

A Clutch of Dragons



Marzo

Introduction

"You should remember also that what you are fighting against is not merely slavery as an exchange for independence, but also loss of empire and danger from the animosities incurred in its exercise... what you hold is, to speak somewhat plainly, a tyranny; to take it perhaps was wrong, but to let it go is unsafe."

- Pericles



Foreword

I have been playing Exalted on and off again since I unearthed a copy of the first edition core book at the back of my local comic store more than 15 years ago. I've grown up a bit since then, and the game has grown up with me over three editions. During that time, I have told and participated in stories of almost every kind of Exalt, but I always return to the Dragon-Blooded. At my table, I have been a ruthless tyrant, a vengeful sorcerer, an idealistic reformer, a shrewd diplomat and a bitter, retired hero. Every Exalted fan knows that the Terrestrial Exalted are the weakest and most numerous of the Chosen, but they are also, as I hope to show in this collection, the most diverse, and in my opinion those with the richest variety of stories to tell.

The transition into a new edition is always hard on fans of a particular splat, who must divert their attentions elsewhere until the official production schedule rolls around to the point they are really waiting for. Possessing the necessary mix of impatience and reckless disregard for my own free time, I resolved to write my own complete Dragon-Blooded rule set so that I could get back to using them as soon as possible. My goal was to produce a working character creation system and Charm set for the Terrestrials that is compatible with the Ex3 core, for my own use and as a resource for the Exalted community. It is my hope that a portion of the material I have written will be compatible with the forthcoming publication of What Fire Has Wrought, and I will be able to rewrite it as an a fan supplement for the official Ex3 Dragon-Bloods.

Ex3 raised the bar for Exalted writing, not only in quality but in quantity. Producing a full Charm set of roughly approximate size to the official Solar one has been an exhausting undertaking and has taken me the better part of a year of part time work. I could not have brought the project even close to completion without the kind assistance and patience of the Exalted community, which brings me to my thanks.

Thanks and Acknowledgement

This collection has incorporated several of the quick character Charms from the Antagonist chapter of Ex3 as full Charms, as well as adaptations of many published Dragon-blooded charms of previous editions. This collection owes a debt of gratitude and thanks to the writers and developers of that material.

Special thanks and apologies to Robert Vance, who wrote the 2e version of Wave and Shore Tactics. I could not resist stealing it.

Thanks to Dean Shomshak, who made his excellent unpublished chapter on Ollantijaya available to the Exalted community. I hope to see the Yamasohei used in games in the future.

Thanks to Wastevens for his diligent critical feedback on the majority of this material as it was produced. The project would be poorer without his efforts.

Thanks to all the talented artists who generously gave permission to use their works in this collection and to those community members that gave permission to use their commissioned artwork.

Thanks to everyone who responded to my call for chapter fictions and other material. More of you will have your work in the final draft of the pdf, but your work is greatly appreciated whether it will end up included or not.

Thank you especially to Omicron, TDS, Garg, The MG, WillFenrir and ATMU, my regular online group. Without your helpful feedback, advice and patience for my endless meanderings, this project would never have begun. Omicron and TDS also contributed several Charms to help me through the rough patches of writing, for which I am eternally grateful.

Finally thanks to Maudova for having the saintly patience to pretend that I have any idea what I'm doing while he worked to put together this pdf. (*Editors lol*)

Exalted

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 火
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 土
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Content Request

The team is looking for Fan input. Specifically we would like art and fiction to put in the project. We have somewhere in the range of 30 pieces of art right as of this moment. Hit myself (Maudova) or Crumplepunch up if you have some cool original fan art or interesting fiction/prose you like to contribute. **#shamlessplug**

This is a first draft of ACoD. Future drafts will include more chapters including martial arts, quick characters and panoply, as well as an expanded Charm selection.

Current Chapter Design:

- 1) Introduction
- 2) Character Creation and General Rules
- 3) Charms
- 4) Martial Arts (Optional)
- 5) Quick Characters (Optional)
- 6) Panoply (Optional)
- 7) Storytelling (Optional)
- 8) Sample Setting: The Summersreach (Optional)

Version Information

This is version 0.5.3 of the preview - last edited on 4/7/2017.

