perhaps it has already happened, there is no way to know. This is not a major concern as the style remains fairly popular.

This style is incompatible with armor and may not be used with weapons.

NB: The First three Charms of this style are Tiered, they become available as alternate powers for that Charm (at rising costs) when the Martial artist both meets their requirements and when he learns the Form. Some Speculate that there may be Second and Third Tier versions of the Elder Sutra Charms,



but none have ever been found and attempts to discover the m end, in failure or, in some cases, gruesome death.

Student Sutra of Time: Once There Was A Maiden who lived by a running stream

RUNNING WITH THE CURRENT

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

Keywords: Combo-Basic, Obvious, Touch

Duration: Five-Actions

Prerequisite Charms: None

All day she'd tend her garden,

Character's Move and Dash action's take place outside the normal flow of time. This allows her to move and dash 4x her normal distance per tick. She moves with such speed that body appears as a blur of color and motion. Though she moves swiftly, she is just as vulnerable to attack when she is not moving. However when she takes a dash action all attempts to target her body, which appears as nothing but a vague streak of color, with ranged attacks fail unless they are supplemented by Charms, and even then they suffer from a -5 external penalty. To her the world slows to a crawl, for she has separated herself, in some small way, from the normal flow of time, but to every-one else she is merely moving with impossible speed. The only time her motions return to their normal rate are when she is interacting with another entity physically or when she is not taking a Move or Dash action.

Second Tier: (Martial Arts 5, Essence 5; 8m 1wp) At this Level of Mastery the sidereal may apply the benefits of the first Charm to (essence) willing targets. She may also extend the duration of the first charm, for her own purposes, to One Scene. Finally, she may use her increased understanding of how to manipulate the Endless River to further separate herself from normal time. This Effect lasts Five Actions At this level of chronological de-synchronization she is further separated from the flow. The world around her becomes hazy. Faces are difficult to discern and the light appears muted and gloomy. While this Charm is active, her move and dash distances are multiplied by six, and no mundane attack can target her, even when stationary she still apart from times flow and therefore moves with speed that defies comprehension. Attacks enhanced by Charms may hit her, but they suffer a -5 external penalty, even while she is NOT taking a dash action. Her godlike speed makes her hit harder. Given the speed of her movements, even her weakest blows can pulp organs and break bones. Attacks made while this Charm is active add Martial Arts dice to the raw damage. However, due to her inhuman speed, it becomes difficult for the martial artist to target foes who move, from her perspective, at a snails pace. The blurring and light distorting effects of this more advanced speed, don't help either. She takes a -3 internal penalty to all attack rolls against targets that are not ALSO using this Charm.

Third Tier: (Martial Arts 6, Essence 7; 15m 1wp) The final Tier of Understanding represents total mastery of the art of Running With the Current. She May, by paying the mote cost for this third tier of this Charm she may extend the effects of the second tier version to a number of allies equal to her Essence. Or She may activate the most advanced version of this Charm, which lasts the standard 5 actions. The whole world seems to fade from view, even the brightest light seems dim

and pale, people are utterly unrecognizable. Characters must succeed at a (Perception + Awareness) Check at a difficulty of 3 to identify the people she sees. She also suffers -6 internal penalty to non-inanimate target any opponent NOT Running With the Current, with an attack and a -3 penalty against anyone who is not using the 3rd tier version of the Charm. On the bright side, this Charm allows the character to move up to 1 mile per tick on a move action and 2 on a dash action. They are considered invalid targets for any attack that is not perfect, unless the attacker is also using at Running With the Flow. Even if this Charm is being used attacks still suffer a penalty of -4 if they are made with the first tier active or -2 if they are made with the second tier active. While this Charm is active the Sidereal's unarmed attacks deal lethal damage, if they didn't already, and she adds Martial Arts successes to the damage roll and counts 10's twice. The wounds inflicted by these attacks are often spectacularly gory and explosive due to the high velocity of the attacks.

REFUGE FROM THE RIVER

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

Type: Supplemental

Keywords: Combo-Basic, Touch, Shaping

Duration: Indefinite

Prerequisite Charms: None

She loved the blossoms, red and green

The martial artist touches an object that is no larger than a suit of armor and gently presses it outside the flow of time, giving it a modicum of permanence. The object becomes immune to mundane damage and wear and tear. Environmental effects do not harm it, nor do mundane attacks. This Charm offers no resistance against magical damage or decay, caused by Charms or sorcery, and cannot be used on an artifact or a living being. Furthermore it cannot affect an object outside of fate. Baring these restrictions any object affected by this Charm is utterly impervious to harm. This protection lasts for as long as the motes remain committed to this Charm. The Fate of an object affected by this Charm becomes rigid and immutable, this frustrates the pattern spiders who must work around it.

