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THE LOOM 2.0

INTRODUCTION

WHAT'S ALL THIS, THEN?

This project is, first and foremost, an attempt to translate the First Edition Sidereal Charm set into Second Edition. It's not about "fixing" things, past or present. The ideas and themes present in First Edition are paramount, though certain liberties are taken. One of the guiding philosophies herein is that any given thing a character might do should have, at worst, rough mechanical guidelines. Sidereal Charms produce and deal with a wide variety of very nebulous ideas and effects, but Exalted as a system can be surprisingly good at handling such things.

Again, I think it must be stressed: This is about moving the thematic and, where possible, mechanical elements of First Edition Sidereals into Second Edition. If you think Athletics shouldn't be an Endings Ability, or that Integrity shouldn't be a Battles Ability, this project isn't for you.

ASSUMPTIONS

DVs

One of the most immediately important assumptions of this document is that DVs are not and never should be treated as external penalties. They may be ignored by specific things (such as Solars' Evidence-Discerning Method or Understanding the Court), but they are treated here as simplified contested rolls. They produce a difficulty, and ties are broken in favor of the defender.

OFFICE POLITICS

Present in Sidereal Charms and other powers are what may seem to be close ties to the offices and gods of Heaven. These may seem to be too close, particularly in Charms that include in their mechanics some value that is entirely Heaven-based, such as those that involve Backing or Connections. This is a deceptive situation. It is a Sidereal's job to carry out some of the Maiden's work and to work with Heaven. They are special agents of the Incarnae like no other Exalted, and they are tied to their purposes like few non-spirits.

But this is superficial. The Exalted are autonomous, titan-slaying weapons, each in their own way. The Sidereal Exalted are not different. They do not require the Maidens, or Heaven, to function in their capacities. Including Backing in a Charm's determination of effect is a perk, not a necessity, a resource to draw on that doesn't need to be there. Only by destroying the engine of Fate, Creation itself, could the Seers be significantly and permanently disadvantaged, and even that is not a sure thing. Many of their Charms would lack proper targets, but as the Lunar Exalted show even Exaltations can adapt, however disadvantageously, to a situation.

FATE & DESTINY

Please keep in mind that, as noted in the Prophecy pseudo-Background and **The Manual of Exalted Power—Sidereals** itself, fate is a form of likelihood and destiny is a plan. No one is subject to determinism in Exalted except as far as someone stronger can force them to follow a course of action.

SIDEREAL EXPERIENCE COSTS

Unless otherwise noted, Sidereals pay the same experience and train the same amount of time as Solars (**Exalted**, p. 274).

Trait	Cost	Training Time
Caste/Auspicious Sidereal Charm	9	(Min. Ability) days
Out-of-Caste/Non-Auspicious Sidereal Charm	11	(Min. Ability + Essence) days
Terrestrial or Celestial Martial Art Charm (Martial Arts Caste/Auspicious)	8	(Min. Martial Arts) days
Terrestrial or Celestial Martial Art Charm (Martial Arts Out-of-Caste/Non-Auspicious)	10	(Min. Martial Arts + Essence) days
Sidereal Martial Art Charm (Martial Arts Caste/Auspicious)	10	(Min. Essence) weeks
Sidereal Martial Art Charm (Martial Arts Out-of-Caste/Non-Auspicious)	12	(Min. Ability + Essence) weeks
New Astrological College	5	3 weeks
Increasing Astrological College	(3 x rating)	(rating) weeks
Essence (up to 3)	(9 x rating)	immediate
Essence (4+)	(9 x rating)	(rating) months

SPECIAL RULES

SIDEREAL CHARM LIMITATIONS

Unlike Solars and Lunars, Sidereals base the limitations of their Charms off of their expansive enlightenment. That is to say, they can not add more dice to their dice pools than their permanent Essence. This restriction is also reflected in how the Sidereal Exalted increase static values, which is otherwise the same as described on *Exalted*, p. 185. In Charm conflict, the Sidereal Exalted still roll associated Attributes and Abilities, or (Essence + Ability) if there is no associated Attribute.

Sidereal Charms can manipulate many things that “normal” Charms don’t, or they make extremely broad statements. As with other Charms, no effect can avoid the cost of a Charm, including health level costs, without negating the activation of the Charm whose cost is being avoided. Likewise, nothing—not even Duck Fate—allows Sidereals to avoid gaining Limit or suffering the pattern spider bite they so richly deserve. Neither can a Sidereal Charm allow travel to or from Malfeas at a speed faster than five days.

NEW AND EXPANDED KEYWORDS

Artillery—Charms with this keyword either apply only to artillery weapons or have a special function when used with such weapons. Artillery weapons are marked with the ‘A’ tag and many mundane artillery pieces are described in *Scroll of Kings*,

BEING AND BEINGS OUTSIDE FATE

Many things are clearly and always outside the bounds of fate, making them resilient against or immune to the effects of Charms with the Fate keyword. Locations include any deeper in the Wyld than the Middlemarches, Malfeas, the Labyrinth of the Underworld, Autochthonia and manses with the Outside Fate power (*The Books of Sorcery, Vol. III—Oadenol’s Codex*, p. 76). Beings that are always outside fate include all titans (Primordials, Yozis, Neverborn), Infernal and Alchemical Exalted, unshaped Fair Folk, hekatonkhire, Third Circle demons, Second Circle demons and Deathlords.

Some things exist in a state of flux with relation to fate. The Underworld at large and the Wyld’s Middlemarches and Bordermarches are not tied to the Loom as Creation proper is, but they can be afflicted with destiny as if they were. Beings that are too weak or not protected by a greater entity may also be subject to the Loom’s dictates merely by virtue of their being inflicted upon them. Such creatures do not have destinies according to the Loom and so can not have astrological effects tied to them, but they may still be affected by astrology and Fate Charms as if they were any normal part of Heaven’s plan. These beings still disrupt fate with their presence, but such disturbances remain minor as long as they are handled swiftly.

Entities that are nominally outside fate but may still be afflicted with its effects normally include: First Circle demons, ghosts, mortal natives of Autochthonia, commoner Fair Folk and Fair Folk minions, and those suffering *Wyld Assimilation* (*The Compass of Celestial Directions, Vol. II—The Wyld*, p. 147).

p. 136-141. Existing Charms that should carry this keyword include: Trance of Unhesitating Speed (*Exalted*, p. 187; weapons with Rate 1 that take more than one Miscellaneous action to reload should be considered to have Rate less than 1), Rain of Feathered Death (*Exalted*, p. 189), Essence Thorn Cannonade (*Dreams of the First Age, Book II—Lords of Creation*, p. 84). The following weapons should be considered to carry the ‘A’ tag, all from *The Books of Sorcery, Vol. I—Wonders of the Lost Age*: implosion bows (p. 130); medium, large and very large concussive Essence cannons (p. 131); Essence twisters (p. 132); lightning ballistae (p. 132) and storm hammers (p. 135).

Fate—Sidereal Charms function by manipulating the fate of the world that suffuses and surrounds the Exalted. Even when venturing beyond the normal bounds of fate, into Malfeas or the Underworld’s Labyrinth, the Sidereal’s thread of destiny can whip about to entangle powerful demons and ghosts. Sometimes, however, a Sidereal Charm’s power relies heavily or entirely on the influence of the Loom of Fate. Such Charms carry this keyword and are less effective or ineffective against beings that are outside fate or in locations beyond the Loom’s reach. By default, Fate Charms can’t alter the target numbers of the dice pools of a being outside fate, nor can they drain them of Virtue channels or Willpower (though requiring Willpower expenditure to shake off influence may still apply). If the Charm is also a Shaping effect, it can not affect a being outside fate unless otherwise stated.

When a Fate effect is restricted to use inside Creation, this usually includes the Bordermarches and Middlemarches of the Wyld, and shadowlands during the day.

Maiden—Some Sidereal Charms work by exploiting the base nature of the Chosen of the Maidens as acting in the capacity as special agents of the Maidens themselves. This authority is something that all Sidereals have naturally, just as they are all priests of their respective Maidens. Others are not so lucky. An Eclipse, Moonshadow or Fiend who learns a Maiden Charm may not actually make use of its effects without authorization, which can be granted only by the appropriate Maiden or head of the Maiden’s Bureau. In the event others somehow learn or gain access to such a Charm, it is up to the Storyteller’s judgment, but he is advised to err on the side of ‘no’ in this regard.

Mandate—When a Simple Charm produces a Mandate of Heaven effect (*Exalted Storytellers Companion*, p. 130), it is assumed that the mote cost of that Charm is deducted from the character’s pool at the beginning of their next played scene. This extends to the mote cost of any Charms in a Combo with the Mandate Charm. The mote costs of reflexive Mandate Charms can be recovered normally during dominion actions and are not missing from the character’s mote pool at the beginning of his next played scene unless he somehow recovered no or too few motes during his dominion’s actions.

Prayer Strip—Some Sidereal Charms are rooted in worldly truths that express Essence in strange wisdom. This wisdom is known to Sidereals by the scriptures of the astrological colleges, though its true scope and origin is unknown to any save the Primordials and perhaps the Maidens. As concatenations of powerful threads of fate, Sidereal Exaltations draw on these fundamental truths to express their powers, so some of their most powerful Charms blatantly rely on the scriptures. These

Charms carry the Prayer Strip keyword, indicating that they require the use of a specially prepared prayer strip bearing the appropriate sutra.

Each prayer strip is made from fine ink and silk paper, usually a Resources •• purchase altogether. If the prayer strip is not consumed by a Charm's use or otherwise destroyed, it may be reused indefinitely. Only prayer strips that an Exalt has created himself may be used to power that Exalt's Charms. Actually preparing a prayer strip is a difficulty 2 (Dexterity + [Craft (Air) or Linguistics]) six-hour dramatic action. A prayer strip may be prepared in as little as one hour by raising the difficulty of the roll to 3, or as little as one minute (one long tick) by increasing the difficulty to 5. Unless otherwise stated in a Charm, readying a prayer strip for use is a reflexive action, much like knocking an arrow in a bow.

When a Prayer Strip Charm is active and the prayer strip is infused with the Essence that allows the Charm to function, the piece of paper becomes magically resilient. Active prayer strips that move about on their own have a Dodge DV of 8 and can apply this DV even against undodgeable attacks; those that are affixed to the Sidereal or a target benefit from their host's DVs, if any. Prayer strips soak damage as inanimate objects (**Exalted**, p. 153-154) with a soak of 10L/10B, 25 Damaged health levels and one Destroyed level. Once a strip loses all its Damaged levels it becomes an inert, mundane piece of paper again and the associated Charm lapses.

Active prayer strips appear as Artifact • items to perceptions such as All-Encompassing Sorcerer's Sight (**Exalted**, p. 222) or Telltale Symphony (p. 36). Actually noticing a prayer strip may be difficult, however, depending on what it is affixed to. However, a prayer strip can not be actively concealed or else the patterns of Essence that infuse it are disrupted and it stops working. This does not mean it can not be a function of the prayer strip itself to mask its presence.

Sanction—The use of Charms with this keyword is closely monitored by the Bureau of Destiny. While the Sidereals are the personally-chosen agents of the Maidens, they must follow the rules, or appear to do so, as best they can. Whether due to lingering animosity, the political realities of a giant bureaucracy or simply disruption of the Tapestry, Charms with this keyword invite scrutiny from others. They produce powerful effects that the Bureau is wary of. Injudicious use of such a Charm is often an offense with a severity one less than the Charm's minimum Essence. Using them to purposely disrupt destinies planned by Heaven is an offense with a severity equal to the Charm's minimum Essence, or even one higher if the effects are wide-ranging or disruptive enough.

Touch—When a Touch Charm targets a group, that does not necessarily mean the character need come into physical contact with every member of the group. Instead, the character must be available to every member of the group, capable of meeting with each individually without necessitating face-to-face time with all of them. It is up to the Storyteller to determine whether or not a character can meet this requirement within the constraints of a Charm's activation, the number of people in the group and the types of communication available.

Virtue—As described in **The Manual of Exalted Power—Sidereals**, p. 125-126.

ASSISTING WITH CHARMS

A number of Simple Sidereal Charms can gain power from the assistance of other Sidereals, even those who do not know the Charm in question. This requires the same effort as if the assistants were activating an identical Simple Charm, counting as their action and imposing the DV penalties of the Charm, but unless otherwise stated assistants need not know it nor do they spend any motes, Willpower or other costs of the Charm.

GENERAL CHARMS

FIRST (ABILITY) EXCELLENCY—

ESSENCE OVERWHELMING

Cost: 1m per die or 1m per -1 internal penalty; **Mins:** (Ability) 1, Essence 1; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Sidereal Exalted, like their divine compatriots in the Celestial Bureaucracy, can bring to bear power based on their enlightenment and position rather than any mundane prowess. This Charm may enhance a roll of (Ability), adding one die for every mote spent, up to a maximum of (Essence) dice. Like any Excellency, this Charm can not "create" actions.

Viziers may also use this Charm to counteract internal penalties to their dice pools, paying one mote per -1 penalty. Unlike adding dice with this Charm, a Sidereal may spend as much Essence to cancel out as much penalty as she wishes. This does not limit the amount of dice she can add to a pool with this Charm, and both functions may be used on the same roll.

SECOND (ABILITY) EXCELLENCY—

ESSENCE TRIUMPHANT

Cost: 2m per success or 2m per -2 internal penalty; **Mins:** (Ability) 1, Essence 1; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Chosen of the Maidens are known for their planning and sure success. Like its counterparts, this Charm allows the Sidereal to add one success to the result of a roll of (Ability) for every two motes spent, to a maximum of (Essence) motes. Each success bought with this Charm counts as two dice bought with the First Excellency for the purposes of dice limits.

Like the First Excellency, a Sidereal may use this Charm to lower internal penalties on a roll, paying two motes per -2 worth of penalty ignored. This does not count towards the maximum amount of motes that can be spent on this Charm.

THIRD (ABILITY) EXCELLENCY—

ESSENCE RESURGENT

Cost: 3m; **Mins:** (Ability) 1, Essence 1; **Type:** Reflexive (Step 4 for attacker, Step 6 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Strange luck follows the Sidereals wherever they go. By paying three motes to activate this Charm, the Sidereal's player may reroll an (Ability)-based roll, taking the most favorable result. A Sidereal may use this Charm to enhance a static value, adding (Ability) dice to the dice pool to calculate that value.

As with the First and Second Excellencies, a Sidereal may use the Third Excellency to reduce internal penalties instead of or in addition to its normal function. Doing so lowers these penalties by (Essence), which does not count towards the maximum dice that can be bought with Charms.

This Charm is incompatible with the First and Second Excellencies. It may be in a Combo with them, but it can not be used to enhance the same roll.

FOURTH (ABILITY) EXCELLENCY—

ESSENCE AUSPICIOUS

Cost: 2m per -1 target number or 2m+, 1wp; **Mins:** (Ability) 2, Essence 2; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The capacity of the Sidereal Exalted to manipulate fate is an intrinsic part of what they are and what they do. This Charm enhances an (Ability)-based roll, reducing the target number of the dice by one for every two motes spent, to a minimum target number of 4. This applies to all dice in the pool. Each -1 target number bought with this Charm counts as a die bought with the First Excellency, limiting the number of dice an Exalt may add to the roll with Charms. This Charm itself is not limited in the same way, so an Essence 2 Sidereal can use it to lower the target numbers of actions by more than 2. When used to enhance static values, every two motes adds one to the static value. This ignores the usual cap on DVs.

Alternately, the Sidereal may pay the motes necessary to lower the target number of a roll to 3 along with a point of Willpower to convert every die in the dice pool into a success. Each -1 target number still counts as a die bought with the First Excellency. Used to enhance a static value, this function of the Charm increases the value by an amount equal to (Ability).

PROFITIOUS (ABILITY) ALIGNMENT

Cost: 2m+, 1wp or 1m+, 1wp; **Mins:** (Ability) 4, Essence 3; **Type:** Simple

Keywords: Combo-Basic

Duration: One scene

Prerequisite Charms: Any (Ability) Excellency

With consummate knowledge of her destiny, the Vizier plots an easier path for herself. This allows her to exploit her fate to lower the effort of using her Excellencies. This Charm provides a discount on the mote cost of activating the First, Second, Third and Fourth (Ability) Excellencies on any given roll. This discount applies to the total cost of all these Charms in a single instant.

Normally, a Sidereal may commit up to (Essence x 2) motes to this Charm, with each two motes providing a discount of one mote on Excellency use. Instead, the Exalt may commit up to a number of motes equal to her rating in the College associated with (Ability). Each mote committed in this way provides a

one-mote discount on Excellency use, but this discount only applies when the roll is affected by beneficial Sidereal astrology. The two different ways of activating this Charm are mutually exclusive with each other, though a Sidereal may activate one or the other for separate Abilities at the same time.

FATEFUL (ABILITY) DESIGN

Cost: —; **Mins:** (Ability) 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Any (Ability) Excellency

As their enlightenment grows, the Sidereal Exalted come to harmonize with certain tasks to which they are set. When the Exalt learns this Charm, he chooses a single Specialty from (Ability) or a situation in which (Ability) can be used that has the same breadth as a Specialty. When this Specialty or event applies, the target number of the Exalt's (Ability) rolls is lowered by one, to a minimum of four. This enhances static values, too, just like the Fourth Excellency, though it does not count towards dice limits from Charms.

Possible circumstances to be enhanced with this Charm include "In Cities," "On the Water," "Against Demons" and "Dealing with the Celestial Bureaucracy."

At the end of a story a Sidereal may change the Specialty or situation of this Charm at no cost. He may change it instantly at any time at a cost of three experience.

JOURNEYS AUSPICE CHARMS

RESISTANCE

OX-BODY TECHNIQUE

Cost: —; **Mins:** Resistance 1, Essence 1; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

The Sidereal Exalted have astonishing reserves of endurance. This Charm permanently enhances the Exalt, granting her a number of additional health levels; she may learn this Charm a number of times equal to (her Resistance). Each time she learns this Charm, the Seer gains one additional -0 health level.

UNSWERVING JUGGERNAUT PRINCIPLE

Cost: 5m; **Mins:** Resistance 2, Essence 2; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK, Fate

Duration: Indefinite

Prerequisite Charms: None

The Sidereal looks out into the world to see sparkling yellow threads tracing all the paths he might take. He then puts his foot on one of these threads and speeds towards his destination with informed purpose. While this Charm is in effect the Exalt may only take Move and Dash actions, Ride actions to control a mount, defend himself, and activate Charms or other powers that enhance his Move and Dash actions. This includes Move- and Dash-derived actions like flying under one's own power, climbing and swimming. The Sidereal must cover at least one yard every tick, keep his gaze focused forward and may not deviate from his original heading by more than 10 degrees. If he

fails to follow these strictures the Charm immediately ends.

While this Charm is in effect the Sidereal ignores any need for sleep, any sources of fatigue, adds (Essence) successes to his Resistance rolls and gains +5L/5B soak. These same benefits (and strictures) apply to any mount he controls with Ride.

When he activates this Charm the Exalt's player chooses a goal that defines the end of the journey he embarks upon. This is usually a specific destination, but may be "flee to safety," or "cross the ocean." In the event that a goal is achieved somehow without the Sidereal's knowledge (for instance, when fleeing to safety) or is in some way made invalid (for instance, you can't travel to Gem if Gem is destroyed), then the Exalt reflexively rolls Perception + Awareness. Success informs the Sidereal that the goal has been invalidated or fulfilled, but not why; with a threshold of three successes, the Exalt learns that the goal has been invalidated or fulfilled permanently or only temporarily, but again not why. With five threshold successes, the Exalt learns the precise reason why the goal was invalidated or fulfilled, to the extent that the Loom of Fate could provide the information.

FORWARD-THINKING TECHNIQUE

Cost: —(+5m, 1wp); **Mins:** Resistance 3, Essence 3; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisite Charms: Unswerving Juggernaut Principle

This Charm permanently enhances the Exalt, allowing her to activate Unswerving Juggernaut Principle at an increased cost of ten motes and one Willpower. In addition to the normal effects of the Charm, when she fails to notice an unexpected attack the Exalt may still apply a Dodge DV equal to her own Essence and the soak from Unswerving Juggernaut Principle increases to +10L/10B. She also automatically evades tracking with a number of successes equal to half her (Wits + Survival). Those tracking her are subject to an unnatural illusion, causing them to miss the fact the Sidereal is traveling in a straight line no matter how long they track her. Trackers may ignore this influence for one day by spending three Willpower.

OPTIMISTIC SECURITY PRACTICE

Cost: 5m; **Mins:** Resistance 2, Essence 1; **Type:** Simple

Keywords: Combo-OK, Illusion

Duration: One scene

Prerequisite Charms: None

With sure knowledge that his journey is not yet done, the Sidereal's fate turns aside harm. For the scene this Charm adds (Exalt's Essence) to his bashing and lethal soak. Those with Dodge MDV less than (Exalt's [Connections or Backing in the Bureau of Journeys] + Resistance + Essence) that would choose to attack him believe that they can not succeed in their attempts to stop him, automatically failing their attacks. This unnatural illusion may be ignored for an action by paying one Willpower, and after spending three Willpower in this way an attacker ignores the effect for the rest of the scene. An attacker with Compassion less than 3 only needs to spend two total Willpower to ignore the illusion for the scene.

UNWAVERING WELL-BEING MEDITATION

Cost: —(+2m); **Mins:** Resistance 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Optimistic Security Practice

This Charm permanently enhances the Exalt, allowing him to increase the activation cost of its prerequisite by two motes to boost its efficacy. So enhanced, Optimistic Security Practice provides (Essence) additional bashing, lethal and aggravated soak. Those subject to Optimistic Security Practice's illusion who have Temperance less than 3 must spend a total of five Willpower to ignore the illusion for a scene, instead of three.

HEARTLESS MAIDEN TRANCE

Cost: 8m, 1wp; **Mins:** Resistance 4, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Prayer Strip, Shaping

Duration: Indefinite

Prerequisite Charms: Unwavering Well-Being Meditation

A Maiden once lived in a house on a plain.

She had a single child.

She cared for him as any mother would.

One day, a demon arrived.

"Give me the child," it said. "And I will not destroy you."

She did so readily, saying: "There is always something else."

Nothing can destroy the dreams of someone who is willing to let go and grab another dream. This Charm is an hour-long meditation, emptying oneself of passion and desire; at the end the Sidereal painfully reaches into her chest and removes her own heart, wrapping it in a prayer strip carrying the scripture of the Little Boy before placing it back in her body unharmed. This prayer strip may only be destroyed by destroying the Seer or through a stunt or Charm that removes her heart (which is usually fatal, anyway).

As long as the motes remain committed to this Charm, the Sidereal ignores the need for food and drink, as well as any and all sources of fatigue. Any Poison or Sickness effect currently afflicting or afflicted on her after the Charm is activated is temporarily suspended, negating all damage and penalties it may impose until this Charm lapses and such maladies return in full force as if no time had passed. The Exalt ignores wound penalties and if damage would reduce her to Incapacitated or Dying she may continue to function normally. The character is aware of gross physical injuries to her person, but anything less severe is beneath her notice until she ends the Charm. She can not act on knowledge of such afflictions without ending the Charm.

While this Charm is active the Exalt has cut herself off from the heart of the world. She respires only one mote per hour no matter her normal respiration with or without hearthstones and can not regain motes from stunts. She also does not suffer penalties or bonuses to her MDV based on her Intimacies.

ONE DIRECTION INVOCATION

Cost: 10m, 1wp; **Mins:** Resistance 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Prayer Strip, Shaping

Duration: Indefinite

Prerequisite Charms: Forward-Thinking Technique, Heartless Maiden Trance

The Sidereal tosses a prayer strip bearing the scripture of the Maiden Entombed up into the air, and it flits about aim-

lessly glowing a beautiful gold. It never strays more than 100 yards from the Exalt; it must keep close, because it contains his name. The Vizier gives up his name and identity on the altar of his Motivation, becoming a paragon of his own goal. If the character has more than one Motivation, he must choose one. Even with a resplendent destiny, others are subject to the standard rules of Arcane Fate when interacting with a Sidereal under the effects of this Charm, even characters who are outside fate or otherwise immune to the Broken Mask, like other Sidereals. Those who are normally subject to Arcane Fate suffer an extra -3 internal penalty when attempting to remember him. This is a Shaping effect, but it targets the Sidereal and no one else, as he becomes hard to remember as a person.

The Sidereal can not voluntarily perform actions that are entirely irrelevant to pursuing or completing his Motivation. He suffers a -3 internal penalty on actions only slightly related, and gains a bonus success on directly related actions. The Exalt heals one level of lethal damage and all bashing damage every action, and one level of aggravated every hour. Any influence that would be opposed by his Motivation (granting a bonus to MDV) is considered an unacceptable order.

This Charm lapses when the Exalt completes his Motivation, but it may also be cancelled by the Sidereal at the end of any scene in which he supported or pursued his Motivation to an extent sufficient to reward him one Willpower. Cancelling the Charm early is not advised, however, since the Exalt loses his identity that is wrapped within the prayer strip. He becomes permanently forgettable as per this Charm's effect and, since he has no name to give up, can not reactivate this Charm, nor can he activate any other Charm that relies on his name or identity. Others' similar Charms may have trouble affecting him in this state.

A Sidereal that has lost his name to this Charm may have a new one forged for him, which must grant him an extensively different identity. This process is similar to creating Destiny Backgrounds (*The Manual of Exalted Power—Sidereals*, p. 212-213). The effective Artifact rating of the name is equal to the Exalt's permanent Essence, maximum 5, and the Sidereal himself can not participate in any capacity.

RIDE

ORDAINED BRIDLE OF MERCURY

Cost: 10m, 1wp; **Mins:** Ride 2, Essence 2; **Type:** Simple
Keywords: Compulsion, Fate, Servitude, Shaping, Training
Duration: Until the bridle is placed
Prerequisite Charms: None

Mercury guides the Sidereal to a good companion and ties them together. Circumstances conspire to bring the Exalt and a familiar appropriate to her together, which usually takes no more than one week unless the prospective companion is very far away. This Charm imposes an unnatural compulsion on the target to allow the Sidereal to place a bridle of yellow light on it, which appears in the Exalt's hand as soon as the two are in the same scene. This unnatural influence can be ignored for a cost of five Willpower. Once the bridle is in place, the target is a Familiar of the Exalt and the beast suffers an irresistible servitude effect changing its Motivation to one of service to the Sidereal. Only natural animals (*Exalted*, p. 210) can be

targeted with this Charm. Ordained Bridle of Mercury acts as a Training effect, granting the Sidereal a rating in the Familiar Background appropriate to her new familiar.

This Charm does not allow Sidereal to exceed the normal limitation of having no more than (Essence) familiars.

SPIRIT-SHAPE COMPANION

Cost: —; **Mins:** Ride 3, Essence 3; **Type:** Permanent
Keywords: Maiden, Shaping, Touch, Training
Duration: Instant

Prerequisite Charms: Ordained Bridle of Mercury

By the authority of the Sidereal and his Heavenly office, his familiar becomes an official part of the Celestial Bureaucracy and is accorded power appropriate to this station. This Charm permanently enhances its prerequisite. With it, the Sidereal may reinvok Ordained Bridle of Mercury to alter the nature of an existing familiar, turning it into a god-blood. It is considered to be descended from a Celestial god of the same purview and aspect as its Exalted master. It has an Inheritance equal to half the Sidereal's permanent Essence, and any time the Exalt rises in Essence the familiar's Inheritance may also go up.

The animal's Intelligence and permanent Essence both rise to 2. In the likely event the beast had no listed Virtues, or its Virtues were known but lower, its Virtues become or rise to Compassion 2, Conviction 3, Temperance 1 and Valor 2. Its Willpower rises to 5 if it was lower. It automatically learns the spirit Charm Shapechange (*The Books of Sorcery*, Vol. IV—*The Roll of Glorious Divinity I*, p. 155), allowing it to take on a humanoid aspect which is the equivalent of becoming a normal human character with all the animal's normal traits plus the *Beast Form* Deformity (*Scroll of Heroes*, p. 138).

Familiars enhanced with this Charm are still only half-divine and so considered property of their master and afforded few rights in Yu-Shan. However, they are also full-fledged members of the Bureaucracy, which grants them some protection apart from the fact that they are adjunct to a Sidereal.