- Internal Hyperlinks 2/26
- Revised charm format 2/27
- Added Over art 3/6
- Changed Cover art 3/7
- Credits page revision 3/8
- Reduced the Table of Contents 3/8
- Added the War tree 3/14
- Revised: Swallow Defends the Nest, Burning Soul Sword, Raging Firestorm Blade, Ordained Talon of Draconic Fury, and Jade Protection Form.
- Added Writers Intro. 3/16
- Added 4 new charms: Whirlwind shield Defence, Second Born to the Sea, Heart-Seeking Arrow, Arcing Willow Tactics
- Added Art 3/21
- Performed First Charm Errata 4/2.
- Added Chapter One, Chapter Two, and cleaned up the Introduction page 4/2.
- Added Mon, concepts, caste intro, and edits. 4/6.
- Added chapter intro, expanded credits, various minor edits.4/7
- Added Chapter

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<https://discord.gg/WzKNf6R>



The Juggernaut stood taller than the walls, a mountain of rotting meat and hateful will. The Sapphire Minaret stood defiant, Thorns' highest tower, taller than the Juggernaut itself, immense in its last moments. But the beast stood up, and took this size as an insult; a mountain-hand swatted the minaret, and Thorns was defeated. Aliuna stared as the bejeweled marble fell like so much rubble, and had not the strength to weep.

"The servants have arranged an escape," her husband said from very far away. "There is a tunnel. In the confusion - we have a chance."

"We were Princes here," Aliuna said, her eyes unmoving. Somewhere beyond sight, ghosts scurried and chattered, corpses moaned, victims wailed. "What will be outside these walls?"

Her husband stepped to her side, green hair disheveled, eyes thick with tears. "We will be dragons still. Come with us."

Aliuna smiled a bitter, spiteful smile, and her eyes did not move. She reached out with one hand, as if to seize the Juggernaut in her hand, but even from so far away it was too vast, a continent in motion.

"A dragon without its wings might as well be a snake crawling on the base earth. I see fire, Amon. I see the fire of my dreams." She looked around at her chambers, the soft cushions, the embroidered silken curtains, and she could see her childhood self, laughing as she teased her brothers, practicing her blade in the very next room - the wooden practice sword was still on the wall, all dusty now - and she could see the scorch marks on the wall, the marks of her Exaltation that no servant could ever quite erase.

"The children, the servants, they all need you to escape," Amon pleaded. "I need you. Please, do not leave us for a dream."

She could hear them in the walls now, taking every corridor of the mansion one by one. Servants shrieked, then fell silent. She knew how

it would go. The ghosts laughing like madmen as the guards' blades passed through their evanescent flesh. The swarm of the dead coming and coming and coming. They had erected their monument of flesh where had stood her beautiful minaret, and the rest was formality.

Aliuna turned to her husband, and she smiled. "You are my love, Amon, the fuel to my fire, the coal to my furnace, the logs to my pyre. They can have our city, but they cannot have our bed, our home; they cannot have our memories. Let them burn. Dream with me one last time, and spread your wings."

Amon looked into Aliuna's eyes, and he saw no thought of him, no thought of their children, of escape, or life for life's own sake. He looked into her eyes and he saw that she would be a Prince of the Earth, or she would be nothing at all.

Swords danced in the dim light and Aliuna's old fencing teacher died with a gasp. Far, far away, the doors of their apartments shattered, a man in white stepped in with a cohort of ghosts, there were words and laughter and taunts, but Amon saw only Aliuna's eyes, and Aliuna saw only fire and loss.

They kissed. Tapestries and curtains tore under the pressure of vines, white birch branches pierced through the ground around them, the beams of the mansion creaked and writhed as a thousand shoots sprouted from them, Amon's skin was pale bark and his hair was autumn leaves.

Aliuna embraced him, cradled him in her arms, and he was the fuel to her fire, the coal to her furnace, the logs to her funeral pyre. The man in white screamed and the ghosts lurched forward and it all meant nothing, for they saw only each other, and the dream of the fire; stone gave way to burning wood, the palace of their ancestors fell, and their memories died with them and with the city of Thorns.

Chapter One

The Dragon-Blooded

The Terrestrial Exalted, Chosen of the Elemental Dragons, Princes of the Earth, Inheritors of Creation. The Dragon-Blooded are by far the most numerous of the Chosen. While the Solar Anathema slip into memory as tales told to frighten children or myths of heroes who may yet return, the presence of the Dragon-Blooded is felt almost everywhere in Creation. Outcaste pirates reave the Western seas, strange cabals of Terrestrial sorcerers haunt the Eastern forests and the reaches of the frozen North, Exalted scavenger lords raid ancient manse-tombs best undisturbed, peasants and princes graced with the blood of the Dragons vie for power, riches and petty dominions. The Princes of the Earth walk Creation as soldiers, thieves, merchants, mercenaries, ambassadors, spies, scholars, champions, marauders, entertainers, priests, poet-warriors and a thousand other things.

Over all of this, the Scarlet Empire looms like a beating heart at the center of Creation, pumping imperial might through the Threshold and channeling untold wealth back to the Blessed Isle. From without, it seems like an invincible monolith, unified and unassailable, but from within the structure crumbles in the absence of the Empress. As its institutions tear themselves apart from infighting and their remains are divided under the banners of squabbling Great Houses and bureaucratic ministries, calamitous civil war seems inevitable. Now is the time for the heroes of the Terrestrial Host to take the fore and shape the future of the Empire... or for opportunists to secure a share of what remains when the dust has settled.