Second Tier: (Martial Arts 5, Essence 5; 10m 1wp) Functions the same as the First Tier Charm, but it can target objects as large as a yeddim. However, this object, because of the degree to which it is separated from the flow of time, becomes totally rigid. Clothing, armor, indeed anything that is meant to be flexible, or has moving parts becomes as rigid and unable to move or bend at all, even hinges do not function. By paying the price of for the Tier Two effect the Sidereal can make an object *already* affected by the first tier of this Charm permanently timeless.

Third Tier: (Martial Arts 6, Essence 7; 12m 1wp) May make objects effected by the second tier permanent. Furthermore this Charm now affects objects the size of a manor house, temple, or any other large, but continuous, structure. This Charm's powerful scope presses the object even further beyond the flow of time. Items thus affected may not be moved at all, no part of them can bend, hinge or change position (Should such a structure be capable of changing positions then it, itself, becomes immovable). This can, needless to say, be beneficial. A final application of the third tier is the ability to, for no longer than

one scene, make an Item *already* affected by the first or second Charm impervious even to sorcery or magic for one scene. After this time that character can never use any iteration of this Charm on that object again. The pattern spiders firmly reinforce it's attachment to the power of Fate.

RUST AND RENEWAL DUALITY

Cost: 6m; **Mins:** Martial Arts 5, Essence 4; **Type:** Supplemental

Keywords: Combo-Basic, Obvious, Touch

Duration: Instant

Prerequisite Charms: None

By dusk the petals withered and the River Carried them Away

Time is A River. Like a river its flow can be re-directed to nurture a region, to starve it of water, or to drown it in a flood. The Martial artist who uses this Charm can use his command over the endless procession of time to cause objects to instantly grow older or younger. With a touch a character may age a single object, or part of a structure, by 50 years. He could cause a door to rot and rust, a sapling to grow into a fully grown tree, or a dead body to turn to ash and bone. He can also reverse the effects of aging on an object. Advancing an object forward through time only causes it to undergo natural processes such as maturation and decay, therefore this Charm cannot be used to speed crafting. However it could be used to unmake a crafted item (by winding it back through the flow of time until it unraveled into its component parts.) This effect is instantaneous, allowing for a character to use it for any number of interesting stunts, from raising a fully grown tree out of the ground in front of her for cover against archery, to causing the wooden floor of a building to rot and turn to dust, or to turn an opponent's weapons or armor to useless bits of rust. Using this Charm to alter a piece of an opponent's equipment requires a successful (Dexterity + Martial Arts) attack which suffers the normal penalties for a called shot, it may also be activated by a martial artist who is in control of a clinch.

Second Tier: (Martial Arts 5, Essence 5; 8m 1wp) At this level, the martial artist may choose advance an object even faster down the Endless river. She may age an object she 100 years.

Third Tier: (Martial Arts 6, Essence 7; 10m 2wp) At this level the sidereal may age an object 1000 years, causing even the hardest of materials to decay and fall apart.

GAZING UPSTREAM

Cost: 7m **Mins:** Martial Arts 5, Essence 5; **Type:** Simple (Speed 4)

Keywords: Combo-Basic

Duration: Instant

Prerequisite Charms: Refuge From the River, Rust and Renewal Duality, Running With The Current

She did not mourn their passing.

The Sidereal is conscious enough of his place in Time's flow that he can peer into the wake of specific entities and see where they have been and what they have done. The martial artist rolls Perception + Martial Arts + Essence against the target's MDV. If he succeeds he then rolls (Essence + extra successes) to learn the value of four of the character's Abilities or attributes, plus every everything that happened to them for a num-

ber of days equal to the successes rolled. Should the Storyteller see fit, the martial artist may also learn about any formative events in the character's past. This knowledge comes to him all at one, washing over him in a wave of understanding.

ENDLESS RIVER OF SECONDS AND HOURS FORM

Cost: 12m; **Mins:** Martial Arts 5, Essence 5; **Type:** Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Gazing Upstream

She'd plant again the next day.