The trait changes and increases (if any) a familiar gains from this Charm are a Training effect, as is the increase in the Exalt's Familiar Background if it is appropriate to the new power level of the familiar.

GODLY COMPANION

Cost: —; **Mins:** Ride 4, Essence 4; **Type:** Permanent
Keywords: Maiden
Duration: Permanent
Prerequisite Charms: Spirit-Shape Companion

This Charm allows a Sidereal to reinvok Ordained Bridle of Mercury to promote an existing familiar that has already been enhanced with Spirit-Shape Companion. The beast ascends to full divinity and an office in the Celestial Bureaucracy, with the duty of facilitating—and keeping tabs on—the Sidereal's work. The reports that the familiar files could be a valuable source of information on its Sidereal master, but all such paperwork is forwarded to august weaver Caturaya, who finds the reports delicious. Its Essence rises to 3 if it was lower, it gains enough dots in its Virtues to have a total of 12 dots, it is naturally immaterial and it gains at least half the full number of Charms a standard god of its traits should have (see *The Books of Sorcery*, Vol. IV—*The Roll of Glorious Divinity I*, p. 171).

It also gains, for free, the Banish and Capture Charms. The former functions with the sole purpose of sending the god, its Sidereal master and any approved passengers within Yu-Shan to any one of the Heavenly Gates. The latter Charm functions only in Creation to transport the god, its Sidereal master and approved passengers to the nearest Heavenly Gate.

The trait changes and increases (if any) a familiar gains from this Charm are a Training effect, as is the increase in the Exalt's Familiar Background if it is appropriate to the new power level of the familiar.

BREAKING THE WILD MORTAL

Cost: —; **Mins:** Ride 3, Essence 3; **Type:** Permanent

Keywords: Illusion, Training

Duration: Permanent

Prerequisite Charms: Ordained Bridle of Mercury

Mercury is kind enough to guide the Sidereal to new friends. This Charm permanently enhances the Sidereal's Ordained Bridle of Mercury, allowing it to be used to find and bond with mortals, making them Acquaintances. The initial invocation is largely identical to normal use of Ordained Bridle of Mercury, targeting a single sapient mortal that is part of fate. Doing so grants the Sidereal one dot in the Acquaintances Background, rather than Familiar, and the mortal is subject to an unnatural illusion causing them to forget the embarrassing act of being treated like a horse. The character may throw off this influence by paying three Willpower to remember that the Sidereal has embarrassed them, but this only means that the relationship between the Exalt and her Acquaintance is complicated by whatever reaction the mortal has to such an indignity.

A Sidereal may reinvoked this Charm without setting a bit in a mortal's mouth, instead enhancing her network of friends by simply touching the mortal that constitutes her first dot in the Background. This increases the Exalt's rating in Acquaintances by one, as memory of her spreads through others in the same group as the initial target. The Sidereal must make an effort to be amongst and interact with her prospective Acquaintances at least (5 x new Acquaintances rating) hours within the current year, or all within the current Calibration.

This Charm does not allow a Sidereal to purchase more than the usual number of (Essence) Acquaintances Background.

YELLOW PATH

Cost: 2m or 2m, 1wp; **Mins:** Ride 3, Essence 2; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: None

Glittering yellow stardust falls to the ground, outlining the quickest route to the Exalt's goal. Stepping on this path, she speeds uncommonly fast to her destination through a combination of well-chosen shortcuts and outright happenstance. This Charm is the dramatic action of undertaking a journey from one place to another, either on foot or on a mount. For two motes the character rolls her Essence + Ride, dividing the time necessary to reach her destination by her threshold successes. A journey can not be divided by a factor greater than (Exalt's Essence). This Charm is Shaping that targets the world, causing shortcuts to reveal themselves and sparking lucky chances

that make the journey swifter (though not necessarily easier).

By adding a Willpower to the activation cost, the Exalt can speed the journey of a group she leads. Such a group can not have a Magnitude greater than (Exalt's Essence - 1), and the difficulty of her Essence + Ride roll increases by an amount equal to the group's Magnitude.

GLORY PATH

Cost: 8m or 8m, 1wp; **Mins:** Ride 3, Essence 3; **Type:** Reflexive

Keywords: Combo-Basic, Fate, Obvious, Shaping, War

Duration: One or more minutes

Prerequisite Charms: Yellow Path

The Sidereal lends some of Mercury's stardust to his mount, whose footsteps, wing flaps or other methods of locomotion leave behind a short-lived trail of the stuff. When the Exalt activates this Charm for eight motes he must roll his Charisma + Ride. As long as the roll succeeds the Exalt's mount doubles its movement rates for one minute, and allows it to cross over or through any natural barrier to travel as if it were level ground. It may walk over a valley from one side to the other, or go up one side of a mountain and down the other as if it were not there. Natural barriers are landscape that was not deliberately built by a character to be a barrier. For each threshold success on the roll the Sidereal may increase either the duration by one minute or the multiplier by one. This Charm can only target a Ride-controlled mount that is part of fate, and no other, but it need not be a beast.

By paying an additional Willpower, this Charm can target the Sidereal's mount and up to (Essence) other mounts within 10 yards. Each additional target increases the difficulty of the Ride roll by one. In mass combat the Charm can target a unit with Magnitude up to (Exalt's Essence), increasing the roll's difficulty by (unit's Magnitude).

RIDING THE DRAGON

Cost: 25m, 1wp, 1hl; **Mins:** Ride 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Crippling, Fate, Maiden, Obvious, Prayer Strip, Sanction, Shaping

Duration: One hour

Prerequisite Charms: Godly Companion, Breaking the Wild Mortal, Glory Path

Necessity bears many children, one of which is "expedience." Tying a prayer strip bearing the scripture of the Desirable Maiden about the head of one of her mortal Acquaintances or Familiars (which may constitute a Martial Arts clinch attack) the Sidereal activates this Charm, filling the target with horror and joy. The prayer strip burns with a soothingly cold sensation and the target will surely attempt to tear it away, which only calls for a Miscellaneous action unless they are restrained. Over the next 25 ticks the target's form and Essence twist painfully, Shaping them into a lesser elemental dragon (see sidebar), a powerful and loyal servant for the Sidereal. The Exalt chooses whether the target becomes a Water or Air dragon. Once the prayer strip has exhausted itself the target returns to "normal", but the spiritually Crippling experience leaves them with all Virtues and Willpower rated at 0, a comatose shell incapable of even feeding itself.

LESSER ELEMENTAL DRAGON MOUNT

Motivation: Serve my Sidereal creator loyally. The dragon has only a single Intimacy of loyalty to its creator.

Virtues: Automaton: Never fails Valor rolls, never makes others

Attributes: Strength 7, Dexterity 5, Stamina 5, Charisma 4, Manipulation 1, Appearance 5, Perception 4, Intelligence 2, Wits 3

Abilities: Athletics 6, Awareness (lower of 6 or Sidereal's Essence), Dodge 5, Integrity 6, Martial Arts 6 (claws +3), Performance 2, Presence 3, Resistance 5, Thrown 6

Charms & Powers:

Affinity (Element) Control—Air or Water; 6 barrels

Blessed (Element) Body—Air or Water

Dematerialize—85 motes

Divine Prerogative—Its lone Intimacy to its Sidereal creator

Dragon's Suspire—Air or Water; see below

Elemental Expression—Air or Water

Elemental Rejuvenation—Air or Water

Essence Bite—Air or Water Elemental effect; 10m, 5L dice to anyone other than its Sidereal creator

Measure the Wind

Ox-Body Technique (x6)

Principle of Motion—10 banked actions

Sheathing the Material Form—Air or Water; 15m, +7L/15B, Hardness: 7L/7B, ignored by Elemental attacks of the opposing element (Air against Earth, Water against Air)

First (Ability) Excellency—Athletics, Martial Arts

Second (Ability) Excellency—Dodge, Integrity, Resistance, Thrown

Join Battle: Varies

Attacks:

Bite: Speed 5, Accuracy 12, Damage 14L, Parry 5, Rate 1

Claw: Speed 4, Accuracy 16, Damage 12L, Parry 6, Rate 3

Clinch: Speed 6, Accuracy 11, Damage 7B (P), Defense –, Rate 1

Dragon's Suspire: Speed 6, Accuracy 11, Damage 4L, Range 10x5 (F), Rate 1, Cost: 5m, 1wp

Soak: 8L/15B (Dragon hide: +6L/10B, Hardness: 4L/4B)

Health Levels: -0, -1x13, -2x12, -4, Dis

Dodge DV: 8 **Dodge MDV:** 11 (0 against its Essence: 6 Sidereal creator)

Essence Pool: 110 **Willpower:** 10 (0 against its Dematerialize: 85 Sidereal creator)

Other Notes: This dragon has a Control Rating (**Exalted**, p. 154) of 0 for its Sidereal creator and 5 for anyone else. In addition to its normal methods of locomotion, the dragon can fly in combat, with a Move of 10 yards and Dash of 22 yards per tick. It can also fly up to 500 miles per hour, but it can not perform any other actions while going so fast. See **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I** for more information on the various Charms and powers of the dragon.

SAIL

SALT INTO ASH SLEIGHT

Cost: 2m + 2m per target number; **Mins:** Sail 2, Essence 1;

Type: Simple

Keywords: Combo-Basic, Compulsion, Fate, Obvious, Shaping, Social

Duration: One scene

Prerequisite Charms: None

To use this Charm the Sidereal must make a slapping motion, either in a pool of water or in the air as if to sting the cheek of the target. In so doing, the Exalt rolls Charisma + Sail against a difficulty of a target spirit's Essence; a success surrounding the spirit in an angry yellow light not dissimilar from that of fire, increasing the difficulty of its Stealth actions by one. The spirit is filled with an unnatural compulsion to attend to matters important to it that are elsewhere, which it may ignore for three Willpower. Meanwhile, others (including the Sidereal) reduce the target number of their actions to drive away the spirit by one for every two extra motes the Exalt spent on this Charm. This can not lower the target number below four. This target number reduction applies to social and physical attacks that target the spirit directly, social attacks compelling behavior in others that would drive away the spirit, and even to damage rolls against the spirit. This persists even if the spirit throws off the influence, as it does not target the spirit directly.

This Charm can only target spirits within (Essence x 10) yards of the Sidereal, and it may only affect water elementals, demons and gods strongly associated with water, and ghosts whose deaths are strongly associated with water. This Charm is a Fate effect because those who are outside fate can not benefit from the target number reduction this Charm provides; the Charm can target spirits that are outside fate perfectly well.

STONE-SKIPPING SPIRIT

Cost: 5m; **Mins:** Sail 3, Essence 2; **Type:** Simple

Keywords: Obvious, Prayer Strip, Shaping

Duration: One journey

Prerequisite Charms: Salt into Ash Sleight

Once there was a real live Maiden on a boat.

She told the captain: "Take me somewhere interesting."

The captain took her to the shores of Hell.

"No," said the Maiden. "This is boring."

The captain took her to the firmament of Heaven.

"This is old," said the Maiden. "I've seen this, too."

Finally, the captain sailed his ship to the bottom of the sea...

...drowning everyone aboard.

"I didn't see that coming," said the dead Maiden.

With some little effort, the Sidereal Exalted can reach any destination despite all that lies between. To activate this Charm the Sidereal places a prayer strip bearing the scripture of the Surprised Maiden somewhere on a Sail-guided vehicle to which the paper affixes itself. The prayer strip glows a playful, mottled yellow as it guides the ship safely to its destination. This Charm lapses once the vessel reaches its destination or once the crew completely abandons the journey. While this Charm is in effect, as long as the ship is being piloted with the purpose of reaching the named destination, the journey is eased in the following ways:

The difficulty of navigation and piloting rolls (**The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 33) can not rise beyond (6 – Sidereal's Essence, minimum 1) due to environmental factors. The unstable footing (**Exalted**, p. 155) that

passengers and crew might suffer is likewise capped. Finally, no amount of damage can cause the vehicle to take on water nor can mundane environmental hazards inflict damage on the vessel.

Unlike most prayer strips that are Obvious, this one can be actively concealed against Awareness but not Investigation. It might be covered with a painting, simply kept behind a closed door or affixed to the outside bottom of the ship. This conceals the strip from Awareness rolls normally, based on how well it is hidden, but any Investigation action that would have a chance of finding the strip automatically does so. The strip is immobile and so susceptible to destruction, but it may also be pried from whatever it is fixed to with a feat of strength totaling 10+.

This Charm is a localized Shaping effect, changing the world that surrounds the boat and not the boat itself.

MIRROR SHATTERING METHOD

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

Keywords: Fate, Maiden, Obvious, Shaping

Duration: Up to five days

Prerequisite Charms: Stone-Skipping Spirit

Slipping into the flow of the world, the Sidereal allows fate to carry him where he must go in a more literal fashion than any other. To activate this Charm the Sidereal must throw a handful of salt into a body of water above or in which he stands, even if it is as little as a puddle. The Exalt, and any vehicle and its crew if he is aboard, shimmers like a heat wave and becomes completely invisible to all and immaterial. The Exalt or the conveyance finds itself in a space of unending white clouds alternately made of various small things symbolic of transitions and journeys, such as waves, butterflies or passports. While in this space the Sidereal or his conveyance travels at twice its normal speed across Creation. Awareness and Survival rolls to find or track the travelers automatically fail.

The Exalt can not normally name a specific destination, but instead happens to travel in a direction that will end in a place that is useful to the purposes of Heaven's plans for Creation. Whatever plan this destination is a part of, the Sidereal and vehicle, if he travels on one, reappears in a place that is near the ultimate destination of the plan, but also unobserved and in no danger if at all possible. Arriving in a safe place is not the same as being in a convenient place. A sailing vessel carried off by this Charm can travel to a landlocked lake safely, and will be in sufficiently deep water, but it is still landlocked.

This Charm may be used to travel directly to Yu-Shan, which takes five days on foot or one day when aboard any vehicle. A Sidereal may learn to travel to other extremely important specific locations, subject to the Storyteller's approval, such as Malfeas, the Arch of Undreamt Eternities or the peak of the Omphalos. Traveling to these other locations always takes five days. Learning to travel to these destinations requires a week of training time and costs three experience or one bonus point during character creation.

An Exalt may exert some finer control over the potential destinations allowed by this Charm by immediately preceding its activation with Auspicious Prospects for (his caste) (see p. 30). If the Exalt uses that Charm to meditate on an action which indicates auspicious travel to a given destination, he may immediately thereafter activate this Charm to travel to

the fateful destination. An Exalt may use this method to travel to special locations (such as Malfeas) without knowing how to get there normally.

FIVE ORDEALS ODYSSEY

Cost: 15m, 1wp, 1hl; **Mins:** Sail 5, Essence 5; **Type:** Simple

Keywords: Combo-Basic, Obvious, Prayer Strip

Duration: Up to one scene

Prerequisite Charms: Mirror Shattering Method

Tossing a prayer strip bearing the scripture of the Maiden at Sea into the air above her vessel, the Sidereal invokes overwhelming assurance that she will pass some obstacle to her progress. It may be invoked against weather in general, or a structure, object or character, and it may be invoked against multiple targets in a single scene if the Exalt can afford it. When the Sidereal makes a significant effort to overcome the obstacle, at the Storyteller's judgment, the prayer strip releases its pent up energy in a vast conflagration, vortex or other massive display of force, drawing in or damaging the obstacle so that it no longer bars the Exalt's journey. Generally, the Exalt must perform an action that, even if it fails, could have made the use of this Charm unnecessary.

Against weather or similar obstacles, the prayer strip sucks in and absorbs inclement weather (which includes "too calm" weather, such as doldrums, returning wind to sails) out to a radius of (Exalt's Essence x 5) miles before it burns to ash and disappears with the weather. Against Yozis such as Adorjan or Hegra and similar entities, this amounts to a comparable threat (**Scroll of Kings**, p. 42) that inflicts (Exalt's Essence) levels of lethal damage. It does not actually remove such characters from the world, but harms them and may drive them off.

Against structures and objects, the prayer strip flies against the target and then detonates itself in a conflagration of smokey lightning and fire, inflicting sufficient damage to break open a path that will allow the Exalt's vehicle to pass. This will never destroy the target unless that is specifically necessary to pass. This effect can explicitly contend with the property of an item that makes it unbreakable.

Against a character the prayer strip functions similarly as it does against objects and structures, inflicting enough bashing damage to Incapacitate the character. If this does not actually remove the character as an obstacle, then the prayer strip does not continue inflicting damage.

All of these effects are unblockable, undodgeable attacks that, if they do not immediately remove a target as an obstacle, repeat themselves once every action until the obstacle is no longer in the way. This Charm will never actually destroy an item unless it is necessary, and it will never kill a character. As soon as the scene ends, a character Incapacitated by this Charm immediately heals that level of damage. If anything in the current scene threatens to finish them off, the character is likewise restored immediately.

Multiple Sidereals can not invoke this Charm against the same target in the same scene.

SURVIVAL

BECOMING THE WILDERNESS

Cost: 3m+, 1wp; **Mins:** Survival 2, Essence 1; **Type:** Simple

Keywords: Combo-OK, Virtue (Valor)

Duration: One day

Prerequisite Charms: None

As the Sidereal moves through the fate of the wilderness, that Tapestry bends to accommodate her. Each time this Charm is activated it provides one of three benefits. Becoming the Wilderness costs three motes per benefit, plus one Willpower. A Sidereal may reflexively commit three more motes to adopt a power that she previously did not pay for with the initial activation, which then persists until the Charm lapses. One benefit reduces the target number of her Awareness and Survival rolls in wilderness by one, to a minimum of four. Another allows her to ignore up to (Essence) worth of external penalties or difficulty increases due to the environment while in wilderness. The third benefit allows her to ignore mundane environmental hazards with a Trauma less than (her Essence), or magical hazards that have a Trauma less than (her Essence - 2).

The Virtue keyword, in addition to allowing the Sidereal to channel Valor on Awareness and Survival rolls and rolls that ignore environmental penalties, also allows the freedom to use Valor channels to resist environmental hazards that this Charm would not actually protect the Exalt against.

ADOPTING THE UNTAMED FACE

Cost: 4m; **Mins:** Survival 2, Essence 2; **Type:** Simple

Keywords: Combo-OK, Emotion, Social, Virtue (Compassion)

Duration: One day

Prerequisite Charms: Becoming the Wilderness

With this Charm the Sidereal more fully realizes the intimate relationship he shares with the wilderness and those things in it. The Exalt gains (Essence) extra successes on Survival and Ride rolls to calm, train, communicate or otherwise deal with natural animals (*Exalted*, p. 210) in a non-deadly way. Though they chafe at the implications, Lunars are susceptible to this Charm in their way, suffering -1 MDV when dealing with the Vizier in social combat. This unnatural emotion can be ignored for one scene by paying two Willpower. When an animal ignores the influence the Sidereal gains no extra successes when dealing with the beast. Animals rarely bother to do so.

At Essence 4+ an Exalt may repurchase this Charm to add to its strength. It now inflicts an unnatural compulsion on natural animals to never attack the Sidereal unless they are retaliating against violence from the Exalt. In rare instances the beast might spend three Willpower to ignore this influence on its own or at the command of a master. Lunars who have adopted bestial traits beyond their Tell (such as with Hybrid Body Interaction or almost any other Knack) increase the MDV penalty they suffer to equal the Sidereal's permanent Essence.

DREAMING THE WILD LANDS

Cost: 5m, 2wp; **Mins:** Survival 4, Essence 3; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Fate, Sanction, Shaping, Virtue (Valor)

Duration: Instant

Prerequisite Charms: Adopting the Untamed Face

Now the wild adapts to the Sidereal. The Exalt spends five minutes tangling threads from the Tapestry on her fingers, rolling Dexterity + Survival against difficulty 5. Success allows her to drag these threads, and the landmark they are attached to, to another location. This Charm can only move whole, discrete

landmarks in the wilderness of Creation, and the target and its destination must be within (Essence x 100) yards of the Exalt. The Sidereal could move a single tree, a grove of trees, a small forest, a clearing in a forest; but she can not move a whole river or a mountain range or anything else too large to fit entirely within the range of the Charm. Landmarks that fall within the space of larger sites are carried along if the greater location is moved. If a greater landmark encompasses a smaller site that is an invalid target of this Charm, the invalid target is left behind while the wider countryside departs.

The actual transition of the landmark takes place over the course of the following hour, during which it is not immune to further uses of this Charm by an indecisive Sidereal or others. The path the landmark takes is usually straight, but it will go around places developed for habitation or use. The movement is not violent, but it is noticeable, as the world warps around itself to "slide" the landmark to another spot.

A Sidereal may use this Charm to perform sabotage on or to engineer demesnes (see *The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 51-54). In the former case, each use of the Charm is equivalent to a week's worth of sabotage, while in the latter it is equivalent to a month's worth of labor. This does allow the Exalt to ignore the need for a labor pool or tools, but she must still meet all the other requirements for manipulating a demesene. Remember that landscaping isn't the only or even appropriate way to engineer particular types of demesnes.

SKY AND RAIN MANTRA

Cost: 10m; **Mins:** Survival 3, Essence 2; **Type:** Simple

Keywords: Combo-Basic, Maiden, Shaping

Duration: Varies

Prerequisite Charms: None

By keeping in mind the power of weather over journeys, the Chosen of Journeys gain power over weather. The Exalt's player dictates weather conditions she wants to impose on a region with a radius up to (Essence) miles, then rolls her character's Stamina + Survival against a difficulty based on the desired phenomena. Changes in weather that can be inflicted by this Charm include temperature, precipitation and wind speed, each of which can undergo incidental changes with no game mechanical impact at difficulty 1.

The difficulty increases for each point of external penalty or difficulty the imposed weather would inflict or by which the current weather would be reduced. This includes penalties to resist fatigue (*Exalted*, p. 130), penalties to vision and other senses (*Exalted*, p. 135) and difficulty increases to Athletics rolls for movement (*Exalted*, p. 155). Environmental hazards can be inflicted, increasing the Survival roll's difficulty by an amount equal to their Trauma, +3 if they have the L tag. This Charm can inflict or reduce penalties or difficulties beyond the limits of normal weather, but each point counts double for figuring out the difficulty of the Exalt's roll. Such potent weather is obviously magical to observers, and too-calm weather might be as well.

The changes wrought by successful use of this Charm take place over a short period of time after it is activated, based on the size of the region affected and the extent of the changes it inflicts. This never takes more than five minutes. The changes persist for a number of hours equal to the Sidereal's threshold

successes on her Survival roll.

Used in Creation, this Charm disturbs the Council of Winds' plans for the region, making them less inclined to accommodate the demands of thaumaturges. Rituals from the Art of Weather Working (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 144) performed in the affected area increase their difficulty by one or the amount by which the Exalt's requested weather exceeds the bounds of normal weather, whichever is higher.

SKY SPIRIT DEMAND

Cost: 5m, 1wp; **Mins:** Survival 4, Essence 2; **Type:** Simple

Keywords: Combo-OK, Obvious, Servitude, Touch, Virtue (Compassion)

Duration: Instant

Prerequisite Charms: Sky and Rain Mantra

Spirits and Sidereals have much in common, as they both serve to maintain and protect the world. This Charm can give them an even greater affinity for each other. The Exalt must target a god, demon or elemental with this Charm, rolling his Manipulation + Survival against its Dodge MDV to inflict a part of his own personality and desire on the target. He in turn takes on an equal part of the target's personality. The chosen personality trait may be the Sidereal's Motivation or one of his Intimacies; the trait the Exalt gains from the target must be the Motivation or Intimacy of the spirit with the closest relevance to the Exalt's chosen personality trait. If the spirit really has no relevant desires, its player may choose. The swapped traits, whether they are Intimacy or Motivation, become secondary Motivations for the recipients. These provide all the normal benefits of a Motivation. In the event a character is compelled to follow their Motivation and the two conflict, the player may choose which they follow and ignore the other.

The Motivation granted by this Charm is not easily shed. It can not be removed by breaking the target (see **Exalted**, p. 174), though it may be completed or shed for two experience. It may also be eroded much like an Intimacy, with each scene spent performing significant action towards the completion of the Motivation counting as a scene weakening its hold over the character. The Motivation fades after (character's Conviction) such scenes. A character must deliberately choose whether or not to erode the Motivation with a given scene of action. When either character sheds or completes their secondary Motivation, the other may choose to lose the one that they received; they may not make this choice later. No combination of Charms including this one can impose on a character more than (their Conviction) extra Motivations.

This Charm is best used against spirits strongly aspected to the Air element and the wilderness. Spirits tied to civilization and technology gain +1 MDV against this Charm, as do those tied strongly to elements other than Air. These bonuses stack, so the god of a city park might have +2 MDV.

WILDERNESS-COMMANDING PRACTICE

Cost: 10m, 1wp; **Mins:** Survival 5, Essence 4; **Type:** Simple

Keywords: Compulsion, Prayer Strip, Shaping, Virtue (Valor)

Duration: Five days

Prerequisite Charms: Dreaming the Wild Lands, Sky Spirit Demand

A Sidereal who mirrors all the wilderness commands the ebb

and flow of the wild. To activate this Charm the Exalt releases a prayer strip bearing the scripture of the Entombed Maiden in the center of a region of wilderness that may have a radius up to (Exalt's Essence) miles. The area need not be a regular sphere and may surround but does not include places developed for habitation or use. The prayer strip rises 10 yards into the air, and it begins to cast off golden reflections of itself as it dances in the wind throughout the region. It will avoid detection with a number of successes equal to half the Sidereal's (Dexterity + [Stealth or Survival]) pool, rounded up.

For the next five days, the Exalt is tied in to and in command of the wild region. She can remotely observe places within the region up to (Essence x 100) yards in radius by committing two motes for a scene as a Miscellaneous action. The Exalt then perceives the area along the currents of the wind and through the tree branches and rocks; characters in the area can still be hidden from her, but she gains (her Essence) extra successes on Awareness and Survival rolls to find and track them. An Exalt can switch back and forth between observing the region or her own surroundings every other tick, but to do both at the same time requires concentrating as a diceless Miscellaneous action.

She can also reflexively spend two motes to help or hinder anyone in the region that she can perceive, imposing or reducing environmental penalties or difficulties due to the terrain and fauna by as much as three. This is often a difficulty increase that imposes a need for Athletics rolls just to move around (**Exalted**, p. 135), and is target-specific, and the Sidereal may help one character while hindering another even when they are right next to each other. The wilderness bends to accommodate one and drag down the other.

She can also provide more lasting support or hindrance to a character by committing two motes to their journey through the region. While the target remains in the region they find that the wilderness is an easy place to live or a terrible burden. If the Sidereal wishes to aid the target, the target gains three extra successes on Survival rolls to endure the wilderness (see **Exalted**, p. 139), track/evade through the region (**Exalted**, p. 140; this does not apply to evading the Sidereal's notice) or predict the weather in the region (**Exalted**, p. 134). If the Exalt instead wishes to hinder the target, the target's Survival dice pools for the aforementioned actions are reduced to 0 before the use of Charms.

If an observed character in the region is a natural animal the Exalt may spend five motes to compel its behavior for a scene. This causes the beast to either avoid confronting some or all other characters in the region (the Exalt may designate specific characters or groups to avoid), or to attack such targets to the best of its ability. By paying five motes and one Willpower, the Exalt may command the behavior of a group of similar animals with a Magnitude no greater than (her Essence - 2). Animals may spend two Willpower to ignore this unnatural influence.

As a Shaping effect this Charm targets the wilderness and not the characters it hinders or helps. Its Virtue keyword allows the Exalt to channel Valor on the actions she performs to find a target in the region, even when not observing remotely, as well as any contested rolls against competing Charms.

THROWN

WILLFUL WEAPON METHOD

Cost: 4m; **Mins:** Thrown 2, Essence 1; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Shaping, Virtue (Temperance)

Duration: Instant

Prerequisite Charms: None

With a yellow glint in her eye, the Sidereal tosses her weapon toward the future. It will get where it needs to go. This Charm is a Thrown attack against any target the Sidereal can see, even one far outside her attack range. If she misses or can not hit the target at her current distance, or the target successfully dodges, the Sidereal may reactivate this Charm on her next action to continue the attack. The weapon that missed falls wherever it may, but its shadow continues its journey across the ground. The shadow can continue its attack as long as the Exalt keeps reactivating this Charm. The shadow disappears and the effect lapses during any action tick on which it is not reactivated or the weapon strikes the target, or when the target successfully parries. The Exalt continues to roll the attack normally until she stops reactivating the Charm or the target is out of range.