The Chosen Blood

Uniquely among the Chosen, Terrestrial Exaltation is passed on by heredity. Dragon-Bloods having children together or with mortals of established Dragon-Blooded ancestry are more likely to have Exalted children of their own. Terrestrial Exaltation is never guaranteed to even

the most venerable and puissant of Exalted lines, and very occasionally the blood of Dragons will resurface in a mortal child whose Dragon-Blooded lineage has been lost to history. However, the greater incidence of Exaltation in established families gives Terrestrials a tendency to group together in tight-knit clans and aristocracies over the course of centuries. Of these, none is greater than the Scarlet Dynasty, accounting for well over half of Creation's Dragon-Blooded.

Second Birth and Death

Dragon-Bloods typically Exalt in their early teens, though a few Exalt earlier and a very few Exalt later. The children of established Dragon-Blooded families are often trained all their young lives in expectation of that moment, while it comes as a surprise to others. Regardless of whether it is expected or not, the Second Breath is an exhilarating, formative moment, a catalyzation of defining emotion or transcendental enlightenment. The Dragon-Blooded each manifest the powers of one of the five elements of Creation upon their Second Breath. Air, Earth, Fire, Water or Wood permanently suffuse their body. Many Dragon-Bloods bear marks of this change in fiery eyes, pale skin that is cool to touch or hair that grows wildflowers in springtime.

Terrestrial Exalted live many mortal lifetimes, though they fall short of the nigh-immortality of the Celestial Exalted. Dragon-Blooded ageing dramatically slows starting in the early twenties, showing only perhaps one year of age for every five that pass. Their bodies remain hale until their final few months of life when infirmity catches up to them at last. 250 is seen as a healthy natural lifespan for one of the Dragon-Blooded, and 300 is not unheard of. Some live longer still through sorcery, expensive anagathics or extraordinary spiritual enlightenment.

What can they do?

The physical changes of Dragon-Blooded Exaltation can be notable, the social changes exceptional, but these pale before the changes within. Elemental Essence courses through each Terrestrial, the might of the most primordial and cataclysmic expressions of nature. Through rigorous discipline they can channel the powers of their elemental heritage to perform astonishing feats of skill and might. A Terrestrial can shatter a fortress wall with her hardened fists or split an arrow in flight with one of her own. The most potent Dragon-Bloods can perform truly miraculous deeds such as raising a rocky structure from the depths of the earth, reading the future in the clouds or sailing a ship across the ocean floor in a bubble of air.

While the animas of other Exalts are potent and intense, only those of the Dragon-Blooded are physically dangerous. As befits their elemental nature, their animas are raw, tangible expressions of elemental power, pregnant with primal energies and the incipient threat of disaster.

The Dragon-Blooded lack caste marks, and what iconic expressions they have are cruder and less defined than the brilliant displays of the Solars. These displays usually tend towards natural elemental expressions such as mountains, trees or falling rain, but some Terrestrials manifest images of animals or even dragons.

Terrestrial animas have two unique traits:

Anima flux: Terrestrial animas are physical expressions of the elements and can easily burn, lacerate and crush those who stray too close to their unleashed radiance. This destructive force is known as anima flux. At burning level the Exalt may damage perishable materials she touches and may scour footprints into a wooden floor if she stands still for a minute or so, but the damage is generally speaking insufficient to be mechanically consequential. At bonfire level, the anima flux is sufficient to

do real damage. The Exalt's player rolls one die on each turn to inflict **withering** damage on all non-Dragon-Blooded within close range. This die instead inflicts lethal damage to enemies in Initiative Crash and trivial opponents. Anyone with at least hardness 1 ignores anima flux. Anima flux never damages the Exalt's own clothing or possessions on her person. Each Aspect power gives a small modifier to the function of anima flux.

Essence cultivation: The Dragon-Blooded are surrounded by a world composed of their elements, and their Essence sympathetically reacts to their environment. Terrestrials can interact with expressions of their elements to raise their anima levels without expending motes. This process is called Essence cultivation. Essence cultivation comes in two varieties, active and reflexive. Active Essence cultivation requires a miscellaneous action of concentration and a small expression of the element. Reflexive Essence cultivation requires a more intense expression of the element but can be done reflexively without an action. Reflexive Essence cultivation can only be used once per scene, while active Essence cultivation can be used any number of times. The conditions required for both types of Essence cultivation can be found in each Aspect description.