The Sidereal parts the waters of time and steps into the space between instants. Still a part of the flow of time, and yet utterly separate from it, the Sidereal slips even outside the power of the loom. He becomes an observer of the river's flow, aware of its totality, of its course, but not caught up in its currents. This has profound effects on how the world appears to the sidereal. Events around him slow to an impossible crawl, as if the world were submerged in thick molasses. His perspective widens and he gains a 360 degree field of view. More impressively, his sight stretches a few moments into the future as well. He sees not just the present, the events of the next few seconds. Phantoms of events that are about to occur or of actions that will soon be taken presage the actual events or actions by several seconds. This prescient vision is superimposed on his normal field of view, but, because everything moves so slowly, does not distract or hinder his sight. This prescience does not extend to his other senses, he cannot hear, touch or smell anything that hasn't happened yet. He may, however, as a diceless reflexive action examine any character he can see and know what, if any, action they, as of the moment he looks at them, will take in the next six-ticks, or the next time they can act (whichever comes first).

This information should be general, but subject to change only if something interacts with that character in a way which would force him to change his intention, the knowledge the Sidereal gains is general and along the lines of "Attack character X, Run Away, Cast a Spell" etc. Once this ability is used, the Sidereal must wait for his dice pool to refresh before it can be used again. The Sidereal is automatically attuned to his own fate and can sense immediately when he is subject to an attack. He is immune to surprise and can detect traps automatically as long as the Charm is active. Because his sight encompasses 360 degrees even attacks which come from behind do not come as a surprise.

Finally, He is also aware of any immediate threat to any ally within (Essence x 3) yards who he can currently see. Should he choose to reflexively spend 3 motes, he vanishes blur of motion, rushing to his companion's aid with speed possible only to someone who stands apart from time. Interposing himself between his ally and their assailant, he immediately becomes the target of the attack and may parry or use defensive Charms, but not dodge, on her ally's behalf. All the awareness enchanting effects of this Charm automatically fail to register creatures outside fate (Certain raksha and other Sideareals using this Form), and beings which are truly invisible (such as through the Charm Dematerialize). This Charm automatically ends if the Sidereal is subject to a Charm which brings him back under the Loom's power.



MOUNTAIN CARVING PASSAGE

Cost: 10m, 1wp; **Mins:** Martial Arts 5, Essence 6; **Type:** Extra Action

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisite Charms: Endless Stream of Seconds and Hours Form

Elder Sutra of Time: The Maiden loved the river

The martial artist skips over the surface of the river of time, dancing around the same moment like an exotic insect balancing on the surface of a flowing brook. Thus his speed is augmented a thousand fold and, for an instant, his omnipresent. The Sidereal Makes three unarmed Martial Arts attacks with her full dice pool. Every opponent within a seven-yard radius of her is subject to each attack and must defend against them as normal. A legion ghostly, flickering, images of the martial artist seem to permeate the entire area, blinking in and out of existence and striking at his opponents. The martial artist ignores counterattacks, except those which inflict damage on anyone who touches the target, such as anima power of the fire aspected Dragon-Blooded, for she most still be in contact with the character to affect them. Normal attempts to strike at the flickering images of the martial artist fail. The martial artist is not, after all, there. She is everywhere.

SCOURING WAVE OF AGES STRIKE

Cost: 12m, 1wp; **Mins:** Martial Arts 6, Essence 6; **Type:** Simple

Keywords: Combo-Basic, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Mountain Carving Passage

For All the world flowed through it.

The river meanders on, and all things in its flow eventually are worn away. For this is the river's nature. So too, does time eventually wear down even the greatest of titans. As a practitioner of this style advances towards mastery, he learns to cause people to suffer the ravages of time far more rapidly. A character using may strike any visible target, regardless of how far away they are. Activating this Charm the character traverses the distance between him and his target instantaneously and strikes a blow which channels the full force of millennia directly into their body. This attack inflicts its damage normally, adding the martial artist's Essence as automatic successes on the damage roll.

The target's player must also attempt a reflexive (Stamina + Integrity) roll against a difficulty equal to the Sidereal's Essence. If that roll fails, the weave of that person's fate crumbles into to glittering motes dust on the loom as thousands of years of life and hardship are channeled into it with unstoppable force. The victim's their skin rots, turns to ash, and they crumble into a pile of ash and bone. This process takes five ticks, during which time, unless the character is protected by an effect, which negates shaping (Such as Integrity-Protecting Prana), or takes her out of the loom's power. This will halts the Charm's effects, but will not reverse them. Even if she should be saved, she suffers a number of levels of aggravated damage equal to the number of ticks that elapsed before she could be saved, this is often enough to kill on its own.