When the weapon or its shadow strikes the target it worms its way toward their heart and they can hear the faint cry of a bird in the House of the Gull. This causes them to lose two points of Willpower.

LIFE GETS WORSE APPROACH

Cost: 3m; **Mins:** Thrown 3, Essence 2; **Type:** Supplemental

Keywords: Artillery, Combo-OK, War

Duration: Indefinite

Prerequisite Charms: None

Using this Charm, the Sidereal forms the Inferior Sign of the Gull with one hand, enhancing an Archery or Thrown attack. Because he must maintain the mudra for the duration of this Charm, he can not wield weapons with two hands and suffers a +1 difficulty increase when performing actions with one hand that are better suited to both hands. Should an attack with this Charm strike the target and inflict any levels of damage, the missile is stuck and can only be removed with a feat of strength as a Miscellaneous action with a total of (Exalt's Essence + Thrown), or quick surgery which is a five-minute dramatic Medicine action against a difficulty of half that amount. It can be removed with no difficulty if the Sidereal stops committing motes to the Charm.

As long as a target bears a stuck weapon, the Sidereal may reflexively pay two motes whenever any ranged attack misses its target and the victim of this Charm is within the range of that attack. This changes the target of the attack to the victim of this Charm. The attacker rerolls their attack but any Charms applied to it remain in effect and need not be paid for again. This includes artillery attacks. In mass combat a Sidereal may use this Charm to mark an enemy unit in a similar fashion, but he may also mark a solo unit or special character with a called shot. When a volley of ranged attacks misses its target, the Exalt may then pay two motes to cause the volley to target the solo unit or hero, in the latter case the rerolled attack does not suffer the usual penalty of (half Drill or Magnitude) for a called shot against a hero.

ESSENCE THORN PRACTICE

Cost: 8m; **Mins:** Thrown 4, Essence 3; **Type:** Simple (Speed 5, DV -0)

Keywords: Combo-OK, Compulsion, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Life Gets Worse Approach

The Sidereal crystallizes her intent within her palm, hurling a jagged sliver of yellow Essence at a target. As this projectile speeds the target towards their own journey's end, so too can it speed the Exalt. This is an unblockable Dexterity + Thrown attack, with Accuracy + (Exalt's Essence), Damage +6L and Range (Exalt's Essence x 10) yards. Should it strike the target the Sidereal may choose to be pulled along up to 5 yards for each extra success on the attack roll. She passes over pits and through trees and scrub without harm, though she can not pass through completely solid obstacles or magical wards.

Creatures of death successfully damaged by the attack have reversed their journey, and the warmth of life drains them of their power. Such a target loses points of temporary Willpower instead of health levels. A creature reduced to zero Willpower in this way is overcome with comforting hallucinations at the deformity level for the rest of the scene (see **The Compass of Celestial Directions, Vol. II—The Wyld**, p. 149-150). Such hallucinations, when not overcome, impose a compulsion to act calmly or flee violence. In the event the target has managed to recover some Willpower, this unnatural influence can be ignored by spending three points. Deathlords and nephwracks are immune to both hallucinations and compulsion unless they were already at 0 Willpower when struck by the attack. The Abyssal Exalted are still half alive and so also immune to the hallucinations and compulsion, but not the Willpower drain.

PAIN AMPLIFICATION STRATEGEM

Cost: 4m; **Mins:** Thrown 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Virtue (Compassion)

Duration: Instant

Prerequisite Charms: None

The Sidereal cries three tears of blood that fall onto her weapon before she sends it off to bring agony to someone's life. Each drop represents one way in which the Exalt might feel regret over the target's plight. An attack enhanced with this Charm reduces the target number of the roll to attack, and the damage roll should it hit, by an amount equal to the wound penalty the target currently suffers (even if the target can somehow ignore wound penalties). This can not reduce the target number for either roll below 4.

UNRELENTING TORMENT TECHNIQUE

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

Keywords: Combo-OK, Compulsion, Counterattack, Obvious, Prayer Strip, Virtue (Conviction)

Duration: One scene

Prerequisite Charms: Willful Weapon Method, Essence Thorn Practice, Pain Amplification Strategem

Gathering up a prayer strip marked with the scripture of the Maiden and Shadow in his fist, the Sidereal casts the hand at his target, unfurling the prayer strip which then flies out to strike the victim. This is a Dexterity + Thrown attack with Accuracy

+0 and Range 100 yards. It deals no damage, but the prayer strip adheres to the target if it hits, filling them with the desire to end their journey. This is an unnatural compulsion to attack the Sidereal, which may be ignored for one action by spending two Willpower. After resisting the compulsion for a number of actions equal to the Exalt's Essence, the victim may ignore the compulsion for the rest of the scene. With a feat of strength total of (Exalt's Essence + Thrown) as a Miscellaneous action, the prayer strip can be removed, but the compulsion prevents the victim from doing so and spurs them to prevent others from doing so. An ally might flurry a clinch with a feat of strength to remove the prayer strip.

As long as the Exalt has a free hand, every time the target attacks him a shimmering yellow hatchet appears in his hand and flies out to punish the victim. This reflexive Thrown-based attack always hits with 0 extra successes, inflicting (Sidereal's Essence)L dice of unsoakable damage. It passes through any obstacle and has a maximum range of (Essence x 100) yards. Each level of damage so inflicted on the victim heals the Exalt of one similar or less severe level of damage (aggravated heals any type of damage, lethal heals bashing and lethal, bashing heals only bashing). This is a -0 DV counterattack.

SERENITY

CRAFT

ELEGANT PATTERNS OF FATE

Cost: 5m; **Mins:** Craft 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Maiden

Duration: Instant

Prerequisite Charms: None

This Charm enhances the bureaucratic wrangling and fate-planning every Sidereal must carry out. It adds (Essence) extra successes to Wits + Craft (Air) rolls to draw up an astrological petition or sign on to one as a cosignatory, or to an Intelligence + Craft (Fate) roll to compose plans for an astrology, or to any Bureaucracy roll to navigate or contend with the Bureau of Destiny for the purpose of planning Creation's destiny.

EXCELLENT IMPLEMENTATION OF OBJECTIVES

Cost: 8m; **Mins:** Craft 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The world conspires to aid the Sidereal Exalted. Through a combination of uncommon skill and luck this Charm enhances a Craft project to build an object, dividing the time necessary to complete the project by (Exalt's Essence).

WORLD-SHAPING ARTISTIC VISION

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

Keywords: None

Duration: Permanent

Prerequisite Charms: None

This Charm functions like Fateful (Ability) Design as learned regarding a circumstance (as opposed to a Specialty). However, the target number reduction applies to all rolls the Exalt makes in the situation, including damage rolls. The Exalt chooses the applicable circumstance when he first learns this Charm, and

may change it as per Fateful (Ability) Design.

MENDING WARPED DESIGNS

Cost: 5m, 1wp; **Mins:** Craft 4, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Fate, Obvious, Shaping, Touch

Duration: Instant

Prerequisite Charms: World-Shaping Artistic Vision

Gathering up the skeins of fate that surround her, the Exalt may pull the world back to some semblance of the destiny that Heaven has planned for it. This fifteen-minute dramatic action involves the Sidereal tugging at and reweaving glimmering, untouchable strands of fate that criss-cross existence, making them temporarily visible as she works to fix the pattern. The Exalt's player rolls Dexterity + Craft (Fate) against a varying difficulty to achieve an effect, undoing the harm wrought by those things that are not part of the Loom:

- To heal a target the difficulty is equal to the number of health levels of damage directly inflicted by beings that are outside fate, as well as sorcery and necromancy spells. Success heals all such damage. The Exalt may target characters, objects and even structures.

- To undo an ongoing Charm whose source is naturally outside fate, such as a demonic possession, the difficulty is equal to the source's permanent Essence plus the minimum Essence of the Charm in question. In the case of Sorcerous Charms the Sidereal must undo the effect as if it were a spell (see below).

- To undo an ongoing sorcery spell the difficulty equals the source's own Essence plus three per circle of the spell. Undoing Shadowlands necromancy is slightly easier, at difficulty (source's Essence + 2), while Labyrinth and Void Circle spells are +1 difficulty harder than similar sorcery circle spells.

- To undo a mutation inflicted by the Wyld, the Labyrinth, similar locales, or by beings outside fate, the difficulty is equal to twice the point value of the targeted mutation.

- To lessen the severity of the local Wyld by one step (e.g., from Bordermarch to Tainted Land or Deep Wyld to Middlemarch) is difficulty (5 x difficulty to resist random mutation). Changing a patch of the Bordermarches into a tainted part of Creation would be difficulty 10, while transforming a bit of the Deep Wyld into Middlemarch would be difficulty 25.

Normally, this Charm targets a single character or object, or a single structure of patch of land that fits within a radius of (Exalt's Essence) yards. A Sidereal may attempt to affect larger structures or areas, but each factor or fraction of a factor this radius is increased similarly multiplies the difficulty of the roll. Multiple Exalts who know this Charm may activate it in tandem on the same target to benefit from full teamwork (**Exalted**, p. 125). The Sidereal with the lowest Essence determines the difficulty of affecting large targets.

This Charm has absolutely no effect on characters, objects, structures or areas that are naturally outside fate, even if they are subject to some or all the effects of other Fate Charms.

DESTINY-KNITTING ENTANGLEMENT

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

Keywords: Fate, Shaping, Touch

Duration: Indefinite

Prerequisite Charms: None

This Charm ties an object's fate to the Sidereal's, no matter how far it may go. Consequently, it can only target objects that are a part of fate and that the Sidereal has sufficiently handled to have owned (even if he does not or could not actually own the object). An Exalt may maintain up to (Craft [Fate]) connections to objects with this Charm. By reflexively spending two motes the Sidereal may attempt to learn the disposition of an object to which he is tied, rolling his Perception + Craft (Fate). He gains no information on a failure. Success provides basic locational and situational data about the object, with higher thresholds providing more detail.

This roll is usually at standard difficulty, but if beings outside fate are interfering with the object in a significant manner the difficulty may rise by as much as +3 depending on their power and how much they interact with the object. Generally, a threshold of 5 successes should be sufficient to learn the exact location of the object and the identities of anyone currently within (Exalt's Essence) yards who has played a significant role in the item's past. This Charm can not identify beings that are outside fate, but it will note their presence.

A Sidereal may call a bound object to himself by committing two motes until it has returned, during which time it follows a course of events described by the Exalt that brings it back to his presence. The course of events must be possible if not probable, and can not be significantly disruptive to the destiny of a group with Magnitude greater than the Sidereal's Essence or any fate-bound being with greater Essence. Naturally, those outside fate can disrupt these plans, though Storytellers are advised to show restraint.

If a bound item is in the same scene as the Sidereal he may reflexively pay two motes to set events in motion that place the object back in his hands. This is a localized reality Shaping effect against those who hold or would stop the object from reaching its destination, though beings that are entirely outside fate are immune.

(ELEMENT) VISION

Cost: —; **Mins:** Craft 2, Essence 2; **Type:** Permanent

Keywords: Sanction

Duration: Permanent

Prerequisite Charms: None

This is a cluster of five Charms, one for each of the elements of Creation; the first one of these a Sidereal learns is that which is associated with his own caste. Chosen of Serenity first learn Air Vision, for example. Knowing an appropriate version of this Charm, the Exalt reduces the target numbers of all his rolls by 2 when contesting with elementals of the given element as well as gods strongly associated with the element. Against similarly-aspected Dragon-Blooded he lowers his target numbers by 1. This Charm can not lower a dice pool's target number below 4, but its effects extend to all conflicting pools: physical and social attacks, defenses, rolls to evade tracking and even damage rolls. See the Fourth (Ability) Excellency for complete guidelines on modifying target numbers.

In the event that a spirit or Dragon-Blood is strongly tied to more than one element, only one iteration of this Charm can provide its benefits no matter how many versions a Sidereal has learned. Storytellers should remember that spirits strongly tied to two or more elements are very rare; rain spirits might be tied

to both Air and Water, but cloud spirits are firmly of Air. Err on the side of singular associations.

The dealings of Exalts who know this Charm are watched, particularly when it comes to its effects against gods.

IMPLICIT CONSTRUCTION METHODOLOGY

Cost: 10m, 1wp; **Mins:** Craft 5, Essence 4; **Type:** Simple

Keywords: Combo-OK, Obvious, Prayer Strip

Duration: Varies

Prerequisite Charms: Elegant Patterns of Fate, Excellent Implementation of Objectives, Mending Warped Designs, Destiny-Knitting Entanglement, (Element) Vision (x1)

Leaving a bright blue-glowing copy of the scripture of the Lover and Maiden to watch over a Craft project to build an object, the Sidereal ties another copy of the prayer strip around her wrists, binding them together. While this Charm lasts her Craft project proceeds as if she were present and uses her dice pools and traits to complete itself, components auspiciously finding each other or even simply assembling themselves. The project relies on and benefits from available tools and workshop facilities, but it may not benefit from assistants. The Exalt may leave the project unattended and will intuit when it completes itself; unfortunately, her bound hands impose a +1 difficulty on actions related to their use.

When this Charm is activated as part of a Combo, Reflexive and Supplemental Charms that enhance the Craft action must have the motes committed to them as if their duration matched that of the project. They then provide their benefit to the ongoing Craft action until the project is completed or the Exalt cancels the Charm prematurely. For instance, a Sidereal might use a Combo of Implicit Construction Methodology, the Fourth Craft Excellency and Excellent Implementation of Objectives, committing twenty-six motes for the duration of the project to divide the project time by (Essence) and turn all the dice in the Craft pool into automatic successes.

DODGE

ABSENCE

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

Keywords: Combo-OK

Duration: One action

Prerequisite Charms: None

The potential for danger is a roadmap to safety for the Exalt, as she slips into the spaces where danger will not go. For the rest of the action the Sidereal ignores penalties to her Dodge DV except for those that her own actions impose.

DUCK FATE

Cost: 10m; **Mins:** Dodge 3, Essence 2; **Type:** Reflexive (Step 2 or 10)

Keywords: Combo-OK, Obvious, Social

Duration: One tick

Prerequisite Charms: Absence

With consummate skill the Sidereal sidesteps the destiny that her actions or those of others have imposed on him, for a short time leaving behind causality. This does not alter or dictate events, it simply avoids their consequences. When an external action of some kind would harm, constrain or alter the Exalt directly, and he is aware of the effect, he may avoid it and

identical effects from the same source for one tick by activating Duck Fate. He can use this to perfectly dodge standard attacks, escape clinches, foil pickpockets and preserve relationships. If used to avoid something that would constitute a change in traits, such as the theft of an Artifact or the death of an Ally, Duck Fate is considered a defense and the offending action is an attack. In the event that this Charm protects a friend or possession from harm, it is activated during Step 10 of another character's attack resolution; otherwise, it is activated in Step 2 of the Sidereal's resolution of attacks and effects. This Charm can dodge the undodgeable and its protection is subject to one of the Four Flaws of Invulnerability.

This allows the Sidereal to protect characters and items that are themselves his Backgrounds, but only against an effect whose direct and immediate consequence results in the loss of that Background for the Exalt. This includes protecting Allies and other subjects of social Backgrounds from a killing blow, but it is ineffective against non-fatal physical harm against friends since that does not change the relationship and so does not change the Background. Neither can Duck Fate protect friends from influence that *may* lead to their abandoning the relationship, only influence that *will*.

"Actions" are occurrences and events, not facts of existence. The damage interval of a bonfire is an occurrence or event, but being inside a locked room is not, nor is the act of locking the door an action directed specifically at the Sidereal even if it is done specifically to constrain him. A "similar effect from the same source" could cover any fire-based environmental hazards but not all hazards; when an environmental hazard constitutes a character's attack itself (as per Dune-Burst Onslaught, **The Manual of Exalted Power—Infernal**, p. 124) it falls under the category of attacks from a character, not hazards of a type.

Sidereals with Essence 4+ may spend one Willpower when activating this Charm, extending its duration a number of ticks equal to his successes on a reflexive Dexterity + Dodge roll. This protection still applies only against one type of undesirable effect from a singular source, and is still subject to the Sidereal's Flaw of Invulnerability. Once per tick after the first the Exalt may reflexively spend five motes, which are not committed, to "target" a different source of danger. This new, ignored threat remains so for the rest of the Charm's duration unless the Exalt again pays five motes to switch to another.

TROUBLE REDUCTION STRATEGY

Cost: —(+3m); **Mins:** Dodge 4, Essence 2; **Type:** Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Duck Fate

One result of plans gone awry is unrecoverable, at least without even *more* work than a botched destiny already entails. It's best to avoid this result if at all possible. A Sidereal with this Charm can activate his own Reflexive Dodge Charms on behalf of other characters by adding three motes to their cost. This is a standard Charm activation for the Exalt and does not count as a Charm use by the beneficiary. Though it is the Sidereal who activates the Charm and pays its cost, any dice pools involved in the Charm's function are based on the target's traits. To use a Charm in this way the Sidereal must be aware both of the target and the attack against them, and be within (Essence x 10)

yards of either the attacker, attack path or defender.

AVOIDANCE KATA

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

Keywords: Combo-Basic, Fate, Illusion, Shaping

Duration: Instant

Prerequisite Charms: Duck Fate

While Sidereals can certainly cajole circumstances to avoid harm in many situations, perhaps most impressively they can simplify matters by changing circumstances outright. This Charm can be activated only during the first two of the Exalt's actions in combat, first action in social combat, or within the first two minutes following the introduction of any significant new character to the current scene, whichever applies that is shortest. Through not inconsiderable effort the pattern spiders perform an emergency revision of causality, relocating the Exalt to another situation she could have plausibly put herself in during the past few seconds or minutes.

The Sidereal is not so much teleported as simply revised into having been in a different location that she could have reached had she left a minute or two ago, and which could result in her current physical and emotional state. For instance, if the Exalt fails to use this Charm until after being stabbed by ruffians in an alley, she might find herself impaled on a spike at the bottom of a pit in a tomb under the library. If a Solar had just ensnared her with Husband-Seducing Demon Dance, she might instead find herself in a local alehouse listening to an oddly compelling tale of that same Solar's exploits. Storytellers are advised not to make a habit of putting the Charm user in any situation nearly as dangerous as the one she escaped, and never in a situation that is actually more dangerous. This Charm is a method of avoidance and escape, not choosing a different way to die.

Potential witnesses at either end (who aren't outside fate) *know* people don't just vanish or appear, and the pattern spiders encourage this belief. This is an unnatural illusion as witnesses rationalize that the Sidereal did in fact leave or arrive some seconds or minutes ago, perhaps even mentioning where she was going if the newly revised Tapestry dictates. Witnesses may pay three Willpower to ignore this influence, realizing that they have just seen a miracle.

The Exalt's transportation and the revision of one's mind to accept a plausible alternative is fate Shaping, in the same vein as Sidereal astrology. Integrity-Protecting Prana (**Exalted**, p. 199) would prevent the memory alteration just as well as Elusive Dream Defense (**Exalted**, p. 200-201).

NEIGHBORHOOD RELOCATION SCHEME

Cost: 15m, 1wp, 1hl; **Mins:** Dodge 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Compulsion, Fate, Illusion, Obvious, Prayer Strip, Sanction, Shaping

Duration: Indefinite

Prerequisite Charms: Trouble Reduction Strategy, Avoidance Kata

Tying a long prayer strip bearing the scripture of the Hunted Maiden around her waist like a belt, the Sidereal infuses it with Essence. This causes the ends of the paper to twist and grow, trailing out to surround an area of Creation with a radius of up to (Exalt's Essence) miles. The prayer strip can encompass only

complete discrete features of terrain, such as entire houses or hills, not rooms or outcroppings. This Charm captures the area in an immaterial bubble, converting the place it was into an appropriate local wilderness. Those rare places that are both part of Creation and outside fate (such as some manses) can not be targeted by this Charm, nor can shadowlands. It can target the waypoints of the Bordermarches and Middlemarches.

The Exalt must then begin moving under her own power, without vehicles or aid from others, carrying the location to another place. Every hour of this Charm's duration, the prayer strip-belt tightens, inflicting another level of bashing damage. The location being transported is surrounded by an adamant bubble that slips through the interstices of fate, avoiding both the material and immaterial. This bubble is an adamant shell with 20L/25B soak, 25 Damaged levels and five Destroyed. Those within find the place comforting and safe, however, and are subject to an unnatural compulsion not to attempt to leave. Ignoring this influence costs three Willpower, and those that manage to break free in transit are immaterial and will remain that way until the Charm lapses or they use a power at their disposal to change their state.

Once the Sidereal stops moving this Charm ends and the location reappears and integrates into its new surroundings as best makes sense. This Charm only transplant parts of Creation into other parts of Creation; if the Sidereal attempts to carry the target area out of Creation, the Charm immediately lapses and the locale takes root at the border of Creation.

Inhabitants, whether in the moved location or neighbors left behind, recall that things used to be different but the pattern spiders conspire to encourage rationalization and acceptance. This is an unnatural illusion, causing belief that the new state of affairs is normal and acceptable. Ignoring this influence costs three Willpower.

LINGUISTICS

FAVORABLE INFLECTION PROCEDURE

Cost: 5m; **Mins:** Linguistics 3, Essence 2; **Type:** Supplemental
Keywords: Combo-OK, Emotion, Illusion, Virtue (Compassion)

Duration: Instant

Prerequisite Charms: None

With just the right word, the troubles of the world are washed away. Even ancient grudges are forgotten. This Charm can be used to enhance a simple statement or request in as small a scale as combat time, or a Presence-based social attack meant to calm a target in social combat. It is used to soothe the anger, rage, hate or similar violent emotions of the target. If a target's Dodge MDV is lower than (Exalt's [Connections or Backing in the Bureau of Serenity] + Linguistics + Essence), they forget both their anger and the reason that they are angry. The target can not become angry over the same thing within the scene unless the circumstance that spurred that anger persists; simply reminding them is insufficient. Ignoring this combined unnatural illusion and emotion costs two Willpower. Any effect that immunizes a target against either type of influence causes this Charm to fail.

BLUE VERVAIN BINDING

Cost: 5m; **Mins:** Linguistics 3, Essence 1; **Type:** Simple (Speed 1 in long ticks)

Keywords: Combo-Basic, Obvious, Prayer Strip, Training

Duration: One story

Prerequisite Charms: None

Once, a Maiden heard a song that was inexpressibly beautiful.

A god played it and the song told of the Maiden's perfection.

A demon played it and the song told of the Maiden's splendor.

A man played it and the song told of his desire for the Maiden.

A beast played it and the song told the world how to find the Maiden.

Finally, the Maiden played the song and the world knew everything that she knew.

The Bureau of Serenity cleaves separation, splitting it apart to reveal connections of immutable wholeness. This Charm is a short ritual, requiring the willing participation of two targets; with solemnity and precision, the Sidereal recites an ancient incantation in Old Realm (which he must know) and binds the two targets about the throat with a single, long prayer strip bearing the scripture of Infinite Achievement. The incantation requires the Exalt make an Intelligence + Linguistics roll at difficulty 5. Success imbues each target with the capacity to understand, speak, read and write Old Realm (in a pre-Primordial War dialect) to the greatest extent possible for each until the end of the story or until the Exalt cancels this Charm. A dog might be made to understand Old Realm, and it would come when called in that unfamiliar tongue if it would come when called in some other language, but it can not speak or write, nor does this Charm make an illiterate target literate.

A target may, during this Charm's effect, spend the necessary experience to instantly increase their Linguistics and learn Old Realm as a Training effect, going into experience debt. They may also spend the experience to instantly learn the Specialty of the prehistoric dialect of Old Realm. This Charm allows a target to increase their Linguistics rating beyond their normal cap on Abilities, but only for the purposes of learning the prehistoric dialect of Old Realm.

ICE AND FIRE BINDING

Cost: 10m; **Mins:** Linguistics 3, Essence 2; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Illusion, Mandate, Obvious, Prayer Strip, Servitude

Duration: Instant

Prerequisite Charms: None

Once, there was a Maiden...

...who cooled her hot brow with spring water.

A nymph rose from the spring.

"Come with me," it said. "I will show you love unbounded."

The Maiden responded: "Only if you come with me..."

...to see the wide world."

So the two saw everything there was to see...

...and loved everything there was to love.

This Charm is an hour-long ceremony in which the Sidereal invokes the laws that bind spirits as the caretakers of the world, whether they are the souls of titans, elementals or gods. Ghosts can not be targeted by this Charm, nor can spirits of immense power, such as the Incarnae, Third Circle demons, or any spirit

with Essence more than two greater than the Sidereal's. At the end of the ceremony a specified spirit that is strongly aspected to fire is summoned before the Exalt and the Sidereal presents the spirit with a prayer strip bearing the scripture of the Wide-Eyed Hunter. The Exalt then makes a roll of Intelligence + Linguistics against the spirit's Dodge MDV and an external penalty of 5. Other Siderals may assist, providing the benefits of limited teamwork (**Exalted**, p. 125).

Success binds the spirit to the good of the world. It gains a new, secondary Motivation to "Help bring happiness, health and joy to others." This magically imposed purpose can not be shed, broken or otherwise removed until a season has passed, at which point it disappears or the spirit may, if it is capable of such self-direction, adopt the Motivation as its own to replace its previous Motivation. If the spirit allows the Motivation to depart, it loses all specific memory of anyone present when it was bound, making it impossible to exact retribution.

The Motivation is an unnatural servitude effect that can not be resisted once it is in place, nor can the unnatural illusion that wipes clean the spirit's memories.

A Sidereal sorcerer in the Mandate of Heaven may activate this Charm reflexively to protect a dominion. The difficulty of Conquest and Self-Destructive actions targeting the dominion increases by +3 for the rest of the turn. If a rival dominion is mostly or entirely supernatural and its populace has a strong wood aspect, the difficulty instead increases by +5. If the rival magical dominion is strongly aspected to water, the difficulty does not increase at all.

LOVER'S OATH

Cost: 20m+, 1wp, 1hl; **Mins:** Linguistics 4, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Emotion, Fate, Maiden, Prayer Strip, Shaping

Duration: Instant

Prerequisite Charms: Favorable Inflection Procedure, Blue Vervain Binding, Ice and Fire Binding

Officiating an hour-long ceremony that binds two characters together (one of which may be the Sidereal), the Exalt ties a prayer strip bearing the scripture of the Bride around one finger (or its analog) of each target. This prayer strip transmutes into a band of adamant, though it retains the same properties of a normal, affixed prayer strip. In the event that the digit or limb is lost, the ring will disappear and, at an opportune time when no one is looking, reappear on another digit on the target. The targets of this ceremony must be willing and fully aware of what this Charm entails, as it binds them together closely and it is nearly an unbreakable bond.

Each target gains an inviolable Intimacy toward the other target. This need not be based on love or even affection, but it must be positive. It provides normal bonuses or penalties to a target's MDVs; influence directly contrary to the Intimacy is considered an unacceptable order. It can not be eroded or removed, though it can be suppressed for as long as a scene by an effect that does so or if the target spends a point of Willpower (which counts as resisting an unnatural emotion).

The targets may make use of each other's mote pool, if any. For those that channel peripheral motes, any motes taken from a partner count as peripheral expenditures. The partners may also freely use each other's temporary Willpower points.

A partner gains five extra successes on any rolls made to find or perceive the other. If they are capable they may spend one mote as a Miscellaneous action to sense the exact distance and direction of their partner, if both are in the same realm of existence (this power is meaningless in the Deep Wyld and Pure Chaos, and not particularly helpful in the Labyrinth). For two motes and a Miscellaneous action, a partner can determine the state of the other's health.

When a partner channels Compassion on an action directly related to aiding or protecting the other, they gain successes instead of dice equal to their Virtue.

This Charm is a Shaping effect directed at the two targets, and inflicts an ongoing unnatural emotion. It can not be used to bind anyone currently outside of fate, though its effects do linger on those who venture in and out of fate. Once in place the partners' motes and Willpower are considered a mutual resource and the use of one or the other by a partner is not an attack in any way.

A Sidereal may bind more than two people together with this ceremony, but this is very difficult, requiring an Intelligence + Linguistics roll against a difficulty of 5 or the number of targets, whichever is higher. The Charm's mote cost increases by ten for each additional target after the first two, and each target must receive a prayer strip. Using another's resources or sensing their disposition occurs on a per partner basis; a participant can not draw motes or Willpower from more than one partner at a time, nor sense more than one at a time.

A Sidereal may undo this binding, which requires reactivation of the Charm and a similar ritual, removing the rings at the end which turn back into normal prayer strips before burning to nothing. A bond must be entirely broken, making multiple-partner bonds difficult to abandon. Dissolving a bond always requires the same Linguistics roll as forging a bond between more than two characters.

PERFORMANCE

COMPASSIONATE ESSENCE REPLENISHMENT

Cost: —; **Mins:** Performance 2, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

It is through passion one changes the world, and a Sidereal with this Charm draws strength from the passions she inspires in others. Any time the Exalt uses her Performance to build a positive Intimacy, erode a negative Intimacy, or compel a character's behavior in accordance with one of their positive Intimacies, or whenever the Exalt channels Compassion on a successful roll, the Sidereal regains (Compassion x 2) motes of Essence. An Exalt can not regain more than 20 motes in a single action with any combination of Charms including this one, nor can these motes exceed her normal maximum.

PERFECTION IN LIFE

Cost: 5m; **Mins:** Performance 2, Essence 2; **Type:** Simple

Keywords: Combo-OK, Fate, Mandate, Virtue (Compassion)

Duration: One scene

Prerequisite Charms: None

As the foremost agents of fate, the dictates of the Sidereal Exalted combine with the dictates of greater destiny weaved by

the pattern spiders to provide great spiritual strength to their own plans. This Charm helps to reinforce the patterns of fate that the Sidereal wishes to encourage for the rest of the scene; upon activating it she must roll Charisma + Performance. For the rest of the scene any characters that are a part of fate and interact with the Sidereal in even the smallest way regain one point of Willpower. When the Sidereal is a direct cause of a character performing an action, and that character benefits from helpful Sidereal astrology on that action or would have suffered an MDV penalty due to their Virtues, Intimacies or Motivation against a social attack to compel that action, the character regains a point of Willpower.

Characters can gain no more than one Willpower per action from this Charm, and for the scene they may gain no more than the Sidereal's successes on her Performance roll, but these points of Willpower may exceed the maximum for temporary Willpower. Willpower gained from this Charm in excess of a character's maximum dissipates at a rate of one per scene. A character can not benefit from this Charm more than one scene in every day, though in the event of overlapping uses of this Charm by multiple Sidereals in one scene they may gain up to the highest total available from the most successful Sidereal.

A social group is a valid beneficiary of this Charm's effect, but they regain Loyalty instead of Willpower. In the Mandate of Heaven a Sidereal sorcerer may use this Charm on behalf of her dominion once per action, though this does not count as an action for the dominion itself. The Sidereal rolls her Charisma + Performance against a difficulty of twice the dominion's own Magnitude. The dominion gains Willpower equal to the Exalt's threshold successes, which may exceed the normal maximum and dissipate at a rate of one per turn.

DEFENSE OF SHINING JOY

Cost: 4m, 1wp; **Mins:** Performance 4, Essence 3; **Type:** Simple

Keywords: Combo-Basic

Duration: One scene

Prerequisite Charms: Perfection in Life

Moving through life as if in some grand story, the Sidereal avoids harm by being the hero of the tale. For the rest of the scene the Sidereal may replace her Dodge with her Performance when calculating her Dodge DV, though if her Performance is higher the increase counts as a bonus from Charms normally. When using Performance to calculate her Dodge DV the Exalt may enhance that DV with Performance Excellencies as might be expected, but she also reduces by one the DV penalty her own actions impose on her Dodge DV and ignores coordinated attack penalties.

SONG OF SPIRIT PERSUASION

Cost: 5m, 1wp; **Mins:** Performance 3, Essence 2; **Type:** Simple (Speed 4 in long ticks, DV -2)

Keywords: Combo-OK, Emotion, Sanction, Social, Training

Duration: One story

Prerequisite Charms: Perfection in Life

The Primordials were cruel creators, for within all spirits, all the things they created, there is a feeling of incompleteness that spurs them to seek and innovate. As it turns out, passion is just as important for rebels as it is for servants. This Charm can only be used by someone who knows the Old Realm language.

By choosing and inflecting her words carefully a Sidereal using this Charm tugs at this sense of incompleteness, chaining a spirit's heart to her own desires. This Charm is a Manipulation + Performance social attack, though it targets only a single spirit, and should it succeed it inflicts an emotional attachment to the Sidereal that makes the spirit her Ally for the rest of the story. A spirit may ignore this unnatural emotion by spending three Willpower, immunizing itself against a specific Sidereal's use of this Charm for the rest of the story.

Initially upon learning this Charm the Sidereal may use it against element-neutral gods, and spirits of any kind that are strongly associated with the elements fire and wood. The latter two are exceptionally vulnerable, as this Charm's lust for life is a match to their own, imposing a -2 MDV penalty when they attempt to resist. The Sidereal may pay two experience or one bonus point to learn how to affect one other broad category of spirits (demons; ghosts; gods and elementals of air, earth and water). As beings of stability or stasis, ghosts and spirits strongly aspected toward the earth element receive a +2 MDV bonus against this Charm.

With sufficient work to build a lasting relationship the Exalt may treat this Charm as a Training effect to permanently adopt the spirit as an Ally, at the usual cost of three experience per dot of the Background.

FAULTLESS CEREMONY

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

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: None

The Sidereal authority and facility for auspicious pomp and circumstance is sometimes contagious. When the Exalt oversees or participates in a ceremony or ritual, everyone involved lowers the target number of their relevant rolls by one, to a minimum of four. This includes prayer (**Exalted**, p. 132), attack and damage rolls in ritualized combat or sacrifice, or dance and decoration for an Immaculate holiday. This benefit extends only to formalized actions that are part of the ceremony; an Exalt can not simply declare combat a "ritual" to garner lower target numbers. The actions must follow a script of sorts.

Upon first learning this Charm, it applies only to ritualized uses of the Abilities associated with one's Sidereal caste, plus Performance. Eclipses, Moonshadows and Fiends who learn this Charm are treated as being of the caste of the Sidereal that teaches them the Charm. An Exalt may learn to perform the duties of another caste's Bureau with a week of training and at a cost of three experience or one bonus point.

HEART-BRIGHTENING PRESENTATION STYLE

Cost: —; **Mins:** Performance 2, Essence 2; **Type:** Permanent

Keywords: Virtue (Compassion)

Duration: Permanent

Prerequisite Charms: Any Performance Excellency

The world's a stage and an audience all at once, so it's little surprise a Sidereal can treat so much of it as a performance. A Sidereal with this Charm may enhance his Socialize, Presence and Bureaucracy dice pools and actions with his Performance Excellencies. However, this slightly lessens the efficacy of the

Charms; the First, Second and Third Performance Excellencies can not reduce internal penalties on Socialize, Presence or Bureaucracy actions, nor can the Fourth Performance Excellency convert such dice pools into an equal number of successes.

This Charm's Virtue keyword gives the Sidereal free rein to channel Compassion on any Performance, Socialize, Presence or Bureaucracy roll as long as it is enhanced by a Performance Excellency.

HARMONIC COMPLETION

Cost: 8m, 1wp, 1hl; **Mins:** Performance 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Emotion, Prayer Strip

Duration: Five days

Prerequisite Charms: Song of Spirit Persuasion, Defense of Shining Joy, Faultless Ceremony, Heart-Brightening Presentation Style

To activate this Charm the Sidereal ties a prayer strip bearing the scripture of the Dancer around her head, covering her eyes. This prayer strip transforms into a strip of starmetal banded by blue jade that conforms exactly to the Exalt's head, making it impossible to remove without destroying it. The visor follows the normal rules for prayer strips attached to a target. It also blinds the Sidereal, imposing a -4 internal penalty on relevant actions. Even the Primordials, it turns out, were imperfect, but a Sidereal with this Charm can grant others that missing sense of true completeness, expanding on the principles of the Song of Spirit Persuasion. In turn, the Exalt's sense of completeness is total, protecting her from such depressing preoccupations.

All of the Exalt's social attacks become unnatural influence, if they were not before, and the MDV penalty targets suffer from Intimacies or Motivation is doubled. This MDV penalty increase is an unnatural emotion that can be ignored for a scene by spending three Willpower. Beings with Essence 1 halve their MDV against the Sidereal's social attacks and can not spend Willpower to resist her influence unless their Temperance matches or exceeds the Exalt's Essence. The Sidereal comes to understand the immensity of her own fate and the complex tale it weaves, finding solace even in her own life's tragedies. This allows her to treat penalties to her MDV due to her Intimacies or Motivation as bonuses instead, and doubles bonuses from those same sources.

SOCIALIZE

STERN ESSENCE REPLENISHMENT

Cost: —; **Mins:** Socialize 2, Essence 1; **Type:** Permanent

Keywords: Mandate

Duration: Permanent

Prerequisite Charms: None

The necessities of the world weigh heavy on the Sidereals, but an Exalt with this Charm can draw strength from fulfilling the needs of the world. Any time she is successful in compelling the behavior or modifying the Policy of a social unit, fulfilling the duties of a savant or sorcerer on a Diplomatic action in the Mandate of Heaven, or any time she channels Conviction on a successful action, a Sidereal Exalt with this Charm regains (Conviction x 2) motes. An Exalt can not regain more than 20 motes in a single action with any combination of Charms including this one, nor can these motes exceed her normal maximum.

SHUN THE SMILING LADY

Cost: 7m; **Mins:** Socialize 2, Essence 2; **Type:** Simple

Keywords: Emotion, Fate, Illusion, Maiden

Duration: Indefinite

Prerequisite Charms: None

When Heaven itself conspires against your happiness, the world becomes a lonely place. By his authority as an agent of fate, a Sidereal using this Charm burns the records of a target's love in the Bureau of Serenity, denying them romance both present and future. This Charm does not actually impose any effect on the target directly, but instead rips apart the fate that surrounds them. This affects all beings of Essence 1 as well as anyone else with Dodge MDV less than (Exalt's [Connections or Backing in the Bureau of Serenity] + Essence), as long as they are inside fate. A Sidereal must be participating in the same scene of physical or social combat as the target, and be able to see the target, to use this Charm on them.

Upon this Charm's activation and at the start of any scene in which they participate, those affected have their romantic love-based Intimacies of which the target is a subject stripped away (if the target is the only subject) or altered to exclude the target. This unnatural emotion may be ignored by paying three Willpower each time it comes up. This Charm can not completely strip away a Motivation, but it is just as persistent and functions in the same basic way by altering such Motivations for the Charm's duration. This Charm does not cause people to forget that they loved, nor does it prevent non-romantic love, it only stamp out ongoing amorous feelings.

Anyone who would fail to resist this Charm, even if they did not have any Intimacies or a Motivation of love involving the target, can not help but to find the target unattractive. After all, Heaven itself wants to take away his love. This unnatural illusion may be ignored for a scene at a cost of two Willpower. Those who do not resist treat the target as having Appearance 1 for all purposes, including calculation of their MDVs or their own Charms that base themselves on the target's Appearance. The target calculates his own MDVs and Charm effects using his own, true Appearance.

The central target of this Charm may be outside fate, but it will not affect titans, Deathlords or Third Circle demons.

CASH AND MURDER GAMES

Cost: 6m, 1wp; **Mins:** Socialize 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Emotion, Fate, Maiden, Mandate

Duration: Indefinite

Prerequisite Charms: Shun the Smiling Lady

The relationships of those in Creation are merely one part of the vast Tapestry that the Sidereals must weave to keep things in order. Activating this Charm, the Sidereal's player rolls her Manipulation + Socialize and names two characters (one of which may be the Exalt) and decides which of the two will gain emotional dominance over the other. Each time the both targets are in the same scene, destiny ensures that the dominant character appears impressive, desirable or otherwise someone worth serving to the submissive target. If the victim in this relationship has a Dodge MDV less than the Sidereal's successes on her Socialize roll, they must pay one Willpower or adopt an Intimacy of submission to the dominant character. This is an unnatural emotion. The emotional context of this

Intimacy is defined by the relationship the Sidereal wishes to inflict, and might be awe, terror, devotion or duty. Should a character spend five Willpower to resist adopting the Intimacy, this Charm lapses.

Once the Intimacy is in place, it is magically powerful. If it would impose an MDV penalty or bonus, it is -2 or +2 instead of -1 or +1. It can not be discarded normally, as the victim must spend one Willpower for each scene in which they erode it. It becomes a normal Intimacy as soon as the Sidereal stops committing motes to Cash and Murder Games.

Only beings that are a part of fate may be made dominant in the relationships this Charm creates; those that they dominate may be outside fate.

In the Mandate of Heaven a Sidereal may use this Charm even if he is not a savant or sorcerer. If the Exalt is a savant or sorcerer, this counts as one of his allowed instances of replacing a dominion's Ability with his own, though it does not itself count as an action for any dominion. He may prevent a target dominion from canceling one instance of backing they provide with Tiger Shelters Cub Patronage or to prevent a dominion from refusing such backing with Cub Absconds Litter Refusal (see **Exalted Storytellers Companion**, p. 154-155 for these actions). A dominion denied an action must choose a different action to take and may not attempt to then withdraw or refuse backing with a later action in that same turn. A dominion may spend one Willpower to overcome this Charm's effect.

LIFE WITHOUT COMPUNCTION

Cost: 5m, 1wp; **Mins:** Socialize 4, Essence 2; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Illusion, Mandate, Social

Duration: Instant

Prerequisite Charms: Cash and Murder Games

As the premiere enforcers of Heaven's laws, Sidereals have great facility at excusing transgressions. This Charm is a social attack to convince everyone to forgive some trespass against law or social convention, the Exalt rolling her Manipulation + Socialize. In a mixed social scene this roll is against the MDVs of those present; against a social group she contends against the group leader's MDV and an external penalty of half the group's Magnitude (round down). The difficulty of this roll is based on how serious the transgression is; a social faux pas would be difficulty 1, something that could land someone in jail might be difficulty 3, and something that normally calls for execution would be difficulty 5.

Success inflicts an unnatural illusion, convincing those who would take exception that the boorish or heinous behavior is an example of amusing temerity or justified rebellion. With a success threshold greater than a target's Conviction, they then develop an Intimacy (or adopt a new Policy) favorable to the taboo. This does not necessarily make the behavior legal or entirely acceptable, but it makes it easier to excuse. A target may ignore this influence for two Willpower or Loyalty.

In the Mandate of Heaven a Sidereal sorcerer may use this Charm to reduce by two the Limit cost of one of the dominion's actions. This Charm itself is not a dominion action, and acts in a reflexive capacity.

YOU AND YOURS STANCE

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

Keywords: Combo-Basic, Emotion, Obvious, Social

Duration: One scene

Prerequisite Charms: Shun the Smiling Lady

The Exalt wraps herself in powerful threads of desire, lust-destinies draped like a gown across her shoulders. Her enemies can't stand to destroy or alter her and others can not contend against her. Those who consider themselves her enemy must succeed on a Conviction roll to attack the Exalt freely. If the attacker fails, they must pull their blow (**Exalted**, p. 158) in combat or can not break the Motivation of or build or erode the Intimacies of the Exalt in social combat. Those who are (normally) indifferent, like or love the Sidereal must succeed on a Temperance roll to perform an action in the Sidereal's presence that they know the Exalt opposes, and they suffer a -2 internal penalty on attacks against the Exalt.

This Charm inflicts an unnatural emotion. Characters with a Motivation of which the Sidereal is a subject, whether it is antagonistic or friendly, must pay three Willpower to overcome this influence for an action. Those with a similar Intimacy may ignore the influence for two Willpower per action. Those with no strong emotional ties to the Sidereal need only pay one Willpower. Once a character has spent five or more Willpower in total to overcome this influence, they are immune for the rest of the scene.

HOT-EYED SNAKE WHISPERING

Cost: 4m, 1wp; **Mins:** Socialize 3, Essence 2; **Type:** Simple

Keywords: Combo-OK, Social, Virtue (Conviction)

Duration: One scene

Prerequisite Charms: None

Reality bends to accommodate the Sidereal Exalted in their missions, making them convincing orators. For the scene the Exalt reduces by one, to a minimum of four, the target number of his social attacks using Performance or Presence, as well as his uses of Socialize in social combat. He also reduces the target number of his Bureaucracy actions to haggle, negotiate or otherwise navigate a network of people (as opposed to appraising an item's price or hammering out good legislation). The Exalt may also channel Conviction on all these actions without any special justification while this Charm is active.

WANTING AND FEARING PRAYER

Cost: 10m, 1wp, 1hl; **Mins:** Socialize 5, Essence 4; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Emotion, Fate, Prayer Strip, Shaping, Virtue (Conviction)

Duration: Indefinite

Prerequisite Charms: Life Without Compunction, You and Yours Stance, Hot-Eyed Snake Whispering

Burning two prayer strips bearing the scripture of the Whore, the Sidereal forges a new relationship between two people, both of which must be within 10 miles of the Exalt when she activates Wanting and Fearing Prayer. The prayer strips, once they finish burning, release a gout of silver-chased blue flame and reconstitute themselves around a bone or some analogue within each target. If the flesh is cut away, each strip becomes Obvious as it glows a brilliant blue, its script shining silver, as

long as this Charm's effects persist. Safely removing a strip is an extended internal surgery action (**Exalted**, p. 137) against a difficulty of 6 and cumulative difficulty of (Sidereal's Essence x 2). The appearance of a prayer strip is an instant physical Shaping effect.

When each target bears a paper on their bones, the Exalt rolls Manipulation + Socialize against their Dodge MDVs. If this is successful against both targets, the Sidereal then defines a relationship into which the two will inevitably fall. As soon as the most minimal circumstance supports the formation of the defined relationship, a target instantly adopts a magically powerful Intimacy appropriate to the relationship. The bonus or penalty these Intimacies provide in social combat is three instead of one, and influence in support of or pursuant to the Intimacy is considered unnatural for the purposes of ignoring the influence with Willpower (though resisting does not increase Limit, nor does such influence actually register as unnatural for any other purpose). Such Intimacies can not be eroded while this Charm lasts, and once the Exalt ends this Charm they revert to normal Intimacies.

BATTLES

ARCHERY

OPPORTUNE SHOT

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

Keywords: Combo-OK, Social

Duration: Instant

Prerequisite Charms: None

The best, most unexpected openings are when a target is embroiled in their own actions during a conflict. This Charm enhances an attack action, even in social combat, reducing its Speed by two, to a minimum of three. If a Sidereal uses this Charm on a tick in which he will act simultaneously with the target of any of his attacks, all of the Exalt's attacks are resolved before the target's actions. If another Charm contests this secondary effect, the Sidereal gains (Essence) extra successes on his opposing roll.

ANY DIRECTION ARROW

Cost: 2m or 4m, 1wp; **Mins:** Archery 2, Essence 2; **Type:** Supplemental

Keywords: Artillery, Combo-OK

Duration: Instant

Prerequisite Charms: None

Sidereals do not force their attacks through paths that may hinder them, but instead find the most efficient answer to the question of how a foe should be harmed, sending arrows in orthogonally deadly directions. This Charm costs two motes when it is used to enhance an Archery attack, allowing the Exalt to ignore any DV bonuses, difficulty increases or external penalties due to shields, cover or the environment, as long as any given penalty is no higher than (Essence ÷ 2). The total value of these penalties may be any amount, but if any one is too high to negate then the Exalt can not use this Charm.

Alternately, this Charm may be activated at a cost of four motes and one Willpower to wrestle the projectile into a more

advantageous path. This allows the Exalt to reflexively attempt to reestablish surprise on the target (**Exalted**, p. 156), even without sufficient cover, in Step 1 of resolution. This less unnatural path for the missile is not as swift or as sure, and so an attack enhanced in this way does not ignore shields, cover or environmental penalties in any amount.

EVERY DIRECTION ARROW

Cost: 3m per missile; **Mins:** Archery 3, Essence 2; **Type:** Simple

Keywords: Artillery, Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Any Direction Arrow

Gathering up many tribulations, the Sidereal flings them all at her foe at once to overwhelm them. This Charm is a single Archery attack involving up to (Essence) projectiles; resolve the attack normally up to Step 6, but resolve Steps 7, 8 and 10 once for each individual missile. This requires having actual ammunition, so when used to make artillery attacks the Exalt must take the time to load the weapon multiple times before firing.

FIVE SEASONS APPROACH

Cost: 3m; **Mins:** Archery 4, Essence 3; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious, Virtue (any)

Duration: Instant

Prerequisite Charms: Opportune Shot, Every Direction Arrow

At the heart of every hour, day and month lies a secret fire, and when assaulted the Sidereal can draw on the knowledge of these fires to punish her aggressor. Her palm flaring with crimson Essence, the Seer reveals a terrible truth: her attacker is only in conflict with himself! When the Exalt responds to an unsuccessful attack with this Charm, the same attack is made against the attacker. There is no normal attack roll in Steps 3 or 4; instead the counterattack garners successes equal to (the attacker's Essence + the Sidereal's Essence). The Exalt may further enhance the attack with her own Charms, rolling dice she adds normally. None of the original attacker's Charms still apply to the attack, except in the case where the attack itself was created out of a Charm (like Blazing Solar Bolt, **Exalted**, p. 192), in which case the Charm that produced the attack in the first place is considered to be in full effect.

GENERALIZED AMMUNITION TECHNIQUE

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

When one can not contend with the world on its terms, one must contend with the world on one's own terms. This Charm is the act of grabbing and readying some ammunition for an otherwise normal Archery or Thrown attack. This ammo must be no heavier or wider than the Sidereal's fist and no longer than her arm. These limitations aside, the Exalt may use this Charm to treat anything as ammunition with a cost no greater than Resources ••. In the case of Essence-discharge weapons,

this Charm can duplicate the energizing power of a two-dot hearthstone; other power requirements, like mote costs, must be paid normally. This Charm is incompatible with weapons that require non-reflexive actions to reload, such as those with the 'S' tag (*Exalted*, p. 373) or most mundane artillery.

The Exalt may grab and ready ammunition before using this Charm, but it will not have the properties of normal ammunition unless Generalized Ammunition Technique is executed during the resolution of the attack it enhances. If the Exalt wishes to launch an animate creature, and the being resists, she will have to flurry a clinch along with her ranged attack.

In addition to the results of a normal ranged attack, attacks made with strange ammunition can have a variety of effects. Water could put out a fire, sand might blind someone, and a snake might continue attacking the target.

MANY MISSILES BOW TECHNIQUE

Cost: 8m, 1wp, 1hl; **Mins:** Archery 5, Essence 4; **Type:** Simple (Speed 4 or Dominion Action)

Keywords: Combo-Basic, Mandate, Obvious, Prayer Strip, Shaping

Duration: One scene or instant

Prerequisite Charms: Five Seasons Approach, Generalized Ammunition Technique

Splaying her left hand wide the Sidereal counts the uncountable hazards she will inflict on those that trespass against her. Her right hand must hold and release a prayer strip carrying the scripture of the Clay Maiden, which flies ten yards up to float directly above the Exalt. The prayer strip glows an offensive light red color that illuminates the area around the Sidereal as would a bonfire (*Exalted*, p. 135). For the rest of the scene the Exalt's Archery and Thrown attacks triple their base range, and she may use Generalized Ammunition Technique as if it were not a Charm for the purposes of activating other Charms or Combos.

In addition, the Exalt may use Generalized Ammunition Technique to transmute normal projectiles into other things mid-flight, after they have been loosed. She can only transform non-magical, inanimate objects, though apart from this any valid target of Generalized Ammunition Technique may be shaped into a miracle. When she first learns this Charm, the Exalt knows how to produce one type of thing. She may learn how to transform missiles into other things at a cost of three experience each.

In the Mandate of Heaven a Sidereal sorcerer may use this Charm on her dominion's behalf, depending on the techniques she has learned. This counts as one of the dominion's actions, as its infrastructure deals with the effects and, knowingly or not, ferries the Sidereal around to spread the effect, though it may occur during another's turn. The Exalt's player chooses one of the techniques to use as a counter against a Conquest or Self-Destructive action, either from a Limit event or another dominion's action. If the Storyteller decides that the counter is appropriate (snowing under an advancing army or countering Mouse Burns the Grain with the grain technique), this Charm cancels the effects of the event or action in question. If it was an event, the dominion neither gains nor loses Limit as a result, but a rival dominion still spends any resources necessary to have carried out the cancelled action.

Following is only a small list of possible transmutations:

Boulder: The missile becomes a hurtling rock. It can not be blocked and its base damage is (Sidereal's Essence x 2)B piercing. Targets knocked prone (*Exalted*, p. 153) by a boulder must manage a feat of strength to lift it with a total of (the Sidereal's Essence) to escape. Failure to do so pins a target in place, though it also provides 50% hard cover. At Essence 5+ a Sidereal may spend an extra Willpower when invoking this technique to increase the size of the boulder, changing its base damage to (Essence x 3)B piercing, the necessary total on a feat of strength to (Exalt's Essence + 3) to escape and the cover provided by being pinned to 75%.

Disease: Even the most devastating plague may be necessary to maintain Creation's proper functioning. This is the burden of the Sidereal Exalted. A missile transformed with this technique infects a target automatically with a mundane disease, instead of dealing any damage. The Exalt can not fire diseases she has not encountered before, whether or not she successfully resisted or cured them, nor can she fire those with Virulence greater than her permanent Essence. A Sidereal with Essence 5+ may pay an extra Willpower when activating this technique to cause a burst of infections around the target. In addition to its normal effect on the target, all within (Exalt's Essence x 3) yards must check against its Virulence normally. Either use of this technique is a Sickness effect.

Fatigue and vigor: Instead of piercing a target, the projectile vanishes into them without apparent harm. The Exalt rolls her permanent Essence against a difficulty equal to the higher of the target's Stamina or Resistance. Each threshold success on this roll inflicts one die worth of fatigue penalty on the target as if they had performed strenuous activity (*Exalted*, p. 130). The Exalt may enhance her Essence-based "damage" pool with standard damage-enhancing Charms. There is no pre- or post-soak, so damage modifying Charms that apply in Steps 7 and 8 apply before the pool is rolled, while those that apply in Step 10 are applied after the roll. This technique may be used in the same way to remove fatigue from a target. When used to tire a target, this technique is a Crippling effect.

Fire: As it hits, instead of dealing normal damage the missile explodes in a conflagration. This is an environmental hazard with Damage 4L/instant, Trauma 3 that affects everyone within (Sidereal's Essence) yards of the target. Normally, this flame will die down to Damage 2L/action, Trauma 2 for a subsequent number of actions equal to the Exalt's Essence, afflicting any who suffered damage from the initial burst. However, if there is sufficient fuel in the area it could remain at bonfire-level intensity indefinitely and even spread. An Exalt with Essence 5+ may pay an additional Willpower when activating this transformation to cause a widespread rain of fire, inflicting Damage 2L/action, Trauma 2 for (Exalt's Essence) actions on all within (Essence x 100) yards of the target. This may ignite flammables normally. Either version of this technique is Elemental.

Grain: On pinions the Sidereal's magic brings abundance. This technique requires the Exalt target the soil, which usually has a DV of 0. Successfully hitting, the arrow dissolves into a mound of one type of grain which then bursts forth in a patch of fully-grown plants with a radius of (Sidereal's Essence) yards. Having been conjured by the Exalt, the grain is then left to

its own devices to survive unless someone decides to tend it. Though it requires some work, this healthy cereal can provide one day of nourishment for up to (Exalt's Essence) people. At an additional cost of one Willpower, a Sidereal with Essence 5+ may produce grain in a radius of (Essence x 10) yards, which is enough to feed (Essence - 1) Magnitude people for a day.

Health: The Sidereal's arrow inverts its purpose: Instead of inflicting harm, it takes it away. If the projectile strikes true, the Exalt rolls (Archery) dice to restore health levels to the target. Bashing levels are healed first, one for each success; every two remaining successes may also heal one level of lethal damage. The Exalt may enhance this "anti-damage" pool just like that produced by the fatigue and vigor technique. This technique is a Shaping effect directed at the target and not just the missile.