CUT FROM THE FLOW PRACTICE

Cost: 10m, 2wp; **Mins:** Martial Arts 6, Essence 7; **Type:** Supplemental

Keywords: Shaping, Combo-Basic

Duration: Varies

Prerequisite Charms: Scouring Wave of Ages Strike

She tarried by the river and longed for its touch,

With a few well placed touches the Sidereal can set a living being free from the flow of time itself. This requires a simple touch, or a successful unarmed Martial Arts attack if the subject is unwilling. This Charm functions similar to Refuge from the river except that it can be applied to living beings. Mortals subject to this Charm gain 10L/10B natural soak and a hardness of 5. They also ignore all sources of mundane and environmental damage. Indeed, any mundane attempt to alter the character's form automatically fails. Tattooing needles break against his skin, wounds cannot be closed, but no blood is lost. His body is ageless and unalterable. The minds of those who have been Cut From the Flow are equally static, they ignore all natural mental influence (even if it is in line with their motivation), not supplemented by Charms. Though a character targeted by this Charm no longer requires sustenance, he can also no longer eat, or drink, and doing so causes them to vomit violently. Most shockingly of all, the character can no longer spend experience to learn new skills, develop attributes, or improve virtues. His mind has become too rigid and immutable. Being cut from the flow of time also cuts them out of fate itself. Magical effects bypass this protection, although the soak and hardness still applies. Effects, which bring a character back under Fate's power, end this Charm immediately.

Cut From the Flow has significantly reduced effects against exalts. Their essence structures are already permanent, and are not as mutable as a Mortal's, nor are they as easily displaced from time's flow. An Exalt targeted by this Charm may reflexively resist this Charm by succeeding at a (Stamina + Integrity) roll at a difficulty of the Sidereal's essence. Even if they are effected by this Charm, they may spend two willpower to dismiss its effects for a day. This Charm is dispelled once they spend a number of willpower equal to the Sidereal's Essence. They also only gain half as much soak and hardness. They may still be pressed outside of fate through this Charm's use and are still made impervious to non-magical harm, but they may resist this effect with Charms or Lunars with tattoos may not be affected by this Charm. This Charm remains active as long as the Sidereal keeps motes committed. Its effects may be made permanent by expending one point of permanent Essence.

STRIDING UPSTREAM PRACTICE

Cost: 14m, 1wp; **Mins:** Martial Arts 6; Essence 7;

Type: Simple

Keywords: Obvious

Duration: Two Days

Prerequisite Charms: Scouring Wave of Ages Strike

But the river could not love her and be the River

To a Master of this style misfortune is something that happens to other people. When she learns this Charm, the character's understanding of the temporal river is so comprehensive that he may wade against its current, a little bit anyway. The Sidereal commits Essence to the Charm and executes an elaborate





kata as only an Endless River stylist could, by performing all 108 postures simultaneously. The sight of this kata is as beautiful as it is mind-bendingly impossible. This Essence-fueled temporal distortion the sidereal generates cuts that instant off from the normal flow of time and preserves it in a chrysalis of essence.

For the next two days, as long as the Sidereal keeps her Essence committed, a perfect metaphysical imprint character's physical self, as they were at the moment they executed the kata, is isolated from the time stream. While this effect is in place, the Sidereal may act without fear, because she knows that she can, at a moment's notice substitute her current state of being for the 'saved' one. She need only reflexively spend a point of willpower and her body is restored to condition it was in when she activated the Charm. Mechanically, her All her traits, permanent or temporary, instantly revert to exactly what they were when she activated this Charm.

If the character dies while motes are committed to this Charm, and she has willpower to available, the reset effect will trigger automatically, effectively returning a character to life. This effect is not flashy, or necessarily obvious, but it can be. If a poisoned sidereal uses this Charm, then she appears to simply have shrugged off the poison's effects. However, if a Sidereal is bleeding and near death one moment and then utterly refreshed and unscathed a second later, observers will likely suspect the supernatural. This Charm suffers from two major restrictions. It cannot be used to negate the cost of Charms or spells that require the character to spend permanent Willpower or Essence to fuel (such as the Greater Sign of the Maidens). Also, once it has been used, the Kata must be re-performed and essence re-committed before it can be used again. Given the level of concentration required, this is not possible to do during battle. The pattern spiders resent the snarls and tangles in the loom that this Charm causes. The punish users of this style for their presumption in meddling with the causal flow of the world, and for making their hectic lives that much more busy.