Snow: Upon striking, the projectile bursts into a thick cloud of snow with a radius of (Exalt's Essence x 3) yards. In the right temperatures this is enough to blanket the area up to an inch; in any temperature it will potentially smother fires or succor a thirsty man. For five actions after the burst of snow, the area it covers obscures vision as fog (**Exalted**, p. 135). An Exalt with Essence 5+ may pay an additional Willpower to cause natural snow to fall over a radius of up to (Essence x 100) yards around the target for one day, up to (Sidereal's Essence) inches. This technique is an Elemental effect.

Social attack: A few feet from the target, the Exalt's missile twists and ripples, becoming an androgynous, omnidirectional voice. This voice performs a single social attack of the Exalt's choice. It uses the Sidereal's traits, except it has Appearance 0. The Storyteller should feel free to increase the difficulty of the Exalt's social attack roll based on how strange a sudden, disembodied voice appears to listeners, as the novelty might overwhelm the message. This technique may also be used to send simple messages that don't attempt to influence targets.

INTEGRITY

For the Scripture of the Drowning Maiden see **The Manual of Exalted Power—Sidereals**, p. 158.

DECLARATION OF HUMILITY

Cost: 3m or 3m, 1wp; **Mins:** Integrity 2, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: None

Creation has no real need of enemies, and so need pay them mind only when it wishes. This Charm can supplement any instant-duration action, allowing it to treat all demons and Fair Folk as if they were either material or immaterial at the Exalt's choice, regardless of the relative corporeality of the Sidereal and intervening beings affected by the action. This Charm is Obvious when it is used to ignore corporeal demons or raksha, as they ripple and distort painfully around whatever the Exalt does. This Charm does not make immaterial creatures visible to the Sidereal, nor does it allow her to see through those that she can normally perceive. This normally costs three motes, but it also costs one Willpower to activate if any intervening demon (but not Fair Folk) has a permanent Essence double or more the Exalt's own.

In the case of demons such as perroneles (**The Books of**

Sorcery, Vol. V—The Roll of Glorious Divinity II, p. 85) or the various Third Circle demons that comprise environments, this Charm allows the Exalt to bypass soak, cover bonuses and any similar kinds of protection the demon provides. This also bypasses various applications of Assumption of the Person's Heart (**Graceful Wicked Masques—The Fair Folk**, p. 158-159). However, Hellforged wonders and Grace-magic artifacts are not themselves demons or raksha, though they are made from them, so this Charm does not bypass their protection.

WATER AND FIRE LEGION

Cost: 8m, 1wp, 1lh; **Mins:** Integrity 2, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Sanction, Servitude, Touch

Duration: Until next Calibration

Prerequisite Charms: None

Reaching into the heart of a flame or pool of water, allowing it to burn or freeze him, the Exalt comes to an accord with that element. This Charm supplements an attempt to touch water or fire, which may require an unarmed Martial Arts attack. The Exalt suffers a single level of lethal damage, regardless of the danger of the sample he touches, and he is rendered immune to that element until Calibration begins, ignoring both penalties, damage and other forms of attack from appropriate Elemental effects.

An Exalt may instead activate this Charm by cupping his hand and preserving a bit of the chosen element as long as he does so. This is an Obvious effect. While he does so the Sidereal may hold the sample aloft and spend one Willpower to make a Speed 4, DV -1 social attack of Charisma + Integrity, entreat-ing all associated elementals, or gods strongly aspected to the element, that can hear to join her in some mission. Elementals halve their MDV against this attack and it is ineffective against gods with permanent Essence greater than the Sidereal's.

Spirits that fail to resist this attack gain a second Motivation to serve in a group whose Policy the Exalt defines. This group is formed when the Exalt first issues the attack, or its membership is supplemented by later recruitment using the same effect. The group's Policy must be rooted in a Creation-bound goal that can reasonably be completed by Calibration. The total Magnitude of groups formed this way can not exceed (Exalt's Essence). A spirit may ignore this unnatural servitude by spending (Exalt's Essence, maximum five) Willpower.

An Exalt may maintain this Charm after releasing his sample of an element, but he can not continue recruiting spirits after doing so. If he releases the motes committed to this Charm, the Servitude lapses and the groups formed with it will probably dissolve. Groups founded with this Charm can not have their root, goal-based Policy changed, treating influence to do so as an unacceptable order, but they may accumulate new Policies and otherwise grow as any normal group.

Both immunity to and the servitude of either element can be gained simultaneously with separate activations of this Charm, but a Sidereal can not use it to become immune to or draft both fire and water at the same time.

SHIELD OF MARS

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

Keywords: Combo-OK, Counterattack, Fate, Shaping

Duration: Instant

Prerequisite Charms: None

The Maiden of Battles defends herself by destroying her foe. When subject to an attack a Sidereal may use this Charm to attempt to redirect some or all of the levels of damage it will inflict back on the attacker or one of the attacker's Allies or equivalent friendly Background characters (such as one of their Contacts, Connections, or even the superior that provides them Backing). This Charm can not inflict damage on Background characters that are outside fate, but it otherwise functions as normal against a target that is outside fate.

The Exalt rolls Stamina + Integrity against a difficulty of the attacker's Essence, with threshold successes transferring levels of damage that would be dealt to the Exalt to the friend or body of the attacker. This damage is identical to that which would be inflicted on the Sidereal and can not be dodged, blocked or soaked as it is a reality-warping Shaping attack. Other effects that would be inflicted with the damage do not transfer, though if this Charm negates all the damage the Exalt would suffer effects that rely on inflicting damage fail.

This Charm provides no significant information about the attacker's Backgrounds, and the Exalt's player learns only the number and rating of the relevant Backgrounds. The player chooses whether to reflect the damage back on the attacker or their friends before being told this information. In the case of a Background character, the player may choose a Background based on rating, whim or may ask the Storyteller to make his own amusing or tragic choice appropriate to the story.

SOMEONE ELSE'S DESTINY

Cost: —; **Mins:** Integrity 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Shield of Mars

When a Sidereal is in danger, he may pass on that danger to others so that he might save them. Instead of transferring the damage of an attack, the Sidereal may use Shield of Mars to transfer an Illusion, Poison or Sickness effect to an alternate target. In addition to the original attacker or their friendly Backgrounds, this can also target anyone at all within (Essence x 2) yards of the Exalt.

STORM'S EYE STANCE

Cost: 10m, 1wp, 1hl; **Mins:** Integrity 5, Essence 4; **Type:** Simple (Speed 7)

Keywords: Combo-Basic, Illusion, Prayer Strip

Duration: One week

Prerequisite Charms: Declaration of Humility, Water and Fire Legion, Shield of Mars, Someone Else's Destiny

Tossing a prayer strip bearing the scripture of the Drowning Maiden into the air, any light becomes dim and mottled around the Sidereal, as if stormclouds rolled in, while the prayer strip burns like an ember next to her face. This light effect extends out to (Essence x 10) yards around the Exalt, obscuring vision like fog (*Exalted*, p. 135) for 7 ticks, though the Sidereal can be seen clearly thanks to the smoldering prayer strip next to her. After this period the light returns to normal, while the prayer strip drifts to the Sidereal's cheek, burning into her mouth so

that it can help her whisper truth to herself. Like a hurricane, the Exalt's center becomes calm and sure but flings danger out into the world.

While under this Charm's effect, the Sidereal may reflexively spend three motes to reciprocate any form of mental influence successfully inflicted on her. This is an unnatural illusion that causes whoever tried to influence the Exalt to believe they are under the effects of the same influence they imposed on the Sidereal. If this does not entirely make sense but there is a very close approximation, the illusion may change to that (turning a compulsion to "help me gather riches" into a compulsion to "gather riches", for instance). If no close approximation of the influence can be had, or if it would constitute an unacceptable order, the illusion fails. However, the three motes the Exalt spent on the effect count as spending two Willpower to resist the influence inflicted upon her. This expenditure does not "carry forward" if it is insufficient to overcome the influence and the Exalt fails to pay the remainder, unless that is a normal function of the influence.

The original attacker is not actually under the effects of their own influence, but they do believe that they are. Shaking off this illusion costs an amount of Willpower equal to their own Essence or the Sidereal's, whichever is higher (maximum five). No other effects of the original attack are actually inflicted on the original attacker, such as a Geas' Crippling (*The Books of Sorcery*, Vol. IV—*The Roll of Glorious Divinity I*, p. 157). Alternately, the attacker may abort their attempted influence the moment it is inflicted, negating its effect on the Exalt and the reciprocated illusion.

MELEE

IMPEDING THE FLOW

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

Keywords: Combo-OK, Fate

Duration: Instant

Prerequisite Charms: None

As the Vizier's foe strikes, she strikes back. Not at her foe, but at the fate that surrounds them both, miring the attacker in failure. A Sidereal may enhance a Melee- or Martial Arts-based parry with this Charm against an attack that is neither unexpected nor unblockable. Impeding the Flow reduces the attacker's successes, if any, to 0 in Step 6 of resolution after all other effects and penalties. A Sidereal may not use this Charm to block an attack favorably enhanced by Sidereal astrological effects or by more than (Exalt's Essence + 1) extra successes from Charms.

SERENITY IN BLOOD

Cost: —(+1wp); **Mins:** Melee 4, Essence 3; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Impeding the Flow

Crimson stardust falls from the sky to illumine the indigo strands of Fate that lead to harm and the sapphire strands that lead to a happier end. Only the Exalt can see these particulate strings enmeshing the conflict that surrounds him, except in the instant when he exploits them, striking and tangling them in a brilliant spray of red, purple and blue to avoid doom. The Sidereal may use Impeding the Flow to block an unexpected

or otherwise unblockable attack, including those favorably enhanced by astrology or benefiting from any number of extra successes, increasing the Charm's cost by one Willpower. This Charm carries one of the Four Flaws of Invulnerability.

ORCHESTRATION OF MIRRORED FATES

Cost: 2m; **Mins:** Melee 3, Essence 1; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Social

Duration: Instant

Prerequisite Charms: None

Taking note of her own destiny, the Seer attempts to take an assailant along for the ride. When the Sidereal's DV fails to defend her against an attack, responding with this Charm allows her to make her own attack against the original attacker, using the same Ability to make the counterattack. In social combat when this Charm is used to respond to a Performance-based attack, the original attacker must be a valid target of the Sidereal's own performance.

HARMONY OF BLOWS

Cost: 8m; **Mins:** Melee 3, Essence 2; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Seer accepts whatever course she must take through fate, and in so doing twists even the worst circumstance to good. This Charm is a flurry of three attacks against the same or separate targets, each of which suffers no multiple action penalties and which inflicts only the highest DV penalty of any one attack in the flurry, ignoring the weapon's Rate.

MEDITATION ON WAR

Cost: 4m, 1wp or 12m, 1wp; **Mins:** Melee 4, Essence 2; **Type:** Simple (Speed 6, DV -1 or Dominion Action)

Keywords: Artillery, Combo-Basic, Mandate, Stackable, War

Duration: One scene

Prerequisite Charms: Harmony of Blows

The understanding of battle within the Sidereal Exalted spreads from her understanding of herself and the others around her. When she activates this Charm for four motes and one Willpower the Exalt chooses one of Archery, Martial Arts, Melee, Thrown or War. For the rest of the scene the target number of physical attack actions or Miscellaneous actions made with those Abilities is reduced by one, to a minimum of 4. In addition, the Sidereal may use Supplemental and Reflexive Charms for the chosen Ability in mass combat without a stunt, recovering motes and Willpower for successful stunts in mass combat normally. Finally, the Exalt may use Harmony of Blows to perform artillery attacks or in mass combat as the leader of a complementary unit.

With greater enlightenment comes an understanding that war is not merely men in the field. Sidereals with Essence 4+ may use this Charm to lower target numbers on social attacks or Miscellaneous actions in social combat using one of the Abilities chosen from Performance, Presence, Investigation or Socialize. When used in this way, the Ability in question may also be used to make a flurry of social attacks (if amongst the former three) using Harmony of Blows.

In the Mandate of Heaven a Sidereal sorcerer may activate this Charm for twelve motes and one Willpower (representing

a combined activation of Meditation on War and Harmony of Blows) on behalf of her dominion. This allows the dominion to perform an extra action during the turn, but only if that action is Military-based. If the Sidereal is Essence 4+ the dominion's extra action may be any Self-Destructive, Conquest or Diplomatic action.

SMILING AT THE DAMNED

Cost: 5m; **Mins:** Melee 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Fate, Obvious, Virtue (Conviction)

Duration: Instant

Prerequisite Charms: None

Piercing the true heart of her foe, the Sidereal wraps their ultimate destiny around their current fate. When this Charm is used to supplement an Archery, Brawl, Melee or Thrown attack the Seer's eyes cloud with a storm of ruby and emerald flecks. If the attack supplemented by this Charm successfully deals health levels of damage, they are transformed into aggravated damage in Step 10 of resolution.

When used against a target that is outside fate, they soak the damage of the attack as if it were bashing, even if it would be lethal normally.

PERFECTION OF THE VISIONARY WARRIOR

Cost: 12m, 1wp, 1hl; **Mins:** Melee 5, Essence 4; **Type:** Simple (Speed 5, DV -0)

Keywords: Combo-Basic, Obvious, Prayer Strip

Duration: One scene

Prerequisite Charms: Impeding the Flow, Orchestration of Mirrored Fates, Smiling at the Damned, Harmony of Blows

The Sidereal Exalt has internalized the lessons of the Maiden of Battles, and now he expresses the Sutra of the Spear in his gross actions. This Charm is a quick meditation on the Sutra of the Maiden and the Spear, as the Exalt ties a prayer strip marked with that sutra around her head like a blindfold and imbues the strip with Essence. For the rest of the scene the strip glows crimson and thin, red tears dribble from beneath it.

The Sidereal ignores onslaught and coordinated attack penalties to his Parry DV and Parry MDV. Against any normally perceived attack—most attacks, as well as unexpected attacks the Exalt did not use Charms to notice—the Sidereal increases his Parry DV and MDV by (Essence) after any penalties, though this still otherwise counts as a bonus from Charms. By doubling the mote cost of Impeding the Flow, the Exalt may extend its protection against the attacks of a single aggressor for an entire tick. The Sidereal may make a reflexive Archery, Martial Arts, Melee or Thrown attack at his full dice pool against a valid target once per action, on any tick, regardless of his other actions or Charm activations.

A Sidereal using this Charm at Essence 5+ may expand the protection granted by Impeding the Flow. By doubling its mote cost and spending an extra Willpower, Impeding the Flow can block any attacks it is capable of blocking, from any number of attackers, for the rest of the action.

PRESENCE

For the Scripture of the One-Handed Maiden see **The Manual of Exalted Power—Sidereals**, p. 155.

HEROIC ESSENCE REPLENISHMENT

Cost: —; **Mins:** Presence 2, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

By destroying that which is wicked, the world is strengthened. A Sidereal with this Charm breathes in some of this strength. Any time an Exalt with this Charm uses her Presence to erode an Intimacy, compel behavior or break someone's Motivation, or any time she channels Valor on a successful action, she regains (Valor x 2) motes of Essence. An Exalt can not regain more than 20 motes in a single action with any combination of Charms including this one, nor can these motes exceed her normal maximum.

VERMILION DISTRICT HAZE

Cost: 8m, 1wp; **Mins:** Presence 3, Essence 2; **Type:** Simple

Keywords: Holy, Shaping

Duration: Five days

Prerequisite Charms: Heroic Essence Replenishment

Sidereal Exalted do well to choose and arrange their battlefields ahead of time. This Charm targets a locale with a radius up to (Essence x 100) yards around the Sidereal. While in this area creatures of death and natives of Malfeas suffer a -1 internal penalty to all actions, while others' DVs increase by one against the attacks of such intruders. Any form of Essence sight perceives an area affected by this Charm as being inundated by a blizzard of red particles, which obscures vision just like fog (*Exalted*, p. 135). Characters with Essence sight may ignore this impediment at will, but doing so makes any Battles caste Charms non-Obvious to them no matter the keywords or if the observer uses Charms such as All-Encompassing Sorcerer's Sight (*Exalted*, p. 222).

PRESENCE IN ABSENCE TECHNIQUE

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

Keywords: Combo-Basic, Compulsion, Fate, Touch

Duration: Indefinite

Prerequisite Charms: None

None can escape the plans of the Sidereal Exalted. When the Exalt uses this Charm he rolls Manipulation + Presence as he touches the target, attaching a hanging compulsion on their destiny. The Exalt also chooses a trigger condition, which may be as simple as "when the target buys something at market" or as complex as "when the target is in the presence of Righteous Guide at noon during Ascending Water." When the trigger condition is met, everyone other than the target in the scene with a Dodge MDV lower than the Exalt's successes suffers an unnatural compulsion identical to the results of a social attack to compel behavior (*Exalted*, p. 174), though it doesn't appear to be a social attack. Once the trigger condition is met, this Charm immediately lapses.

Those compelled by this Charm who are outside fate or have higher permanent Essence than the Seer treat the social attack as natural influence.

IMPOSE MOTIVATION

Cost: 3m, 1wp; **Mins:** Presence 2, Essence 2; **Type:** Simple

Keywords: Combo-Basic, Servitude, Touch

Duration: Indefinite

Prerequisite Charms: None

When the Exalt touches a target and activates this Charm, he rolls Charisma + Presence against a difficulty of the target's Dodge MDV. Success inflicts an unnatural servitude, imposing on the target a secondary Motivation identical to the Sidereal's. The target treats this Motivation as any other Motivation she might have and it does not take precedence over the target's natural Motivation. Unless the target can detect the magic of the Charm in some way, they are not necessarily aware that anything unusual has happened, though particularly exotic Motivations may arouse suspicion.

This secondary Motivation may not be abandoned without extreme effort. By going (Exalt's Essence) days without suffering a penalty or gaining a bonus to MDV or regaining Willpower from the extra Motivation, this Charm lapses and the target sheds the imposed Motivation. It can not be changed or shed with experience or Willpower expenditure.

FORCE DECISION

Cost: 4m per choice (+1wp); **Mins:** Presence 3, Essence 3;

Type: Simple (Speed 4 in long ticks or Speed 4, DV -2)

Keywords: Combo-Basic, Compulsion, Fate, Social, Stackable, Touch

Duration: One scene

Prerequisite Charms: None

The wise and true advice of the Sidereal Exalted blind their allies to poor choices. This Charm is a Manipulation + Presence social attack against a single person who faces any kind of choice, either immediately or later in the scene. The spoken words of the Sidereal do not need to obviously have anything to do with the choice at hand. If the attack is successful, for every four motes spent on this Charm the target completely ignores one option of a specified choice. Choices eliminated with this Charm should generally be very discrete from one another; if a target is contemplating breaking down a door with a sword or an axe, both together would count as one option, whereas picking the lock would be an entirely separate option.

This Charm may be reapplied to eliminate further choices or to put contingencies in place to refine a given set of choices, and it may eliminate all but one option but it can not eliminate all the options a character may choose from. The unnatural compulsion of this Charm may be ignored by spending three Willpower; doing so immunizes the target from this Charm for the rest of the scene.

This Charm may be executed in combat time, requiring the Exalt touch the target and adding one Willpower to its cost. It is resolved normally with a Manipulation + Presence roll against the target's MDV, but the target has no reason to suspect their lack of choice is due to the Exalt.

EASILY ACCEPTED PROPOSITION STANCE

Cost: 8m, 1hl or 12m, 1wp, 1hl; **Mins:** Presence 4, Essence 3;

Type: Supplemental

Keywords: Combo-Basic, Compulsion, Fate, Illusion, Maiden, Mandate, Prayer Strip, Sanction, Shaping, Touch

Duration: Up to one day

Prerequisite Charms: Vermilion District Haze, Presence in Absence Technique, Impose Motivation, Force Decision

Those who eschew the advice of the Sidereal Exalted often

are beset on all sides by woe. Sometimes, it is prudent to suffer those trials beforehand, so that one is clever enough to ask for the wisdom of Heaven afterward. When a Sidereal wishes to make use of this Charm she must tie a prayer strip bearing the scripture of the One-Handed Maiden on one or both hands and enhance an attempt to touch the target with this Charm. She then outlines a woe which will afflict the target. Such trials must be reasonably accomplished within a single day, but may otherwise be any improbable (but not impossible) thing the Exalt wishes. The kind of woe that the Vizier visits upon her pupil varies depending on which hand bears the prayer strip and the desires of the Exalt:

World-Wearied Mischance, the Right-Hand Path of Thorns: Tying the scripture around her right hand and touching the target, the Exalt uses the very world to teach the target a lesson. The Sidereal chooses a mundane poison, environmental hazard or penalty, or disease, as well as a frequency with which to afflict the target. As little as once in the day of this Charm's duration or as often as (Exalt's Essence) actions every scene, the world conspires to inflict the chosen hindrance on the target. It is up to the Storyteller to determine what vast array of coincidences may be necessary to do so, and such hazards may persist beyond the strictures of this Charm due simply to natural law. If the target is doomed to be caught in a fire and is then caught in a burning building, the fire will not inexplicably go out as soon as (Exalt's Essence) actions have passed, but if he manages to escape he'll somehow find himself surrounded by flames in some other location. Using this version of the Charm costs eight motes and one bashing health level.

Many Enemies Creation, the Left-Hand Path of Solitude: When the Sidereal wishes to turn the people of the world against the target, she ties the prayer strip to her left hand. Touching the target, the Sidereal chooses a character-driven calamity that will befall the target. This may be a Crippling injury due to a physical attack, a social attack prompting foolish behavior, or even extreme fatigue from too much sex. The Exalt must then roll Charisma + Presence and divide her successes between the intensity and frequency of this path's woe. During this Charm's duration the woeful circumstance is sure to occur a number of times equal to the successes put into frequency, though no more often than once per scene. Each time it would come up, this path imposes an unnatural compulsion and illusion on any characters present with the target that have Essence equal to or less than the number of successes put towards the intensity of the woe. This influence causes them to rationalize and attempt to inflict the Sidereal's woe on the target. A character may ignore both compulsion and illusion with a single expenditure of two Willpower. Using this version of the Charm costs eight motes and one bashing health level.

Doom of the Ignorant, the Two-Handed Path of Destruction: More an object lesson for others than a trial for the target, few but the hardest can survive the Two-Handed Path of Destruction. As its name implies, the Sidereal must tie her scripture around both hands and touch both of them to the target. When she successfully touches the target with both hands, she inflicts the effects of both the Right-Hand Path and Left-Hand Path simultaneously. Using this version of the Charm costs twelve motes, one Willpower and one bashing health level.

This Charm is a Shaping effect that targets someone's fate, bypassing standard protection against Shaping. It can not be used to target beings outside of fate, nor can the Left-Hand Path compel such characters to hinder a target of this Charm. A Sidereal may put an end to this Charm at her own leisure by releasing the motes committed to it. Usually after the target has decided to listen to her advice.

This Charm can be used in the Mandate of Heaven by any Sidereal, not just savants and sorcerers, to wreak widespread havoc, usually by afflicting the leaders of a dominion with the above trials. Doing so requires the Exalt travel to the targeted dominion, and the Sidereal can not act as a savant or sorcerer of a dominion during any turn in which she uses this Charm. Used in this way the Sidereal inflicts an event on the targeted dominion despite any Limit it does or does not suffer and in addition to any such events it would normally undergo. This event occurs last, just before Recovery. Activating the Charm in this way always costs twelve motes, one Willpower and one bashing health level.

WAR

For the Scripture of the Maiden at War see **The Manual of Exalted Power—Sidereals**, p. 162.

AUSPICIOUS RECRUITMENT DRIVE

Cost: 10m, 1wp; **Mins:** War 1, Essence 1; **Type:** Simple (Speed 4 or Dramatic Action)

Keywords: Combo-Basic, War

Duration: Instant

Prerequisite Charms: None

This Charm is either an attempt to rally for numbers during mass combat (**Exalted**, p. 165) or an attempt to recruit replacements during downtime (**Exalted**, p. 169). When used in the former capacity, the Exalt may rally for numbers even if she is not the commander or a relay. As long as she rallies with her War (instead of Performance), the Exalt receives (Essence) extra successes on her roll. Using this Charm in its capacity as an actual recruitment technique calls for a (Charisma + [War or Performance]) roll, with success halving the time necessary to return a dot of Magnitude to a resting complementary unit.

MANDATE OF FORETOLD BATTLES

Cost: 10m, 1wp; **Mins:** War 2, Essence 2; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Mandate, Touch, War

Duration: Until end of next battle

Prerequisite Charms: Auspicious Recruitment Drive

It is through the careful planning of the Sidereals that one triumphs best and most naturally. When an Exalt activates this Charm he rolls Wits + War, subtracting an external penalty equal to the Magnitude of a mass combat unit he wishes to target. He must then touch the commander of the unit or be a part of the unit during battle (he can flee later), transferring to the army the luck he has bound up for them. Each remaining success on the Sidereal's roll for this Charm adds or subtracts a die on the unit's rolls to resist fatigue (**Exalted**, p. 168-169) and reduces or increases its effective Magnitude when determining how difficult it is to avoid hesitation and rout (**Exalted**, p. 169). A unit can not have its fatigue difficulty or effective Magnitude lowered below zero or 1, respectively, nor can either

bonuses or penalties exceed the Sidereal's permanent Essence. The Exalt must choose to provide only bonuses or only penalties at the activation of this Charm and can not change his decision later.

If the Vizier uses this Charm on a solo unit or on someone in personal combat, it still functions but is less effective. The Wits + War roll faces no external penalty but instead a difficulty equal to the permanent Essence of the target. The Exalt must still arrange to touch the target during battle somehow. If his roll is successful and he touches the target, for the duration of the fight the target receives one bonus success or suffers a -1 external penalty on Resistance rolls against fatigue (*Exalted*, p. 130) and a bonus success or external penalty of one on Valor rolls.

This Charm discriminates based on the nature of the target, largely in the context of mass combat. In the event of units merging with or splitting off from the original target, the effect of this Charm follows the leader. Units that acquire enough troops to have a Magnitude in excess of the Sidereal's successes cause this Charm to lapse. Solo units and otherwise individual combatants that join a complementary unit, even if they end up the leader of the unit, no longer benefit from the single-target effects of this Charm. A Sidereal may not use this Charm on their own person, though other Viziers may lend a hand freely.

In the Mandate of Heaven a Sidereal sorcerer may use this Charm to lower the difficulty of his dominion's Military rolls by one, to a minimum of one, for one turn. To do so the Exalt must succeed on a Charisma + War roll with an external penalty equal to the dominion's Magnitude.

MANDATE OF CELESTIAL WAR

Cost: —(+4m, 1wp); **Mins:** War 4, Essence 3; **Type:** Permanent

Keywords: War

Duration: Permanent

Prerequisite Charms: Mandate of Foretold Battles

When activating Mandate of Foretold Battles a Sidereal may increase its cost by four motes and one Willpower to expand its effects. If she chose to bolster the target, in addition to the usual effects of the prerequisite Charm, their minimum damage becomes the higher of (the commander's Essence + 1) or the Magnitude of the unit, and their Drill and Might increase by one each. If the target is a solo unit or individual in personal combat, they increase their minimum damage by one. Should the Exalt choose to hinder the target, their minimum damage becomes the lower of their commander's Essence, Magnitude or Drill, and their Might is reduced by one. When hindering a character in personal combat or as a solo unit, the target's minimum damage is reduced by one.

PREDESTINED TRIUMPH PRACTICE

Cost: 8m or 8m, 1wp; **Mins:** War 3, Essence 2; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Compulsion, Fate, Mandate, Virtue (Compassion), War

Duration: One scene

Prerequisite Charms: None

Designed to be both weapons of war and advisors, Sidereal Exalted are naturally suited to planning the destruction of a foe

on the battlefield. This Charm is a plan for auspicious action in battle, the Exalt rolling Charisma + War against a difficulty of (half of the participants in the plan). Success grants those who are part of the plan a bonus die to all of their combat actions for the rest of the scene. Those who attack participants have the target number of their attack rolls increased by one, and those that defend against the attacks of participants lower their DV by one as a Fate effect.

To gain these benefits, a participant in the plan must align their body and Essence in precise ways. In personal combat a participant must perform a diceless Miscellaneous action at the start and every (Sidereal's Essence) actions thereafter. In mass combat participating units must perform a diceless Miscellaneous action at the start and once every three actions. Failure to perform this action removes a participant from the plan and prevents them from gaining any of its benefits; someone whose participation has lapsed may rejoin the plan, but they may only do so on the next coordinated Miscellaneous action.

At times men of war can be intractable, but the Viziers are always prepared with convincing arguments. If those the Exalt wishes to help do not desire to join battle or enact the plan she has for them, she may force prospective members of the plan to be a part of it, treating her Charisma + War roll as a social attack that imposes an unnatural compulsion. Those who do not spend two Willpower to resist must immediately join battle and begin taking advantage of the plan against any enemies that are present. If only neutral or friendly characters are present, the compulsion is ineffective.

A Sidereal sorcerer in the Mandate of Heaven may use this Charm to enhance her dominion's luck at war. This adds the Sidereal's Essence as bonus dice to all the dominion's Military Conquest actions for the turn. To participate and gain these bonus dice the dominion must perform a Dragon Rearranges Scales Maneuver action (*Exalted Storytellers Companion*, p. 148) during the turn. If a dominion is compelled to follow a plan it wants no part of, the Charm's compulsion applies against both leaders and legitimate sorcerers, all of whom must resist if the plan is to be ignored.

This Charm costs eight motes normally, or eight motes and one Willpower if the Exalt wishes to force others to participate in her plan.

ESSENCE-DRAINING BATTLE PATTERN

Cost: —; **Mins:** War 4, Essence 3; **Type:** Permanent

Keywords: Mandate, Shaping

Duration: One scene

Prerequisite Charms: Predestined Triumph Practice

By the Sidereals' designs even the Essence of the world was turned against the enemies of the Exalted host. When coordinating a plan with Predestined Triumph Practice, the Sidereal may include the Essence-Draining Battle Pattern in that plan. Doing so changes the roll for Predestined Triumph Practice to Intelligence + War instead of Charisma + War. In addition to the usual effects of Predestined Triumph Practice those who follow the plan respire one additional mote per action, while those who suffer any penalties due to the plan increase the mote cost of their Charms and sorcery spells by an amount equal to the Sidereal's permanent Essence for as long as they suffer those penalties.

Plans invoking the Essence-Draining Battle Pattern can not benefit more than (Exalt's Essence) individuals or mass combat units with a total Magnitude greater than (Exalt's Essence). No plan may invoke more than one Battle Pattern at a time.

In the Mandate of Heaven a plan involving the Essence-Draining Battle Pattern can not target a dominion with more than (Exalt's Essence) Magnitude. Sorcerers and savants in a dominion targeted by Military Conquest actions benefiting from the plan do not regain motes from stunts for the rest of the turn, nor do they regain the usual five motes after the first event (if any) following the Conquest action in that turn.

DEMON-BLOCKING BATTLE PATTERN

Cost: —; **Mins:** War 4, Essence 3; **Type:** Permanent

Keywords: Crippling, Mandate

Duration: One scene

Prerequisite Charms: Predestined Triumph Practice

With the Sidereal Exalted, the protectors of Creation can use the very weave of fate to tangle and strangle the enemies of the world. When enacting a plan with Predestined Triumph Practice, the Sidereal may include the Demon-Blocking Battle Pattern in that plan. Doing so changes the roll for Predestined Triumph Practice to Perception + War instead of Charisma + War. In addition to the usual effects of Predestined Triumph Practice, the threshold successes on the War roll for the plan are inflicted as an external penalty on the actions of natives of Malfeas or creatures of death that attack or are attacked by the participants in the plan. These penalties persist for the rest of the remaining action after the enemy of Creation has attacked or been attacked by a participant.

Plans invoking the Demon-Blocking Battle Pattern can not benefit more than (Exalt's Essence) individuals or mass combat units with a total Magnitude greater than (Exalt's Essence). No plan may invoke more than one Battle Pattern at a time.

In the Mandate of Heaven a plan involving the Demon-Blocking Battle Pattern can not target a dominion with more than (Exalt's Essence) Magnitude. When a dominion follows the plan and carries out a Military Conquest action against a rival dominion whose military forces are predominantly made of natives of Malfeas or creatures of death, the difficulty of the action does not include the target dominion's Virtue.

SPIRIT-BINDING BATTLE PATTERN

Cost: —; **Mins:** War 5, Essence 4; **Type:** Permanent

Keywords: Compulsion, Prayer Strip, Sanction, Servitude, Virtue (Conviction)

Duration: One scene

Prerequisite Charms: Mandate of Celestial War, Essence-Draining Battle Pattern, Demon-Blocking Battle Pattern

When the urgency of Creation and its Exalted caretakers calls, the spirits must answer. A Sidereal who wishes to invoke the Spirit-Binding Battle Pattern burns a prayer strip carrying the scripture of the Maiden at War when she initiates her plan with Predestined Triumph Practice. Though the paper burns to nothing, the words glow with bloody light and flit about the battlefield. The Exalt then begins accumulating dice in a pool that will be used to summon and bind a spirit specified when she burned the prayer strip, whether god, elemental or even demon.

This pool starts at 0 dice and gains one die at every interval requiring a Miscellaneous action from the plan's participants, as long as two or more participants continue to follow the plan. The pool also gains one die for every Terrestrial Exalt that dies participating in the plan, for every 10 mortals that die while participating in the plan in personal combat or for every dot of Magnitude lost in mass combat by a participating unit. Every Celestial Exalt participant who dies increases the pool by two dice. One Sidereal of each other caste may assist the one that uses this Charm, increasing the summoning dice pool's starting value by one each.

As long as the Sidereal does so before the scene ends, once she determines she has a large enough summoning pool she calls upon the spirit. This translocates the spirit to the Exalt and the summoning pool is rolled against a difficulty equal to the spirit's permanent Essence. If this roll fails, the spirit may act as it pleases. On a success, the Sidereal chooses to compel the spirit to perform any one task that takes no more than one month, or instead binds the spirit to unspecified service to herself until next Calibration. This functions much like the unnatural servitude inflicted by sorcerous summoning, though it can be resisted at a cost of five Willpower by spirits whose permanent Essence is at least two higher than the Sidereal's. Spirits bound to a specific task by this Charm also suffer an irresistible compulsion not to exact any retribution on a Vizier who makes use of this Charm. No such protection is afforded against spirits bound for unspecified services.

This Charm can not summon Incarnae, Third Circle demons or Deathlords, but powerful elementals can not ignore it by sending a proxy in their place as with normal summoning.

Plans invoking the Spirit-Binding Battle Pattern can not benefit more than (Exalt's Essence) individuals or mass combat units with a total Magnitude greater than (Exalt's Essence). No plan may invoke more than one Battle Pattern at a time.

SECRETS

INVESTIGATION

AUSPICIOUS PROSPECTS FOR (CASTE)

Cost: —(1m per goal); **Mins:** Investigation 2, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Sidereal Exalted are trained to look for and fulfill the destinies that the world must have, but some eyes are clearer than others. This is actually a set of five Charms, one for each Sidereal caste, and an Exalt must first learn the version that is associated with her own caste before learning any others. An Exalt with this Charm may concentrate on where and what she is doing or is thinking of doing, what goal those actions fulfill or would fulfill, and come to an understanding of whether this is considered a good and favorable action by the Maiden of the caste in question. This requires the expenditure of a mote and a Miscellaneous action.

A Sidereal may seek greater aid and more detailed help by spending a few minutes in quiet contemplation (and spending a mote). Instead of coming to understand the favor of what she is

doing or wants to do, she discovers what the Maidens think she *should* be doing. This information is sparse and biased based on the version of the Charm that was activated, and to decipher it the Exalt rolls her Intelligence + Investigation. The threshold successes on this roll determine the granularity of the mission the Maiden in question believes she should be on, with a single success being along the lines of “go to a large city in the East” and five successes being “kill one of the guard captains in Great Forks.” Rarely is this more specific than a vague qualification unless the Sidereal must in some way target another character with Essence 6+, in which case a legendary success can sometimes produce a name or even specific fate to enact.

This Charm can help a Sidereal guide a journey taken with Mirror Shattering Method (p. 10).

MARVELOUS INCLUSION OF DETAILS

Cost: 5m, 1wp; **Mins:** Investigation 1, Essence 1; **Type:** Supplemental

Keywords: Combo-OK, Fate, Shaping

Duration: Instant

Prerequisite Charms: None

With joy the world gives up its secrets to the Chosen of the Maidens, even those secrets it did not know it had. This Charm can enhance any Attribute + Ability roll made to uncover information through thoughtful investigation and consideration by the Exalt, adding five successes. This includes Investigation-based social attacks, Investigation rolls to examine a scene, Survival rolls to track someone and Medicine rolls to diagnose a disease. Attempts to intimidate someone to reveal information, to hire a tracker to find someone or to summon a demon to answer a question would not qualify. This is not an Obvious Charm, but when the Sidereal activates it his eyes flash with a swimming tangle of aquamarine threads which may be noticed with a reflexive (Perception + Awareness) roll at difficulty 3.

When an Exalt uses this Charm to find something, he may define just what he finds within the bounds of plausible reality, which then changes to accommodate him. The pattern spiders go to the trouble of providing a murder weapon, convenient gossip or a slippery sidewalk. This is a reality-wide reframing of events that doesn't change the basic structure of those events. When the Sidereal uses it to uncover how and by whom a man was murdered, he can't change the fact that it was his jealous lover, only the clue that points to his or her participation or location. Again, this must be a plausible redefinition of reality; a rabble-raising farmer would not be killed by Terrestrials because of the First Age weapons cache hidden in his barn.

When used to reshape reality, whatever investigatory roll the Exalt made becomes an attempt to inflict the new reality on those involved. It is automatically successful against those with Essence 1, but those with Essence 2+ resist the roll's result with their Dodge MDV. If a being's MDV is less than the roll, their memories are reshaped to conform to the new reality. This is not a form of influence and can not be resisted with Willpower.

This Charm can provide bonus successes on investigatory rolls outside of Creation, but it can not reshape reality in places that are not part of fate. Beings outside of fate are immune to the memory-rewriting function of this Charm.

EFFICIENT SECRETARY TECHNIQUE

Cost: —(2m per fact); **Mins:** Investigation 1, Essence 2; **Type:** Permanent

Keywords: Fate

Duration: Permanent

Prerequisite Charms: None

Upon learning this Charm the Sidereal produces from her mouth a viridescent spirit similar to a pattern spider. This spirit is no bigger than a thumbnail and is a constant companion of the Exalt, though it does its best to hide itself from others and is usually undetectable. It provides no direct advantage in a conflict of any kind. It skitters along the strands of fate that connect the Sidereal to the vast offices of Yu-Shan, acting to unearth any bit of information the Exalt desires and returning in a few seconds to whisper the requested fact in its master's ear. Requesting a piece of information requires a Miscellaneous action of concentration and expending two motes to fuel the spider's journey and search.

This Charm can deliver any single fact that is known within Creation, as long as that fact is neither actively concealed or generally lost. As a basic guideline, as long as the Exalt could have made an uncontested Lore, Occult or Investigation roll and the difficulty of that roll would not be greater than 5 to uncover the information, the spider can find and retrieve it from the records of Heaven. This Charm only reveals starkly objective facts. No matter how easy it would be to figure out otherwise, it can not reveal facts that lie totally outside fate, such as what Ligier's forge in Malfeas is currently being used to produce.

As an exception to the stricture against finding information that is actively hidden or would otherwise call for a difficulty 6+ roll to find out, the spider can retrieve any information that is currently kept within the Sidereal's personal libraries in Yu-Shan or Creation. This exception does not apply if someone else hid the information in the Sidereal's library.

RESEARCH ASSISTANT INVOCATION

Cost: 5m; **Mins:** Investigation 2, Essence 2; **Type:** Simple

Keywords: Shaping

Duration: Five days

Prerequisite Charms: Efficient Secretary Technique

Standing over a small plant that comes no higher than his knees, the Exalt may clap his hands together and activate this Charm. The plant then transforms into a humanoid being who wants nothing more than to aid the Sidereal in uncovering information. This assistant is perfectly loyal to the Sidereal and it may even lead the investigatory effort if its dice pool is more favorable, gaining the benefits of teamwork as appropriate. The plant-man is fearful and has no function outside of research, and it will revert to its natural state in panic as soon as combat breaks out. See the sidebar on the following page.

EMBRACING LIFE METHOD

Cost: 10m, 1wp, 1hl; **Mins:** Investigation 4, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Fate, Shaping, Virtue (Compassion)

Duration: Until the Exalt returns

Prerequisite Charms: Marvelous Inclusion of Details, Research Assistant Invocation

RESEARCH ASSISTANT PLANT-MAN

Motivation: Serve my Sidereal creator loyally. Influence to the contrary is an unacceptable order.

Virtues: Compassion 2, Conviction 2, Temperance 3, Valor 1

Attributes: Strength 2, Dexterity 2, Stamina 2, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 3, Wits 2

Abilities: Awareness 3, Dodge 2, Integrity 5, Investigation (higher of [Sidereal's Essence] or 4), Linguistics (same as Sidereal's, including languages known), Lore 2, Occult 2

Charms & Powers:

Implacable Vine Heart—The assistant is immune to fatigue

Splendorous Inclusion of Details—The assistant may pay 5m, 1wp to gain two extra successes on an investigatory roll under the same guidelines as Marvelous Inclusion of Details

First (Ability) Excellency—Investigation

Third (Ability) Excellency—Investigation

Join Battle: 5

Attacks:

None

Soak: 1L/2B

Health Levels: -0, -1x2, -2x2, -4, Dead

Dodge MDV: 3 **Dodge MDV:** 8 (0 against its Sidereal creator)

Essence: 2 **Willpower:** 10 (0 against its Sidereal creator)

Other Notes: The assistant panics at the outbreak of combat and takes a Miscellaneous action to revert to its true form.

The Sidereal concentrates on a question and plants a prayer strip with the scripture of That Old Thing like a seed, watering it with a drop of blood. Over the next day it takes root and grows into a small mulberry tree, and for five days gods and elementals of the wilderness visit to leave small offerings, both material and informative, for the Sidereal to find on his return at the end of the fifth day. The Exalt may return early, but the spirits resent this and stop leaving offerings.

When he returns the Sidereal rolls Charisma + Investigator against standard difficulty, though this difficulty increases by two for each day earlier than the full five days the Exalt comes back. For each threshold success on this roll the Sidereal finds both a piece of information and a trinket. The information is always useful to *someone*, is somehow related to the query and is usually something only local spirits and a few other people would know, such as the style of dress worn by two people who met in a nearby secret grove on a certain day. The trinkets are things that might be found or made from the local wilderness, never worth more than Resources ••, and often include prayer papers or minor talismans (*Exalted*, p. 379). When they can, the spirits will leave trinkets that themselves are related to and somehow provide further information about the query.

LARCENY

CREATION SMUGGLING PROCEDURES

Cost: 5m, 1wp; **Mins:** Larceny 2, Essence 1; **Type:** Simple (Speed 4, DV -0)

Keywords: Combo-OK, Fate, Shaping

Duration: One day

Prerequisite Charms: None

The Sidereal tangles the threads of fate around her fingers, dragging the law of Creation along with her wherever she goes. The space around the Exalt out to 10 yards is forced to follow the basic laws of Creation, instead of the Wyld, Malfeas, or whatever other realm she enters. This Shaping effect targets the environment and must be contested as such. This Charm's effects are Obvious to beings outside fate when they fall within its influence.

SIDEREAL SHELL GAMES

Cost: 1m + 2m per die/point stolen, 1wp; **Mins:** Larceny 3, Essence 2; **Type:** Simple (Speed 5)

Keywords: Combo-Basic, Shaping

Duration: One scene

Prerequisite Charms: Creation Smuggling Procedures

With sleight of hand too fast and transcendental to follow, the Sidereal appropriates the skill, luck and resilience of someone else. The Exalt must activate this Charm within (Essence) yards of the target, rolling Wits + Larceny against the victim's Dodge MDV. This is not a form of influence. Extra successes translate into points of natural soak (bashing or lethal, player's choice) or dice in a specific Attribute + Ability pool that the Sidereal gains as a Charm bonus to his own corresponding soak or dice pool. The target loses these dice as an internal penalty as a Shaping effect for the rest of the scene. A Sidereal may use this Charm to steal only up to (Essence) of any one value, but may use it multiple times on the same or different targets to steal any number of separate bonuses. A target's pool or soak can not be reduced below 0, and any excess the Sidereal could have stolen is simply not available to him.

NAME PILFERING PRACTICE

Cost: 3m, 1wp; **Mins:** Larceny 3, Essence 2; **Type:** Simple (Speed 5)

Keywords: Combo-Basic, Shaping, Touch

Duration: Indefinite

Prerequisite Charms: None

Like picking a pocket, the Sidereal tugs on the strands of a victim's selfhood and makes off with their name. The Sidereal must make what amounts to a normal pickpocketing attempt (*Exalted*, p. 128) against a difficulty of 4, or 5 if the Sidereal is not using a knife to cut the destiny from the target. As long as the Exalt is successful the name is stolen, even if the target has noticed, though a Fair Folk that notices the theft may, at that moment only, reflexively pay one Willpower to take a different name and negate this Charm's effects. Those affected have no name at all, whether a nickname or alias, though they may still have titles and descriptive qualifiers such as "lord" or "boss."

While a victim's name is held by a Sidereal, no one can use, speak or even think their name as a label for the victim. Though their identity otherwise remains intact, the character is essentially nameless. Character's with Dodge MDV equal to or higher than (Exalt's [Connections or Backing in the Bureau of Secrets] + Larceny + Essence) can recall the name and use it properly, but only others with high enough Dodge MDV will understand who they are talking about.

DREAM CONFISCATION APPROACH

Cost: 6m, 1wp; **Mins:** Larceny 4, Essence 2; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Shaping, Touch, Virtue (Temperance)

Duration: Indefinite

Prerequisite Charms: Name Pilfering Practice

With a touch the Sidereal tangles up the dreamstuff inside a target and makes off with it. This Charm is an attempt to touch the target (which may require an unarmed attack), and upon doing so the Exalt rolls his Wits + Larceny against the target's Dodge MDV. Success prevents the target from regaining Willpower or motes of Essence from sleeping, though other means of regenerating those resources remain viable. Against Fair Folk, who do not dream as humans do, this Charm instead inflicts (Exalt's Essence) dice of unsoakable aggravated damage, inflicted levels of which can not be healed by any means until this Charm lapses.

HONORABLE THIEF SPIRIT

Cost: 4m, 1wp; **Mins:** Larceny 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Illusion, Obvious

Duration: One scene

Prerequisite Charms: None

Only the initial activation of this Charm is Obvious, as motes of green light swirl around the Sidereal for a moment before they settle in her skin, clothes and hair. For the rest of the scene the Exalt's dealings with criminals are easier. This includes his interactions with self-identified criminals even if they have not broken any known law, anyone who has purposefully broken a law within the past day, and anyone whose crimes within the past month would individually or collectively call for a punishment of physical harm or a fine of more than Resources •. The criminality of a person is based on their breaking of the laws of the local reigning government (or their own internal identity).

While under this Charm's effects, the Sidereal's non-combat actions targeting or contesting those of criminals, as well as his DVs against their attacks, reduced their target number by one, to a minimum of four. In addition, criminals are subject to the unnatural illusion that the Sidereal is a trustworthy cohort as a fellow criminal. They are not compelled to act on this illusion in any particular fashion, and may throw off the influence by paying two Willpower.

CONNING CHAOS TECHNIQUE

Cost: 10m, 1wp; **Mins:** Larceny 5, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Compulsion, Prayer Strip, Shaping

Duration: Varies

Prerequisite Charms: Sidereal Shell Games, Dream Confiscation Approach, Honorable Thief Spirit

The Sidereal pounds a prayer strip bearing the scripture of the Savory Maiden against the open air, sticking it there as if it were nailed to a wall. The Exalt rolls Manipulation + Larceny and for every success rolled the prayer strip hangs in the air for a month, pulsing with a green light, and its existence curses a target within 10 miles that the Sidereal named upon invoking the Charm. The ancient laws on which the universe is founded afflict the target with the hazards of the Wyld no matter where they may go. That target is subject to the same effects they would suffer if they were out in the Bordermarches

of the Wyld.

In addition, Fair Folk and other creatures who have suffered *Wyld assimilation* within 10 miles of the victim are drawn to him, suffering an unnatural compulsion to find and "play" with the victim whatever that may mean to them. They intuitively find their way to the target, automatically succeeding on their Survival rolls to track the target unless the target uses Charms or stunts to avoid them. This influence may be ignored for a day by spending two Willpower.

In return for allowing the Wyld to curse someone within their domain, the Maidens claim a bit of territory from the teeth of chaos. One waypoint within the Deep Wyld or closer becomes a full-fledged part of Creation and it is proof against the tides of the Wyld reclaiming it for a year and a day. Which-ever waypoint that is claimed is chosen by the Maidens, but it often has some significance in the missions they set for their Exalted. Auspicious Prospects for (Caste) (see p. 30) may lead more than one Sidereal to the beachhead.

A Sidereal who activates this Charm more than once per month, or more than five times in a year, suffers the same curse as if he had rolled a number of successes to activate it equal to his permanent Essence. The Wyld does not give up any of its territory when it punishes a Sidereal in this way.

This Charm is an environmental Shaping effect, but most of the consequences that directly target the victim are Shaping as well in the same vein as normal Wyld hazards. Conning Chaos Technique can not be used to target beings with permanent Essence greater than the Sidereal.

LORE

SYSTEMATIC UNDERSTANDING OF EVERYTHING

Cost: 2m, 1wp; **Mins:** Lore 1, Essence 1; **Type:** Reflexive

Keywords: None

Duration: Until the Sidereal next sleeps

Prerequisite Charms: None

The Exalt sleeps and receives a vision of the world as it must be according to the plans of the Bureau of Secrets. Upon waking, she walks in a world that is filled with portents, the emerald threads of destiny draping everything in their own secrets. This Charm can only be activated when the Sidereal goes to sleep, and it can not be deactivated voluntarily or by any effect until the Exalt next goes to sleep. While it is active the Exalt's non-reflexive rolls to find or recall information lower their target number by one, to a minimum of four. This includes reading someone's motivation (**Exalted**, p. 131), diagnosing a patient (**Exalted**, p. 137) and most thaumaturgical rituals of the Art of Astrology (**Exalted**, p. 138). This reduction applies only to actions whose purpose in whole or in greater part is to find or recall information; it would not apply to rolls to create an artifact or build a manse, even though research is a vital part of those actions.

THE METHODOLOGY OF SECRETS

Cost: —(+3m); **Mins:** Lore 2, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Systematic Understanding of Everything

When the Sidereal activates his Systematic Understanding of Everything, he may increase its mote cost by three to gain

greater insight into how best to fulfill his fate in the world. This grants him three specialty dice in one Ability regarding a single specialty. Any time that specialty would apply to actions using other Abilities, he gains +1 specialty die on the roll. These specialties allow the Exalt to have more than three specialties in a single Ability, but he still can not gain more than three dice on any one roll from specialties, and the dice granted by this Charm do count as a bonus from Charms.

OF TRUTHS BEST UNSPOKEN

Cost: 5m; **Mins:** Lore 3, Essence 2; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Maiden, Virtue (Conviction)

Duration: Instant

Prerequisite Charms: Systematic Understanding of Everything

Presiding over the displeasing truths of the future are the seven Heptarch of Tragedy, gods of yet-to-be disasters. With this Charm, which requires the participation and assistance of a Sidereal of each of the castes of Serenity, Battles and Secrets, an Exalt may unearth one of the many sepulchers in which the Heptarchs hide their secrets. This is a three hour ritual that must be performed within Creation, but it can be carried out anywhere in the world, for tragedy abounds. The Exalt makes an Intelligence + Lore roll, benefiting from partial teamwork.

Until next Calibration, those who participated can look back from that future vision as if they were there, attempting to recall information of their “past” that may not have happened yet. This is usually an Intelligence + Lore roll, and participants may do this no more times than the threshold successes on the roll to activate this Charm, up to once per month. The Storyteller should base the difficulty of the roll to recall information from the future on how difficult it would be to recall from that future point. This Charm can provide no information that would lie entirely outside of fate. It is possible that no one would know what the Exalt wishes to remember at that point in time, but Storytellers should remember not to undermine the utility of this Charm.

This Charm may be invoked by a given Sidereal only once every month. As per its Virtue keyword, those who participate may channel their Conviction on any rolls to recall information from the future.

OF THINGS DESIRED AND FEARED

Cost: 10m; **Mins:** Lore 3, Essence 2; **Type:** Simple (Dramatic Action)

Keywords: Combo-Basic, Fate, Maiden, Shaping

Duration: Instant

Prerequisite Charms: Systematic Understanding of Everything

When a circle of Sidereals come together to accomplish one goal, little can stop the juggernaut of destiny they form. This Charm is a planning session, lasting three hours, that must include the assistance at least one Sidereal each of the Journeys, Serenity and Endings castes. The Exalt that activates Of Things Desired and Feared rolls Intelligence + Lore, adding (Essence) extra successes and benefiting from partial teamwork. All the involved Exalts choose a goal which is offset by some price of roughly equal value, determined by the Storyteller, which may range from “minor superficial damage” to “the death of one or more participants.” If the group agrees to the price, the goal may

PROPHECY (A PSEUDO-BACKGROUND)

Peeking into the future can be a real headache when it comes to running a game. A Storyteller needs to come up with something interesting and worth knowing, but at the same time knowing things in advance can ruin a game. This can be mitigated by making prophecies vague and symbolic, but a player might wonder why they paid experience for the ability to listen to something that doesn't actually mean anything. The unique nature of fate, destiny and Heaven in Exalted can make this much less of a problem, because it is a weighting or probability instead of a script for the future. The overwhelming might of Heaven's committees will dictate the events of mortals, but against substantial meddling from Essence users or those with the Destiny Background nearly anything can happen. This can also be used to model the plans of the Core in Autochthon or the Yozis in Hell.

The given rating of a Prophecy should be based both on how important and widespread its effects are and the power of those it affects. The committees of Heaven know that it is foolish to invest too many resources in dictating the actions of elder Celestial Exalts and similar beings. Prophecies also have varying levels of influence over the actions of outsiders who are not directly under the control of whatever inflicts the destiny on the world. In Creation, Prophecies suffer the same restrictions as normal Sidereal astrology on what they may affect (characters' dice pools, things outside fate, etc.).

A guideline to determine a Prophecy's rating is to subtract twice the highest (permanent Essence or Magnitude) of any one target whose actions are dictated by the event from the threshold successes of whatever generated the Prophecy (or from 10 for a source of “perfect” planning).

A Prophecy can not raise or lower target numbers outside the range of 4-9, nor are its effects cumulative with Sidereal astrology as they reflect the same system of influence. As the Loom of Fates influence, Prophecy is a Shaping effect like Sidereal astrology. Storytellers may even allow Sidereals to craft Prophecy as they do Destiny (**The Manual of Exalted Power—Sidereals**, p. 212-213), with targets whose actions are dictated by the Prophecy causing each roll's difficulty to increase by the highest Essence of anyone with Essence 2+ and multiplying the cumulative difficulty by that amount or the highest group Magnitude if that would be higher.

- x One of uncountable mundane happenings.
- -1 TN on actions that serve to bring about or protect the integrity of the event.
- -1 target number to aid or bring about event; +1 target number to hinder or stop event.
- -2 target number for actions dictated by event; -1 target number to aid or protect integrity of event; +1 target number to hinder event.
- -2 target number, +1 die to actions dictated by or to aid event; +1 target number, -1 external penalty to hinder event.
- +1 die to actions dictated by or aiding event; -3 target number to actions dictated by event; -2 target number to aid event; +2 target number, -1 external penalty to hinder event.

be a great Prophecy (see sidebar). If the rating of the Prophecy is twice or more any opposing participant's Essence and is not a vital source of dramatic tension in the story, Storytellers are advised to resolve it narratively as the group desires.

This Charm is meant to allow Sidereals to easily and surely complete peripheral goals, or important goals that face notable but significantly less powerful opposition, with relative ease. It should generally be a tool for dictating the actions of peripheral characters that are subject to fate, at a cost that the Sidereals might not have paid if they had truly troubled themselves.

As a form of destiny manipulation, this Charm's prophecy is subject to the standard limitations of Sidereal astrology.