PRISON OF THE FROZEN INSTANT

Cost: 20m, 2wp; **Mins:** Martial Arts 6, Essence 7; **Type:** Supplemental

Keywords: Combo-Basic, Obvious

Duration: One scene

Prerequisite Charms: Cut from the Flow Practice, Striding Upstream Practice

So the River did not touch Her

Time is not a river, but it flows like one, and each person leaves a wake as he travels down the endless stream of moments. In this wake there are ripples and eddies and vortices where tried to hold on to a moment, to futile though it may be, to balk the flow of time. Inevitably, no one can truly resist the currents of the River of Ages, and such moments slip away. The act of resistance leaves a permanent mark upon the character's being, a mark that denotes a time that was, for whatever reason, especially dear to the character. This Charm exploits such foolish attachments.

This Charm supplements an unarmed clinch attack. On a successful clinch the martial artist studies the ripples and eddies of the character's past. He then rolls his (Essence + Martial Arts + Perception), which may benefit from Excellencies as usual, against his victim's MDV. If he succeeds, he selects a

particularly powerful moment in the character's past and hurls the character right into the middle of it. The victim of this Charm vanishes from this world and is emersed in a second, self contained, universe that exists elsewhere, this universe is comprised entirely of a blissful or otherwise significant moment in the character's life preserved for eternity.

The martial artist does not know what the moment is, only that it is dear to her target, who will be disinclined to escape from this paradise. The victim appears in this world, disoriented and unsure of what happened. He must succeed in a (Perception + Occult) roll a difficulty equal to the martial artist's extra successes on the initial (Essence + Martial Arts + Perception) to even recognize the illusory world for what is. This roll's difficulty reduces by one each time it is attempted until the character succeeds. Even then, she must spend 3 willpower to escape the illusion. Time passes irregularly in this semi-real world, and this escape should be dramatic, resulting in the character coming to terms with his loss and shedding old attachments. He emerges from the world with full Essence pools and renewed resolve. If the Storyteller decides to roleplay out his time in this phantom world, then it would be appropriate to give him some small experience reward.

Either way, the next time the character sleeps she regains all her spent virtue channels and regains all her willpower. This effect is potent and sidereal practitioners of this style often use this technique on themselves and their students to train them to come to grips with loss and adopt a level of detachment appropriate to a master of this style. A character affected by this Charm is Elsewhere while imprisoned and cannot be harmed.

KINGDOM DROWNED IN THE RIVER

Cost: 15m, 2wp or 25m, 2wp; **Mins:** Martial Arts 7, Essence 7; **Type:** Simple (DV -3)

Keywords: Obvious, Shaping

Duration: One action

Prerequisite Charms: Prison of the Frozen Instant

So she lingers by its banks and hopes that one day it will.

This Charm reflects a perfect understanding of the Metaphor of the Endless River. Through it she exerts true control over the flow of time to great destructive consequence. Weaving her hands through the air, she catches the strands of fate her fists and snarls them into a great tangle. Then, with a great force and savage purpose she rends them asunder, unraveling creation itself around her. A circle of desolation spreads out from her body in all directions, reducing her surrounding into the ash dust, and base elements from whence it came and to which it must surely return.

This zone of instant entropy extends from her body for 60 yards, at a cost of 15 motes, or 100 yards for 25 motes. Either way, activation also costs two Willpower. Anything living creature caught in the entropic wave suffer 10 dice of aggravated damage and, which is unblockable, undodgeable and bypasses armored soak and hardness. Indeed, the entropic wave is so potent that mundane weapons and armor instantly rust and corrode, being destroyed or rendered useless. The desolation is pervasive, and passes into any structure less air tight than a fallout shelter. This Charm's use leaves the landscape desolate. Plant life, if any survives, is dead and petrified. Buildings, which might have been new a moment earlier, now resemble thousand



year old ruins. This cosmetic degradation takes place even if the actual effect doesn't seriously damage the structure. The dragon-lines of the area affected by this Charm are tainted by the flood of degenerative essence. Though the area is not, necessarily, going to become a shadowland, it is certainly possible, especially if this Charm is used more than once in the same area. Regardless, characters in the region respire essence as if they were within a shadowland, plants do not grow there, and animals avoid the region. If used within a demesne it temporarily lowers that demesne's rating by half. Used within a manse it could, at Storyteller's discretion, cause the manse to suffer the effects of power failure, or similar mishap.

Finally, because this Charm temporarily subverts and destroys the area's connection to the loom, the entire area is considered outside fate as long as the taint lingers. This miasma of decay remains in place for a number of weeks equal to the martial artist's Essence.