OF THE SHAPE OF THE WORLD

Cost: 3m per -1 target number, 1wp; **Mins:** Lore 4, Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Systematic Understanding of Everything

This Charm can enhance any roll during the creation of a Sidereal astrology, reducing the target number of the rolls it is used to enhance by one, to a minimum of four. It may be used to enhance the Effect roll.

OF HORRORS BEST UNKNOWN

Cost: 10m, 1wp or 10m, 5wp, 1hl; **Mins:** Lore 5, Essence 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Maiden, Obvious, Shaping, Virtue (Valor)

Duration: Instant

Prerequisite Charms: Of the Shape of the World

Neferuaten waits in the ten million tangles of the ten million thinnest threads of the Tapestry, ready to catch and bind all the bad things from Outside in her vast web. A Sidereal can make an unblockable Dexterity + Lore attack with these threads at a cost of 10 motes and one Willpower, binding the target in the bad luck of the target's unwantedness. If it hits the Exalt names a circumstance with the same scope and purpose as World-Shaping Artistic Vision (see p. 14). Within the next year and a day for the rest of the scene in which that situation comes up, the target number of others to attack or oppose the actions of the victim are reduced by one, to a minimum of four. A single Exalt may not stack this effect on a target, but multiple Exalts may affect the same target at the same time. This Charm can target anything less powerful than a titan (Primordial, Yozi, etc.), including Deathlords and Third Circle demons.

Instead of its usual activation cost a Sidereal may pay ten motes and five Willpower to make this Charm's attack both unblockable and undodgeable, and to extend the lifetime of the binding indefinitely.

OF SECRETS YET UNTOLD

Cost: 5m, 1wp; **Mins:** Lore 4, Essence 2; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-OK, Compulsion, Maiden, Sanction, Shaping, Social

Duration: Instant

Prerequisite Charms: Systematic Understanding of Everything

With a sibilant proclamation in some dead language no one can recall, the Sidereal holds out his hand before an elemental

of the Earth or a god strongly aspected to Earth (who must be within [Essence] yards). The Sidereal rolls Charisma + Lore + Essence against the spirit's Dodge MDV, and if successful the target glows a lush, deep green around the edges as it accepts the unknowable secret the Sidereal has entrusted it with. The spirit will, in the future, come to the aid of the Exalt when it is fortuitous and help the Sidereal to the best of its ability. Until then, it can not initiate physical violence against the Exalt for any reason, though it can respond to violence with violence. A spirit may overcome either of these unnatural compulsions for a scene with a successful, reflexive difficulty 3 Willpower roll, or by spending five Willpower. Spirits rarely resist fulfilling the favor that this Charm imposes on them, however.

This Charm does not prevent spirits from resenting that a Sidereal is expecting a future favor, though they are disinclined to retaliate as it only exploits a natural part of themselves.

AVOIDING THE TRUTH TECHNIQUE

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

Keywords: Combo-OK, Illusion, Social

Duration: Instant

Prerequisite Charms: None

The Sidereal weighs down a statement with so very much suspicion that one can not help but disbelieve it. An Exalt may use this Charm to enhance any statement she makes, including those made as part of a social attack. Any listener with Dodge MDV less than (Exalt's [Connections or Backing in the Bureau of Secrets] + Lore + Essence) believes that the statement is false. This is an illusion, and ignoring this unnatural influence costs three Willpower, or one if there is compelling evidence the statement is actually true. If there is incontrovertible evidence that the statement is true, the influence breaks automatically.

Example: Liling Pillow, the embarrassingly-named Sidereal, uses this Charm when informing Hatchet Fist that his king and father Red-Spattered Petals is dead. At this point he could pay three Willpower to believe the Exalt. Hatchet Fist sees that this is clearly a lie, and goes in search of his father. Upon finding the family sword, which his father would never part with, he could pay a single point of Willpower to throw off the illusion. If he found his father's dead body, the illusion would recede immediately at no cost.

TRANSCENDENT HATCHET OF FATE

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

Keywords: Fate, Prayer Strip, Shaping

Duration: Until discharged

Prerequisite Charms: The Methodology of Secrets, Of Truths Best Unspoken, Of Things Desired and Feared, Of Horrors Best Unknown, Avoiding the Truth Technique

The Sidereal moves to fling away a prayer strip bearing the scripture of the Maiden in Terror, but the paper only flutters from her palm before sinking like dye down a drain into her hand, leaving behind a faint tracery of the sutra in Old Realm (which can be spotted with a reflexive Perception + Awareness roll at difficulty 4 if the Exalt does not wear a glove). When the time comes the Exalt may show her uncovered palm to a foe, forcing them to face the end of their destiny and internalize the finality of their doom. Revealing her palm is a Miscellaneous action that must be performed within close combat range of the

target, and the target may make a reflexive Wits + Awareness roll at difficulty (Sidereal's Essence) to look away. If the target looks away this Charm has not been discharged and the Exalt may attempt to use it again, even against a different target.

Successfully showing her palm to a victim, the Sidereal rolls Intelligence + Lore to cement the doom of the target. As a character the Exalt has no control over this destiny, though the player and Storyteller may work together to determine what it would be. This Charm ties the target's present to their end, to infect them with their own entropy, stripping from them Willpower equal to the Sidereal's Essence plus threshold successes on the Lore roll, and twice that many motes of Essence, both to a minimum of zero. This Charm has no effect on Third Circle demons, Deathlords, titans or Incarnae.

This Charm may target beings that are outside fate, but the difficulty of the Sidereal's Lore roll increases by an amount equal to the target's Essence and the amount of Willpower the target loses is only equal to the threshold successes on the Lore roll. The motes lost are still calculated including the Exalt's permanent Essence. The doom laid on a target outside fate can only occur when it ventures into Creation or another place in the control of the Loom of Fate (such as the region protected by a Sidereal's use of Creation Smuggling Procedures).

OCCULT

MARK OF EXALTATION

Cost: —(1m); **Mins:** Occult 1, Essence 1; **Type:** Permanent

Keywords: Maiden, Virtue (Compassion)

Duration: Permanent

Prerequisite Charms: None

The Exalt infuses her caste mark with a bit of power (with a reflexive commitment of one mote for the scene), casting forth its brilliance into the Chasm of the Material so that it is visible only to the Exalt, spirits, others of her own caste and anyone with appropriate sensory magic (like All-Encompassing Sorcerer's Sight). To those that can see the light this Charm is Obvious, illuminating the area around the Sidereal as a torch (*Exalted*, p. 135) and allowing them to see immaterial spirits. The Sidereal also receives an extra success on Performance, Socialize, Presence, Occult and Bureaucracy rolls dealing with spirits other than ghosts, and may always channel Compassion on such rolls (as per the Virtue keyword).

Eclipses, Moonshadows and Fiends who learn this Charm can activate it only as if they were of the Sidereal caste of the Exalt who taught them the Charm. They may learn it multiple times from different castes.

TELLTALE SYMPHONY

Cost: 5m; **Mins:** Occult 3, Essence 2; **Type:** Simple

Keywords: Combo-Basic

Duration: One scene

Prerequisite Charms: Mark of Exaltation

The earliest foundations of Creation sing, and through that song a Sidereal can pick apart the myriad threads in the tangle of existence. While this Charm is active the Exalt and other Sidereals within (Essence x 10) yards can hear the melodies of destiny, be it Creation's or those foreign to the Loom. Charms, spells and similar powers all become Obvious to the Sidereal observers, if they were not already, except Charms and powers

whose purpose is concealment and stealth. These latter effects are Obvious only if the skulker's permanent Essence is less than a given Sidereal observer's Occult. Sidereal observers also hear a clear music that emanates from any spirit, artifact, demesne or manse they can perceive within the area, betraying both the subject's Essence, Artifact rating, etc. and their base purpose (demonic purview, elemental imbalance, invented mission).

An observing Sidereal can make an Occult roll to discern finer details of a subject's nature, learning a spirit's Charms, an artifact's or manse's powers or a demesne's mutative properties, or an ongoing Charm's exact effects. This is an Intelligence + Occult roll at a difficulty equal to the minimum Essence of a Charm, Essence of a spirit, Artifact or similar rating if the Exalt takes a few minutes to study the subject. This difficulty rises by two and the Sidereal instead rolls Wits + Occult if he wishes to discern a subject's details with a Miscellaneous action.

INCITE DECORUM

Cost: 2m; **Mins:** Occult 1, Essence 1; **Type:** Simple (Speed 2 in long ticks)

Keywords: Combo-OK, Compulsion, Maiden, Social

Duration: One scene

Prerequisite Charms: None

With a hand sign representing her caste's astrological house and a short prayer to invoke the authority of her Maiden, a Sidereal can assume a mantle of unassailable authority over the spirit world. Demons, gods and elementals whose Dodge MDV is less than (Exalt's [Connections or Backing in the Bureau of Secrets] + Occult + Essence) can not initiate violence against her, though they may respond to violence with violence, and they must succeed on a Temperance roll to rationalize any mental influence they attempt to inflict on the Exalt. A spirit may spend one Willpower per action to ignore this unnatural compulsion and after spending a total of five Willpower in one scene to do so a spirit is immune to this Charm's effects until the sun next rises.

INNOCUOUS MANEUVER

Cost: 2m; **Mins:** Occult 3, Essence 2; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Compulsion, Sanction, Social, Virtue (Valor)

Duration: Instant

Prerequisite Charms: Mark of Exaltation, Incite Decorum

By their authority as the Chosen of the Maidens, Sidereal Exalted have the agency to dictate many things to the Celestial Bureaucracy. This is an undodgeable Charisma + Occult social attack against any god or other paid official of the Celestial Order, compelling the target to aid the Sidereal as best they can in something directly related to the resolution of a matter that is relevant to the Bureau of Destiny. This matter may be either official or political, but if the target would gain a bonus to its MDV from its Motivation or Virtues this Charm automatically fails. The target may also throw off the unnatural compulsion for three Willpower. A Sidereal may use this Charm to extract a favor from a given spirit only once per year.

UNWEAVING METHOD

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

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisite Charms: Innocuous Maneuver

By looping a victim's Essence around with the end of their own destiny, they are undone. This Charm reshapes the reality of a target that the Exalt can see within (Essence x 10) yards, inflicting (Sidereal's Essence) dice of unsoakable aggravated damage. This attack can not be blocked or dodged, and it has no effect on the walking dead.

WILLING ASSUMPTION OF CHAINS

Cost: 10m, 2wp; **Mins:** Occult 5, Essence 3; **Type:** Simple (Speed 1 in long ticks)

Keywords: Combo-Basic, Maiden, Prayer Strip, Sanction, Shaping, Training

Duration: Instant

Prerequisite Charms: Telltale Symphony, Unweaving Method

It is good to have friends in high places. To use this Charm a Sidereal must write up a prayer strip that bears both a contract of employment for a god or elemental and the scripture of the Maiden in Chains (which means each prayer strip must be a unique creation for each use of this Charm). When the spirit in question signs the contract, they are granted a new position in the Celestial Order, with full offices and duties. The spirit can not take an office that is currently occupied, but they can take one that is invented on the spot. Such offices are integrated as seamlessly as possible into the bureaucracy, though there is no special protection for them in place after they are created. This Charm can not promote spirits with permanent Essence equal to or higher than the Exalt's, unless the spirit is already unemployed.

If the spirit is a god, its Essence may rise or fall by one dot based on its new position, and it gains a panoply appropriate to its office. Gods also begin acquiring the Charms of their office, but this happens over the course of months (at most a year). Gods freshly installed into offices they are not suited for, as well as elementals, will simply have to make do and may be demoted or suffer the other deprivations of Heavenly politics.

When a Sidereal activates this Charm to promote a spirit, he may choose whether to make that spirit an Ally or part of his Connections, raising the appropriate Background by one dot as a Training effect. The spirit intuits when the Exalt does this and may refuse the promotion on these grounds.

TERRESTRIAL CIRCLE SORCERY

Cost: —; **Mins:** Occult 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

This Charm allows the Sidereal to take Terrestrial Circle Sorcery actions and to learn Emerald Circle spells.

CELESTIAL CIRCLE SORCERY

Cost: —; **Mins:** Occult 4, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

This Charm allows the Exalt to take Celestial Circle Sorcery actions and to learn Sapphire Circle spells.

SHADOWLANDS CIRCLE NECROMANCY

Cost: —; **Mins:** Occult 3, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

This Charm allows the Sidereal to take Shadowlands Circle Necromancy actions and to learn Iron Circle spells.

STEALTH

SOFT PRESENCE PRACTICE

Cost: 5m, 1wp; **Mins:** Stealth 1, Essence 1; **Type:** Simple

Keywords: Combo-Basic

Duration: One day

Prerequisite Charms: None

With this Charm the Sidereal mutes her presence socially, physically and metaphysically, reducing by one, to a minimum of four, the target number for her actions to remain concealed or subtle. This includes most Stealth rolls, Manipulation-based social attacks and attempts to make unexpected social attacks, Larceny rolls for disguise and Survival rolls to evade pursuit.

WALKING OUTSIDE FATE

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

Keywords: Combo-Basic, Fate, Maiden

Duration: Indefinite

Prerequisite Charms: Soft Presence Practice

Sidereals are, perhaps, tied to fate more closely than any but the Maidens themselves. What, then, when they slip away from it completely? By activating this Charm the Exalt removes himself from the Loom's influence, worming between and around the threads of the Tapestry. He becomes a being outside fate for all purposes and it becomes extremely difficult for others to detect his presence, let alone perceive him. Those with Dodge MDV less than (Exalt's [Connections or Backing in the Bureau of Secrets] + Stealth + Essence) can not see, hear, smell, taste or even realize that they have touched the Sidereal. Beings outside fate gain +3 MDV to pierce this concealment. This is not influence, but appropriate increases in Dodge MDV can aid in perceiving the Exalt for as long as they persist.

Characters that can not perceive the Exalt directly may feel a disturbing presence, flavored by the caste and actions of the Sidereal, with a reflexive Perception + Awareness roll made whenever the Sidereal's actions directly affect the character. Even on a success, the Exalt remains invisible, imposing a -2 external penalty on actions directed at him and making ranged attacks impossible against him. Bonuses that might normally counteract such penalties based on the five main senses are useless and do not apply. Survival rolls to track the Exalt start at 0 dice before Charms.

Walking Outside Fate does have its disadvantages, perhaps foremost that no Sidereal astrology, detrimental or beneficial, affects the Exalt. He can not use Resplendencies while outside fate. As a Stealth effect, the Charm lapses immediately when the Exalt's anima banner flares too high. Because so much of the power and determination of a Sidereal Exalt is caught up in fate, it is difficult for him to affect the world around him. His social attacks automatically fail against anyone that can not perceive him normally. His physical actions affecting characters

that can not perceive him suffer a -2 external penalty.

SUBORDINATE INSPIRATION TECHNIQUE

Cost: —(3m); **Mins:** Stealth 5, Essence 3; **Type:** Permanent

Keywords: Compulsion, Fate, Illusion, Mandate

Duration: Instant

Prerequisite Charms: Walking Outside Fate

A Sidereal Walking Outside Fate may enter the lives and minds of others like a suffusive presence, disbursing epiphanies both foolish and grand. By paying three motes an Exalt that is Walking Outside Fate may whisper to a target, his words snaking through fate to become the target's own thoughts. At its base this Charm merely allows the Sidereal to insert thoughts, not feelings or compulsions. These thoughts might be strange, or even include information the target wouldn't actually know, but they are under no obligation to act on them. The Exalt may, however, attempt to use this power to make a social attack to erode/build an Intimacy or to compel behavior. The attack is unblockable and the target's Dodge MDV suffers a -2 penalty against it, but it is otherwise a normal social attack unless the Exalt enhances it with other Charms. These penalties apply to any social attack carried out with this Charm, including those generated by other Charms.

Those who hear such things rationalize them as stray musing, internal monologue or flashes of insight; this is an unnatural illusion that costs three Willpower to ignore for the scene. Ignoring the illusion only allows the target to recognize that the thoughts are not their own; it gives no indication as to where they come from. Beings outside fate gain +3 MDV against the suggestions of a Sidereal using this Charm or any social attacks or other forms of influence used through it.

In the Mandate of Heaven a Sidereal may use this Charm to act in a limited capacity as a sorcerer even when he does not qualify or is an enemy of the dominion in question. Each one of these tricks costs three motes to perform, and the Sidereal may attempt more than one in a turn; the Exalt must also begin the turn Walking Outside Fate and can not perform as a normal savant or sorcerer. He may replace a dominion's Ability with his own up to twice a turn, though this is at the +2 difficulty savants usually face. He may also activate his own Charms on behalf of a dominion without difficulty to enhance an action the dominion would take anyway.

Finally, he may compel the dominion to take an action it would not otherwise take. After specifying the action the Exalt must succeed on a Charisma + Socialize roll against a difficulty of the dominion's Integrity and an external penalty of its Magnitude. A compelled action might include a Dominion Action Charm that the Sidereal knows or may otherwise be enhanced by his Charms, but this counts as two tricks and so would cost the Exalt a total of six motes to do. At the discretion of the leader or legitimate sorcerer of the dominion, the dominion may spend two Willpower to ignore this compulsion.

BLINDING THE BOAR

Cost: 3m, 1wp; **Mins:** Stealth 2, Essence 2; **Type:** Reflexive

Keywords: Combo-Basic, Illusion, Virtue (Valor)

Duration: (Sidereal's Essence) actions

Prerequisite Charms: None

Binding to herself all the possible futures she can create, all

the people who could have taken her place, the Sidereal has no fixed identity. She is everyone and no one. Others who might perceive her instead see a blur of all the possibilities, unable to even discern precisely what she is saying or doing. When she activates this Charm the Exalt rolls (Manipulation + Stealth), adding (Essence) extra successes, which acts as the contesting roll against which others may roll Perception + Awareness to notice the odd nature of the Sidereal's presence. Those who succeed notice that she is more the possibility of a person than an actual person, and remember her as such. They can form lasting memories of what she does or says, though they still can not recall precise details. Those who fail remember nothing more certain than that a person *might* have been present. In either case, this imposes a -1 external penalty on all actions targeting the Sidereal.

This Charm is not influence, Shaping or any other kind of memory manipulation. The Sidereal cloaks herself in the space between possibilities and may or may not actually be present. As an illusion this affects only the Exalt, as a disguise.

CEASING TO EXIST APPROACH

Cost: 5m, 2wp, 1hl; **Mins:** Stealth 5, Essence 3; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Fate, Maiden, Prayer Strip, Shaping

Duration: Indefinite

Prerequisite Charms: Subordinate Inspiration Technique, Blinding the Boar

Taking his own place as someone else, the Sidereal can avoid danger or infiltrate the enemy in unparalleled fashion. When a Sidereal activates this Charm, which may be as late as filling his Incapacitated health level with damage, a prayer strip bearing the scripture of Absence worms its way under his clothes and through his ribs, wrapping around his heart. At this moment the Exalt disappears, reassigned to a different identity by the Bureau of Secrets. He becomes this new person entirely, with no memory of his old life; effects that target the Sidereal fail to function, as he effectively does not exist during this time. The new person he becomes may be any being that is naturally part of fate short of the Incarnae or any extant character, and this new self retains all his Attributes, Abilities and other internal traits, including Backgrounds (such as Savant). Cult does not transfer, as the venerated character does not exist, the prayers to the former Exalt going to the great coffers of the Celestial Bureaucracy at large.

The character that the Sidereal becomes may be nearly anything within fate, including a Dragon King, Mountain Folk, raksha commoner or another Exalt, even a different Sidereal. He may become an Abyssal, but not an Infernal or Alchemical. The new character does not gain any of the Charms, spells or other powers of whatever he becomes, even if he could learn them normally, but any magical traits he displays take on an appearance appropriate to his new life. The Exalt does gain the physical characteristics of his new self, including mutations. In the event that the Exalt somehow betrays his true nature, any social attack he makes to quash such information or explain it away turns every die in the pool into a success.

This new self appears in a place inside fate appropriate to its manufactured destiny, with manufactured relationships and a job, reputation or anything else necessary to establish that it

has existed normally. This is a Shaping effect that alters locals' minds, and the Bureau is kind enough to avoid placing Exalts where they might be discovered by those resistant to Shaping. This memory alteration has no effect on beings outside fate or the Incarnae. The new persona gains any social Backgrounds appropriate to its new existence, but it can only integrate itself into existing power structures and can not carve out entirely new niches or take over positions filled by someone else.

This Charm ends after a season masquerading as another, or five days after the Exalt spends more than 10 peripheral motes or chooses to end the Charm voluntarily. The Exalt disappears, fading at the edges into a point of green light, reappearing as his original self wherever he was when he activated the Charm.

ENDINGS

ATHLETICS

For the Scripture of the Maiden and the Dust see **The Manual of Exalted Power—Sidereals**, p. 178.

BURN LIFE

Cost: 10m, 1 Paradox or 10m, 1 Duration; **Mins:** Athletics 2, Essence 1; **Type:** Simple

Keywords: Combo-Basic, Fate

Duration: One scene

Prerequisite Charms: None

By giving up the threads of his life, the Sidereal can sacrifice future vitality for more immediate use. When he activates this Charm the Exalt rolls (Essence + Athletics). Each success grants him a bonus dot of Strength, Dexterity and Stamina for the rest of the scene, to a maximum of (Essence) extra dots in each Attribute. As with other such increases to traits, though they act like natural dots for each Attribute they also count as a dice bonus from Charms. In addition to its mote cost this Charm requires the Sidereal accept either a point of Paradox as he disrupts the work of the pattern spiders, or that he sacrifice one point of duration from any astrological effect that he laid upon himself. Non-Sidereals pay a Willpower, instead.

HUNGRY TOUCH

Cost: 1wp; **Mins:** Athletics 3, Essence 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Burn Life

This Charm replaces the normal expenditure of Willpower to enhance a feat of strength (**Exalted**, p. 127), increasing the number of dice the Exalt rolls when doing so by her permanent Essence. This does not count as a dice bonus from Charms. If the feat of strength was an attempt to break an object and it succeeds, the Sidereal regains the Willpower spent to activate this Charm.

FORGOTTEN EARTH

Cost: 1m; **Mins:** Athletics 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

With this Charm the Sidereal slices away her destiny to stay grounded and is set free to find other ends. Forgotten Earth enhances a Jump action, tripling the distance it may cover.

INEXORABLE ADVANCE

Cost: 3m, 1wp; **Mins:** Athletics 3, Essence 2; **Type:** Reflexive

Keywords: Combo-Basic

Duration: Five actions

Prerequisite Charms: None

The Sidereal moves quickly to the conclusions she seeks. While this Charm is active the Exalt does not appear to take the time to move from one spot to another, merely appearing to rest in one position and then flickering into a different stance. This allows the character to ignore wound and mobility penalties as well as allowing him to succeed automatically on attempts to maintain stable footing or move in difficult terrain (**Exalted**, p. 155). Other characters suffer a -1 external penalty to attack the Sidereal or to defend against the Sidereal's attacks.

INVISIBLE MOTION

Cost: 8m, 1wp; **Mins:** Athletics 4, Essence 3; **Type:** Simple

Keywords: Combo-Basic, Prayer Strip, Obvious

Duration: One day

Prerequisite Charms: Hungry Touch, Forgotten Earth, Inexorable Advance

Upon tying a prayer strip marked with the scripture of the Maiden and the Dust around her neck and activating this Charm, the Sidereal's sense of smell is overwhelmed with the aroma of lilacs and rot. A soft purple image flows out from the Sidereal, mimicking the actions he will take and has taken, but only the barest instant before and after, leaving no useful clue as to what he will do in the future. The Sidereal doubles the distance he covers with Move and Dash actions and ignores fatigue from strenuous activity. He may activate Inexorable Advance as if it were not a Charm for the purposes of other Charms or Combos. While both this Charm and Inexorable Advance are active, each action the Exalt receives a pool of bonus dice equal to his Athletics that may be "spent" over the course of the action to cancel multiple action penalties. These penalty-canceling dice do not count as a bonus from Charms.

While this Charm is active the Sidereal suffers a -1 external penalty to Awareness rolls that are based partly on smell, and automatically fails rolls based entirely on smell.

An Essence 5+ Sidereal may increase this Charm's cost by four motes, allowing him to activate Inexorable Advance at a cost of three motes and no Willpower.

AWARENESS

PRIOR WARNING

Cost: 4m; **Mins:** Awareness 2, Essence 1; **Type:** Simple

Keywords: Combo-Basic, Fate

Duration: One day

Prerequisite Charms: None

Like a pattern spider in a web of destiny, Sidereals become sensitive to fateful vibrations. When an Exalt with this Charm active enters a scene, her player rolls Wits + Awareness at a difficulty equal to the highest permanent Essence of any other character present. Every threshold success provides the Exalt with an action's worth of uncomfortable feelings when doom is about to infect the threads that make up the Sidereal's life. Any impending circumstance that can result in real physical harm carries a warning, including a poisoned tea service, a pugilistic

thug's arrival or the collapse of a poorly constructed building. Frankly, this Charm necessitates that the Storyteller give the Exalt's player some warning whenever he plans to inflict some harm on the Sidereal, subjects of the Sidereal's Intimacies or characters that make up the Acquaintances, Mentor or similar Backgrounds for the Sidereal. This is only a vague warning, an ill feeling of peril, however, and does not give any indication of just what brings that peril.

When a Seer using this Charm enters a scene with beings that are outside fate, the difficulty of the roll increases. The presence of any such beings increases the difficulty by +1, but exceptionally powerful things like unshaped Fair Folk increase it by +3. Truly titanic threats to the Tapestry, such as Yozis and Deathlords, increase the difficulty by +5.

Activating this Charm after having entered the scene grants the Sidereal no warning of impending danger.

EXPECTED PAIN

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Prior Warning

Life is a transition through states full of suffering and joy. A Sidereal with this Charm is acutely aware of the suffering that his life is filled with, and with that morose awareness is better able to see his way to his moments of joy. This Charm provides a clearer warning of imminent danger than its prerequisite, but in a shorter time frame. When one of the potential dangers outlined in Prior Warning might inflict itself on the Sidereal or his companions, this Charm activates before the danger to inform the Exalt in general terms what is about to happen ("a building will collapse", "there is poison", etc.). This allows the Exalt to act on this information one tick before the danger is actually going to happen. Against unexpected attacks, this instead lets the Sidereal act on the tick the attack occurs as if it were not unexpected, but any actions the Exalt takes in response to the attack are resolved first instead of simultaneously with the unexpected attack.

This Charm also activates to warn the Vizier, again a tick beforehand, when the context of his social relationship with another character will change, such as when someone is subject to a social attack eroding or building an Intimacy to the Sidereal. This would not warn the Exalt of a Compulsion wrought on an Acquaintance to act contrary to the context of their relationship, because the action does not follow from the relationship. It would, however, warn of an Emotion effect that causes such behavior.

When a Sidereal uses this Charm before an ambush or other unexpected attack, he may apply his DV against the attack as if it were not unexpected. This does not mean that he has succeeded in detecting the attacker, only that he knew an attack was coming and was prepared. This applies to all unexpected attacks made the tick after the Charm is activated.

This Charm activates itself, subject to normal timing rules, even if the character is Inactive, unless the player expressly wishes otherwise. An Inactive character who activates this Charm may choose to become active if it is within his power, for example if he is ambushed while asleep.

SUPERNAL AWARENESS

Cost: —(3m); **Mins:** Awareness 3, Essence 3; **Type:** Permanent

Keywords: Fate

Duration: Instant

Prerequisite Charms: Prior Warning

While the Sidereal's Prior Warning is active, her sensitivity to vibrations in the Tapestry make it relatively easy to pick out threads of interest and examine them. Though she has neither the time nor facility to glean information as the pattern spiders do, she can appear omniscient to others. Taking advantage of this supernal awareness is a reflexive action that costs three motes, immediately informing the Exalt of any occurrences of a specified phenomenon within (Essence x 100) yards. Should the Sidereal's chosen phenomenon be hidden, or itself involve concealment, the Exalt must make any standard Perception + Awareness rolls to detect the phenomenon that would be required of a character normally attempting to pierce the target's obfuscation. This Charm automatically fails against perfect concealment.

Valid phenomena include Essence use, Terrestrial Charm use, combat both social and physical, landslides, mercantilism, etc. When the Exalt activates this effect she is made aware of the location of any instance of the chosen phenomenon within range, but no more information than that. This Charm only detects things that are activities or actions; the mere existence of a door is not an activity, but detecting the act of guarding a door would be a valid use of this Charm. Activities like the use of Essence or Charms must be ongoing, though incidental uses like instant Charms are considered to be "ongoing" for the duration of the character's action in which they were used.

Any time the Seer wishes to detect something that is outside fate, she must attempt to read disruptions in fate instead of fate itself. This requires success on an Intelligence + Awareness roll with a difficulty of (10 - fate-disruption's Essence). If the fate-disrupting phenomenon is not a character with a permanent Essence, the difficulty is always 8. This roll is in addition to any necessary to pierce standard concealment.

This Charm can be used outside of Creation, but it can not detect anything outside fate in such foreign places. It can only be used to search for fate-based phenomena.

WISE CHOICE

Cost: 6m; **Mins:** Awareness 2, Essence 1; **Type:** Reflexive

Keywords: Combo-OK, Fate

Duration: Instant

Prerequisite Charms: None

Few can match the Sidereal capacity to choose, if not the best, the most efficient or sure course of action. When faced with a choice of actions that he may take towards a goal, the Sidereal may use this Charm to determine which choice best and most likely leads to the goal in question. Wise Choice does not inform the Sidereal about any further choices that may lay between the current choice and the goal, nor the consequences of actually pursuing the goal. Remember that a choice to do nothing is still a choice. An Exalt who might be distracted by what he found could use Wise Choice to decide not to search a scene thoroughly.

This Charm can account for the actions and potentialities of

any being that is a part of fate, even if the Exalt knows nothing at all about them. It can also account for the actions of beings outside fate, but only so far as the Sidereal is aware of them and knows anything about them. Most Sidereals are well-versed in the nature of demons and can use this Charm to good effect if they might affect their goal or choice, but things like Green Sun Princes, obscure Third Circle demons and Deathlords may make this Charm less useful or be completely unaccountable. Lack of knowledge, or the hubris to think one lacks important knowledge, is no barrier to using this Charm.

INEVITABLE PURSUIT

Cost: 6m or 6m, 1wp; **Mins:** Awareness 5, Essence 3; **Type:** Supplemental

Keywords: Combo-OK, Fate

Duration: Instant

Prerequisite Charms: None

Ironically, the destinies of secrets are very noticeable, if you know how to look. With this Charm the Exalt picks up the indigo strands of fate that are left behind by someone departing, making it easier to find them. This Charm enhances a roll of Awareness or Survival to perceive or track someone (**Exalted**, p. 131 and p. 140), guaranteeing that the Exalt receives at least (contesting roll + 1) successes to track her quarry. This only occurs if the target is actively attempting to evade detection, usually with a Stealth or Survival roll.

It is not just the wake of someone's destiny as they flee or wait in ambush that reveals them, but the weight of any of their bygone fates. If a target is not actively attempting to conceal their presence or evade detection, a Sidereal may still use this Charm to enhance Awareness or Survival rolls to find them, but this only decreases the target number of the action by two, to a minimum of four.

Finding specific strands in the Tapestry is harder the more tangled fate gets. This Charm costs six motes when the Exalt is attempting to find a target in the wilderness, or six motes and one Willpower in places developed for habitation and use. It may be used in regions that are outside fate (such as Malfeas, the Deep Wyld, etc.) or to track a being that is outside fate, but doing so always costs six motes and one Willpower.

CONCLUSIVE WISDOM

Cost: 15m, 1wp, 1hl; **Mins:** Awareness 5, Essence 4; **Type:** Simple (Speed 6, DV -2)

Keywords: Combo-OK, Fate, Obvious, Prayer Strip, Shaping, Virtue (Temperance)

Duration: Instant

Prerequisite Charms: Supernal Awareness, Wise Choice, Inevitable Pursuit

Chosen by the Maidens, agents outside the normal order of the Celestial Bureaucracy, who in all existence can withstand the plans of the Sidereal Exalted? Even the titans must tremble at the dooms laid on them by the Seers. Shoving a prayer strip bearing the scripture of the Maiden and the Scythe into the air, which sticks as if nailed there, the Sidereal presents the doom written by her to a target within (Essence) yards. The target need not see the paper, for they feel the inevitability of their end in their very soul (or whatever may pass for one), as the prayer strip glows a wicked purple and sheds rotting, indigo

flowers of every variety that rot before they strike the ground. This goes on for the next six ticks, during which the target can not act voluntarily (but is not Inactive), as they are overwhelmed by a terrible and sure vision of their own end.

The target experiences the vision trapped within their own unwitting body, seeing the first step to the last that leads inexorably to their doom. The vision may appear to last days, hours, minutes or even seconds, but it truly lasts only as long as this Charm. At the end of this period, the target returns to their senses with absolute knowledge that such an end awaits them and, somehow, the Sidereal is responsible. The Sidereal then rolls Intelligence + Awareness, adding extra successes equal to her permanent Essence. The resulting number of successes is the amount of temporary Willpower and motes of peripheral and personal Essence that the target loses, each to a minimum of zero. If the target is a part of fate, this Charm may produce a Prophecy (see p. 34). The vision itself may be played out in a convenient manner if the target is important enough, at the Storyteller's discretion.

This Charm can drain the motes and Willpower of beings that are outside fate, but the Sidereal does not gain (Essence) extra successes on her Awareness roll and the Charm never produces a Prophecy unless the governing form of destiny for the target wishes to incorporate the vision.

BUREAUCRACY

For the Scripture of the Maiden's Promise see **The Manual of Exalted Power—Sidereals**, p. 180.

SLICK ESSENCE REPLENISHMENT

Cost: —; **Mins:** Performance 2, Essence 1; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Patience draws strength from itself, nourished by its own steady purpose and reasoned conclusions. Any time the Exalt succeeds on a Bureaucracy roll that implements or furthers a plan, Policy or action of a group with Magnitude 3+ and that action is related to the Sidereal's Motivation or Intimacies, or when the action is part of her official duties in the Celestial Bureaucracy regardless of Intimacy or Motivation, or whenever the Exalt channels Temperance on a successful roll, the Sidereal regains (Temperance x 2) motes of Essence. An Exalt can not regain more than 20 motes in a single action with any combination of Charms including this one, nor can these motes exceed her normal maximum.

ICY HAND

Cost: 1m or 5m, 1wp; **Mins:** Bureaucracy 2, Essence 2; **Type:** Supplemental

Keywords: Combo-Basic, Compulsion, Mandate, Touch

Duration: Five days

Prerequisite Charms: None

With the sterile honor of those responsible for maintaining the world, the Exalt touches and binds others to their proper tasks. By touching a target, which may require a Martial Arts attack, and activating this Charm at a cost of one mote the Exalt inflicts no damage but rolls Charisma + Bureaucracy against the target's Dodge MDV. Success inflicts a compulsion to fulfill any and all duties the target has associated with their

position in an office, place of authority or other formal job. Such actions are completed faithfully and without corruption, either active or passive. Duties for those without the Backing Background usually entail whatever they do for a living even if it affords no firm rules for conduct; those with Backing can at times ironically exercise more freedom, as their organization will have enumerated the rules of their comportment.

A target may ignore this unnatural influence for a scene by paying one Willpower, and after paying (Sidereal's Essence) Willpower the Charm lapses. Alternately, the target may spend (Exalt's Essence, maximum five) Willpower immediately upon coming under the effects of this Charm to throw it off entirely, but once it is in place it must be resisted per scene.

In the Mandate of Heaven a Sidereal sorcerer may enhance his dominion's Tiger Confounds Bear Legislation with Icy Hand to improve the efficiency of the government. This adds extra successes to the action equal to the Exalt's Essence, and for the action's duration the Government-based difficulties of the dominion's Constructive actions are reduced by two.

TERMINAL SANCTION

Cost: 8m, 1wp; **Mins:** Bureaucracy 4, Essence 3; **Type:** Simple
Keywords: Combo-OK, Compulsion, Maiden, Sanction, Servitude, Shaping

Duration: Instant

Prerequisite Charms: Icy Hand

As Exalted agents of the Maidens, Sidereals may execute a powerful extension of the divine Mandate of Subordination. This authority even extends to demons, thanks to the oaths the Yozis swore at the close of the Primordial War. An Exalt activates this Charm by naming a present god or demon and demanding it show itself, forcing the spirit to materialize and to remain so for the rest of the scene. This is an irresistible unnatural compulsion. A spirit that lacks sufficient motes to materialize must instead pay whatever motes they have plus an aggravated health level of damage to materialize. Spirits that lack the Materialize Charm or who would be discorporated by paying an aggravated health level ignore this influence as an unacceptable order.

Upon activating this Charm the Sidereal rolls Charisma + Bureaucracy, adding (Essence) extra successes if the target is a demon, as use of this Charm files a petition in the Bureau of Endings to gain authority over the resolution of the spirit's end. The difficulty of this roll is equal to the spirit's Essence, +2 if the target is a Celestial god with Backing 1 or less, +3 if it is a Celestial god with Backing 2 or 3, and +5 if it is a Celestial god with Backing 4 or more. If this roll is successful once the target is slain, even if the Exalt does not do so personally, the Exalt may destroy or bind the spirit as if they were a god that had vanquished another god (see **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I**, p. 18-19), though if bound into an artifact the target remains transformed only for a year and a day. Artifacts created in this way are always objects, never structures, and rather than starmetal a demon so bound becomes a relic of Hell (see **The Manual of Exalted Power—Infernals**, p. 170-204).

UNDERLING INVISIBILITY PRACTICE

Cost: 4m; **Mins:** Bureaucracy 3, Essence 2; **Type:** Simple

Keywords: Combo-Basic, Illusion, Maiden

Duration: Indefinite

Prerequisite Charms: None

Those who believe themselves above fate are doomed to see naught until it ends them. This Charm is a Stealth effect that completely conceals the physical presence of the Sidereal from those who think they are qualitatively superior to the Exalt. Those fooled by this Charm need not know the true nature of the Exalt, but they must know of the character who uses this Charm and be capable of making the judgment that they are inferior. This constraint is not necessary for those blinded enough by arrogance that they truly believe they are superior to absolutely everyone. Characters who are members of the same organization but have higher Backing than the Sidereal do not necessarily believe that they are qualitatively superior, but such enlightenment is rare. This Charm does nothing to hide one from other Sidereal Exalted.

Characters benefiting from this Charm are treated as being completely undetectable by those affected, and are not valid targets for the actions of those it fools. However, those who can not detect the Sidereal's physical presence are subject to vague feelings pertaining to the caste of the Exalt. Journeys exude a feeling that one must travel or change locations, Serenity give off a sense of contentment, Chosen of Battles tinge the air with a sense of impending conflict, Secrets a sense of déjà vu and Endings a feeling that danger is afoot. This feeling overcomes those who should perceive the Exalt; in the event the Sidereal actually hides himself, those affected by Underling Invisibility Practice would feel nothing unless someone else pointed out the Exalt in such a way that, if not for this Charm, a character should make a valid Awareness roll to detect the Exalt.

Those affected by this Charm can not even acknowledge or act on others' actions that indicate the existence of the Exalt, though they may become aware that those around them are acting on something that the affected character is somehow missing. If there is no evidence for a character to go on, they may overcome the unnatural illusion that forces them to ignore the Sidereal by spending two Willpower. If there is overwhelming evidence indicating the Sidereal's presence, the cost drops to one Willpower, and if the Exalt's actions directly target a character they immediately ignore the illusion at no cost. Even when ignoring the inflicted illusion, another illusion targets the Sidereal himself to keep him concealed, rendering him wholly invisible (**Exalted**, p. 135).

END DEBATE

Cost: 10m, 1wp; **Mins:** Bureaucracy 5, Essence 3; **Type:** Simple (Speed 4)

Keywords: Combo-Basic, Compulsion, Maiden, Obvious, Prayer Strip, Virtue (Temperance)

Duration: Instant

Prerequisite Charms: Terminal Sanction, Underling Invisibility Practice

The grinding machinery of purpose lays waste to passion and contention. With this Charm the Sidereal infuses a prayer strip marked with the scripture of the Maiden's Promise, throwing the paper to the ground where it explodes in a searing purple flash. Anyone within (Exalt's Essence x 10) yards who can see the light, or any group or groups whose bulk is within range, is

compelled to stop any ongoing debate. This may conclude with some decision or vote, or those affected may simply drop the matter without coming to a conclusion, as befits their feelings. Instead of ending a debate, a Sidereal may use this Charm to halt a specific Begin Project action, causing it to effectively fail and remain unfulfilled for at least a season. This does not halt or remove the process by which the action could be taken, but it prevents the specific action from being taken again. Those affected may not be raise the matter for debate or attempt to restart the project again until a season has passed. Individuals may throw off this unnatural influence by spending three Willpower, while affected groups must spend five Loyalty.

Alternately, a Sidereal may throw the prayer strip at the feet of a specific character, imposing the effects of Icy Hand on them permanently. The compulsion may be ignored for one Willpower per scene normally, but no amount of Willpower ends the Charm. This Charm's effect follows the target to any new position of responsibility they flee to, but if they completely abandon the organization or profession they were a part of for a season the Charm lapses. The compulsion remains in force no matter what new organization or job the target flees to, until the season is up and the Charm ends.

MARTIAL ARTS

These Charms are native Sidereal Martial Arts Charms, and can not be learned by others normally. They are compatible with all Martial Arts weapons, as well as form weapons whose style's form Charm the Exalt currently has active. They are also compatible with armor and shields of all kinds.

For the Scripture of the Expectant Maiden see **The Manual of Exalted Power—Sidereals**, p. 184.

UNOBSTRUCTED BLOW

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

The unstoppable end approaches with the Sidereal. With this Charm one of the Exalt's attacks becomes unblockable and ignores both the soak and Hardness of the target's armor.

TOLERANT STRIFE

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

Keywords: Combo-OK, Virtue (Compassion)

Duration: Instant

Prerequisite Charms: None

All the world may throw up hindrances to do naught against the inevitable end. An attack enhanced with this Charm does not suffer external penalties of any kind. Note that DVs are not an external penalty. This Charm can enhance attempts to take or maintain control of an ongoing clinch.

TRANSITIONAL WOE PROCEDURE

Cost: —; **Mins:** Martial Arts 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unobstructed Blow, Tolerant Strife

The Chosen of Saturn quickly and efficiently end those things that must be ended. A Sidereal who has learned this Charm permanently alters the dice limits of her Martial Arts-

based actions. For most, this will be the higher of (Attribute + Martial Arts) or (Attribute + Essence); if no Attribute is associated with the action, her dice limit is merely the higher of her Essence or Martial Arts.

HORRIFIC WREATH

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

Keywords: Combo-OK, Holy, Obvious

Duration: Five actions

Prerequisite Charms: None

The hands of the Exalt draw into the world the alien fates of the enemies of Creation, inflicting upon them the ends that they might flee to Creation to escape. The Exalt's Martial Arts attacks inflict aggravated damage against natives of Malfeas, demons and creatures of death. Against those tied to Malfeas his hands burn with a slow, viscous-looking purple flame, while against creatures of death they are surrounded by a vibrant, white corona. This Charm explicitly affects damage from an ongoing clinch used to crush a held opponent.

AMARANTH PALM PRESENTATION

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

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisite Charms: Horrific Wreath

When the Sidereal's attacker in hand-to-hand combat fails to overcome the Exalt's Martial Arts Parry DV, the Exalt may respond with this Charm. She displays her hand to her foe and a burst of purple appears there, distracting them and leading them through a poor maneuver, allowing the Sidereal to make her own Dexterity + Martial Arts attack against them. She gains a number of extra successes on this counterattack equal to amount by which the original attacker failed to overcome the Sidereal's DV.

MANY-ENEMIES ABSOLUTION

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

Keywords: Combo-OK, Crippling, Fate, Obvious, Prayer Strip

Duration: One scene

Prerequisite Charms: Transitional Woe Procedure, Horrific Wreath, Amaranth Palm Presentation

By binding himself in the principles of the Maiden of Endings the Sidereal makes his purpose inviolable and powerful. This Charm involves wrapping the Exalt's hands and weapon (if he is wielding one) with a prayer strip bearing the scripture of the Expectant Maiden, infusing the paper with Essence which causes it to tighten painfully. While the prayer strip lasts he can not be disarmed (nor can he release the weapon it binds). For the rest of the scene the Exalt's Martial Arts attacks drain one point of temporary Willpower from targets that are successfully damaged. Beings outside fate or targets that have no Willpower left to drain instead lose 10 motes. Those without Willpower or motes to drain suffer an extra (Sidereal's Essence) health levels of damage from the attack.

MEDICINE

SMOOTH TRANSITION

Cost: 2m; **Mins:** Medicine 2, Essence 1; **Type:** Simple
Keywords: Combo-OK, Crippling, Mandate, Touch, Virtue (Valor)

Duration: Instant

Prerequisite Charms: None

Built for death, the Exalted must oversee it as they must oversee all else in Creation. Touching a target, which may call for a Martial Arts attack, the Sidereal releases them from the torment they suffer by hurrying them along. This Charm targets only those who are unconscious and Incapacitated or Dying, painlessly inflicting any levels of damage necessary to slay the target. It has no direct effect on ghosts, but targeting a ghost's corpse immediately discorporates the ghost. The soul of any character killed with this Charm reincarnates normally, even if circumstances or other effects dictate that they become a ghost or that their soul would otherwise come to an exotic end.

Walking dead are considered unconscious and Incapacitated at all times for the purposes of this Charm. Necromantically-animated corpses are more resilient, calling for a successful Charisma + Medicine roll from the Sidereal against a difficulty of the necromancer's Essence, success exorcising the animating force and causing the walking dead to collapse into a normal corpse (or corpses). On a failure, the Charm has no effect.

This Charm may be used against creatures of death who are not actually unconscious and Incapacitated or Dying, such as deathknights. If this Charm is used to enhance a casual touch against such a being, the target feels intensely uncomfortable, suffering a Crippling internal penalty for the rest of the scene equal to the Sidereal's Essence. Used to enhance an attack, the attack inflicts aggravated damage.

Should the corpse of someone slain with this Charm fall on or be placed on stone or earth, it sinks into the ground to inter itself respectfully as a Shaping effect.

In the Mandate of Heaven a Sidereal savant or sorcerer may use this Charm reflexively once in any turn that a rival At War dominion perpetrated a Military Conquest action against the Sidereal's dominion. The Exalt's dominion reduces its current Limit by one.

PEACEABLE CONCLUSION

Cost: —(+1wp); **Mins:** Medicine 3, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Smooth Transition

By paying an additional Willpower when activating Smooth Transition, a Sidereal may instantly slay a target that is willing and ready to die even if they are perfectly healthy. The desire to die can not be the direct result of unnatural influence or other forms of magical manipulation, but there is no other limit to how much or what kind of work the Exalt may undertake to ensure the target's willingness. The effects of this Charm may be applied to Invocation of the Storm-Following Silence too, if the Exalt knows that Charm.

INVOCATION OF THE STORM-

FOLLOWING SILENCE

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

Keywords: Combo-Basic, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Smooth Transition

Presenting the Mudra of Still Breath to the world, a pulse of amethyst light radiates from the Sidereal when she activates this Charm. It inflicts the effects of Smooth Transition on all valid targets within (Essence x 5) yards (and may be enhanced to expand its effects with Peaceable Conclusion). In the event that multiple necromantically-animated corpses are present, the Sidereal rolls her Charisma + Medicine once and compares the result against each target. Against creatures of death this inflicts the Crippling internal penalty. This Charm produces an undodgeable and unblockable attack.

TERMINATE ILLNESS

Cost: 7m or 7m, 1wp; **Mins:** Medicine 3, Essence 2; **Type:** Simple (Speed 7)

Keywords: Combo-OK, Touch, Virtue (Conviction)

Duration: Instant

Prerequisite Charms: None

Touching a target while making the Inferior Sign of the Corpse, a Sidereal can bring an end to the malady from which they suffer. The Exalt rolls Intelligence + Medicine against the Difficulty to Treat of a disease which she knows that the target suffers. Success banishes the Sickness, curing the target. If the disease is mundane, this Charm costs seven motes, while if it is magical it costs seven motes and one Willpower. This Charm can not banish spiritual diseases (see *Scroll of the Monk*, p. 153-154).

At Essence 4+ a Sidereal pays only seven motes to use this Charm to banish magical diseases whose Difficulty to Treat is lower than his own permanent Essence. He still can not use the Charm to banish spiritual diseases.

EARTH AND SKY BARGAIN

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

Keywords: Prayer Strip, Shaping, Touch

Duration: Indefinite

Prerequisite Charms: Peaceable Conclusion, Invocation of the Storm-Following Silence, Terminate Illness

Burying a prayer strip that carries the scripture of the Maiden and the Road seven yards beneath the earth, the Exalt covers the paper's resting place with a stone cairn or small marker. The Sidereal then activates this Charm while making the Sign of Inevitable Conclusions over the holy grave, causing shafts of purple light to escape the ground and shoot into the sky, pin-pointing the star or stars that foretell the doom of an elemental or god aspected to Air or Earth. This Charm then guides the Exalt to the doomed spirit, who will die within the next day. Should the Sidereal find the spirit, she may negotiate with it to prolong its existence by offering to merge it into her soul. If the spirit accepts, it melds into the Exalt and disappears.

If the Exalt merges with an Air spirit, she then soaks lethal damage with her full Stamina instead of half, while an Earth spirit instead increases the Sidereal's natural bashing soak by (Exalt's Essence). When in physical contact with an instance

of the element associated with the merged spirit, the Exalt may perform a DV -2 Miscellaneous action to rejuvenate herself, healing one lethal or bashing health level or respiring one mote. This action can not be flurried. The Exalt's actions that target spirits strongly associated with the element of the spirit with which she has merged reduce their target number by one, to a minimum of four. Appropriate two-die stunts to perform actions that do not directly target characters unassociated with the element may also benefit at the Storyteller's discretion.

With a touch the Sidereal may transfer the effects of Earth and Sky Bargain, along with the spirit, to another's soul. Since the effect is then targeting another person, the Sidereal may reactivate the Charm so that both characters benefit from it, though the Sidereal alone maintains the mote commitment necessary to keep the Charm going.

Once the Charm ends the spirit is reborn from the soul of whomever hosted it, with a new position in the Celestial Order. It may or may not be grateful to the Sidereal depending on the circumstances of its previously impending doom. If the spirit was merged with someone for a season or more before being released, its permanent Essence will rise or fall by one to come closer to the Essence of the host, regardless of its position.

CELESTIAL MARTIAL ARTS

VIOLET BIER OF SORROWS STYLE

Weapons and Armor: This style's form weapons are the staff, seven-section staff, sword and knife, and their artifact equivalents the serpent-sting staff, wrackstaff, daiklave and short daiklave. It is incompatible with the use of armor.

SECRETS OF FUTURE STRIFE

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

This Charm enhances a Join Battle action, allowing the martial artist to roll (Essence + Martial Arts) and add any successes as bonus successes to her Join Battle roll. This is not a dice bonus from Charms.

FLIGHT OF MERCURY

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Secrets of Future Strife

This Charm enhances an attack action, reducing its Speed by one, to a minimum of three. By enhancing the first attack in a flurry of attacks and spending an additional Willpower, this Charm reduces the Speed of all attacks in the flurry at no further cost.

BLADE OF THE BATTLE MAIDEN

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

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: None

With overwhelming purpose the martial artist pursues and

destroys her foes. Upon activating this Charm the practitioner chooses one potential target of which she is aware. She then gains three extra successes on her unarmed attacks against that target, as well as against targets that are the subjects of one or more of the martial artist's Intimacies or Motivation. When an attack enhanced in this way hits and inflicts at least one level of damage, the levels of damage it inflicts are increased by one. The discretionary target chosen at activation can not be changed until the original is slain or incapacitated, or after the Sidereal cancels and reactivates the Charm.

JOY IN ADVERSITY STANCE

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

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Blade of the Battle Maiden

Happiness is the safe end of a perilous journey. For the scene after activating this Charm, the martial artist gains strength by successfully defending himself against real danger. When he successfully blocks or dodges an attack, he may roll his Essence to regain a number of motes equal to the successes rolled. The stylist can not regain more than 20 motes in a single action through any combination of Charms including this one.

"Real danger" requires that there is some small chance that the attack could actually hit and inflict damage on the stylist. If the greatest extent of an attacker's raw damage is equal to or less than the martial artist's Hardness, the attack poses no threat; if the attacker could roll all 10's and still not overcome the martial artist's DV, he is not dangerous. If the martial artist employs a defense that automatically causes the attack to fail, there is no danger.

VIOLET BIER OF SORROWS FORM

Cost: 6m; **Mins:** Martial Arts 4, Essence 2; **Type:** Simple (Speed 5)

Keywords: Crippling, Form-type, Obvious

Duration: One scene

Prerequisite Charms: Flight of Mercury, Joy in Adversity Stance

When it comes time, the martial artist wears away the spirit and passion of one who must meet their end. When the stylist successfully strikes a foe and ends with at least one die of post-soak damage in Step 8 of attack resolution, she may choose one of the target's Virtues to reduce by one. This can not reduce a Virtue below 3 if it is the one whence the character draws their Virtue Flaw for the Great Curse, nor can it reduce a character's Virtues to 0. Victims lose any associated Virtue channels with the dot that would have provided them, and must regain them normally after their Virtue heals. This Virtue damage is a Crippling effect, and a victim's Virtue dots return at a rate of one per day. The stylist may also inflict lethal damage with her unarmed Martial Arts attacks and may parry lethal and ranged attacks unarmed without a stunt.

Spirits whose Virtues are lowered this way do not lose Charms (except ghosts, who rely on Virtue ratings to learn their Charms), but may lose health levels. For simplicity's sake a spirit should lose -2 health levels, retaining the same number of damaged health levels which may incorporate it even if the

attack that reduces its Virtue inflicts no damage.

The inexorable mission of the Maiden of Endings batters itself on its own inevitability. When the martial artist damages a target's Virtues with this Charm and inflicts at least one level of lethal damage with the same attack, they may regain a channel of the damaged Virtue if they are missing any. A character may not regain more than one Virtue channel per action using any combination of Charms including this one.

DEATH-PARRYING STROKE

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

Type: Reflexive (Step 8)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Violet Bier of Sorrows Form

Tangling and snapping a bundle of violet threads that bring with them the stylist's end, the martial artist sweeps away the heady danger of a blow he failed to parry. This Charm is used after damage is rolled but before it is applied, every three motes reducing the levels of damage that would be inflicted by one.

LIFE-SEVERING BLOW

Cost: 3m per health level; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 8)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Violet Bier of Sorrows Form

Gathering up the same strands of destiny against which the martial artist's Death-Parrying Stroke defends, the stylist sends this self-same danger against his foes. This Charm enhances an unarmed Martial Arts attack, adding one extra health level of damage to the damage it will deal, up to a maximum of (the martial artist's Essence). The stylist activates this Charm after rolling damage, but can not do so if the damage roll produces no successes itself or through means other than this Charm. This Charm can only increase the damage of a blow that will actually harm the target, it can not generate harm when chance dictates there would be none.

METAL STORM

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

Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Life-Severing Blow

A veritable rain of attacks makes defense impossible. This is a flurry of up to (lower of [stylist's Martial Arts] or [weapon's Rate + 1]) unarmed Martial Arts attacks against the same target, costing three motes per attack. These attacks suffer no multiple action penalty and impose a DV penalty equal to the highest of any one attack in the flurry.

CONCLUSION-PURSUING APPROACH

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

(Speed 4)

Keywords: Combo-Basic, Crippling, Obvious

Duration: One scene

Prerequisite Charms: Death-Parrying Stroke, Metal Storm

The culmination of the Violet Bier of Sorrows style teaches the master to draw greater strength from the lessons of Violet

Bier of Sorrows Form, and to further weaken her foes. When the martial artist successfully inflicts at least one lethal level of damage on a foe with an unarmed Martial Arts attack, she regains one point of temporary Willpower, though this does not allow her to exceed her maximum Willpower. Foes successfully damaged by the stylist's unarmed Martial Arts attacks while this Charm is active double their wound penalties when attacking or defending against the martial artist's future attacks.