Air

Aspects of Air are idealistic and wise. They value learning and foresight, placing knowledge and abstract designs above the drudgery of practical matters. Air lends itself to clarity and pure thought, the Children of Mela are natural planners, dreamers and schemers. They reach their goals through subtlety, erudition and force of personality, their thoughts move as lightning, their plans span horizons, and their anger, once roused, has all the force of storms and thunder. Their greatest failing is that their idealism can blind them to the practical shortcomings of their grand designs, and they can be ideological to the point of elitism, having no patience for things that do not hold up to their lofty standards.

Aspect visuals:

Air animas fly free, dancing around the Exalt in response to her movements, an aura of cloud-white or sky blue, taking the aspect of roiling clouds or pellucid streamers of wind. Full anima expressions bring with them flashing lightning and booming thunder, howling winds, phantasmal air dragons or gusts of snow and ice.

Air aspect markings show a chilly body temperature, blue or white hair, skin and eyes and a fresh, crisp breeze that follows them everywhere and flares up when they are feeling emotional. Elder air aspects grow light on their feet, moving in a weightless, almost ethereal fashion, and their breath fogs even on warm days. .

Anima effects:

Air Aspects are immune to damage from any weather based hazards of damage less than 5. While their anima is at glowing or higher, they gain $([\text{Higher of Essence or } 3] + \text{Anima level})$ Soak and Hardness against attacks based on cold or lightning. They never suffer penalties from cold imposed by natural weather.

Buoyed by an updraft of wind, Air Aspects can expend an anima level to leap a full range band as a movement action, to reduce falling damage by one range band, or to extend their flight by another range band while in midair (if they, for example, are flying a glider or launched by a catapult). They may expend only one anima level in this way per turn.

Air Dragons can focus their stormy anima flux against a troubling foe at close or short range with a directed blast of wind or spark of lightning, inflicting two dice against that individual instead of the usual one. This power can be used to push small objects, though without a great deal of accuracy.

Essence cultivation:

Air Dragons can perform active Essence cultivation any time they are out of doors under an open sky. They can perform reflexive Essence cultivation any time they experience winds or cold that would normally inflict penalties or when they resist damage through their anima power.

Sample Character Concepts: Idealistic monk, political puppet master, visionary engineer, strategic advisor, earnest bureaucrat, erudite exorcist.



*I have planned against every eventuality of our meeting. You think you have betrayed me, but you have only betrayed your uselessness to my cause. Your coup is exposed, your schemes are in ruins. Consider your options. I know what you will do next.
Do you?*

Earth

Aspects of Earth are stoic and disciplined. They value the structure of society, codes of honour, laws and rules of conduct. After all, without this foundation, what could the Dragon-Blooded Host build upon? The Earth Dragons are the natural architects of the social orthodoxy and the guardians of its probity. They approach all things with meditative forethought and self-discipline, be it study of martial arts or management of a ministry. Some Children of Pasiap seek gradual change, chiseling away at the greater structure one refinement at a time. Others uphold existing power structures at the expense of all else, valuing the edifice of tradition first. Their greatest failing is that they are sometimes too bound up in tradition and established orders to see the advantages of new paths and unorthodox solutions.

Aspect visuals:

Earth animas erupt in a mantle of yellow and white light, glittering like a gemstone or shifting like sands in the wind. Full expressions manifest great stone constructs, earth dragons, mountains or the prismatic hue of diamond. Such displays are often accompanied by the sounds of avalanches, earthquakes or volcanoes.

Earth aspect markings generally show a grey or brown complexion, sometimes sparkling in the light like mica or granite. The eyes of some show brilliant colours reminiscent of gemstones. Their skin hardens with age until they appear like living statues of stone.

Anima effects:

Children of Pasiap can spend 5m to impart solidity and stability into the earth around them. For the remainder of the scene, the difficulty of any roll to keep balance on the ground within short range of the Dragon-Blood is reduced by two, to a minimum of one. The difficulty of any roll to damage an earthen or stone structure is raised by her Essence.

While in contact with the ground, Earth Aspects may add their current Anima level to in bonus dice on all Resistance rolls, feats of strength and any rolls to resist being moved against their will. Once per scene, they can spend 5m on being injured by a Lethal **decisive** attack to convert its damage to Bashing.

In the Earth Dragons resides the power of rockslides and earthquakes. While their animas are at Glowing level or above, they add the Smashing tag to their unarmed attacks. Anyone who suffers lethal damage from their anima flux while in contact with the ground must succeed

on a (Dexterity + Athletics) roll at a difficulty of 4 or fall prone.

Essence cultivation:

Earth Dragons can perform active Essence cultivation when they are in an area with large amounts of unworked natural earth or stone. They can perform reflexive Essence cultivation by touching a large body of natural rock.

Sample Character Concepts: Respected general, dedicated magistrate, master architect, Immaculate abbot, honourable minister, aloof professor, indomitable strongman.



What you have done here will destroy everything we have built. For the good of the Realm, I cannot allow you to succeed. Stand down and you have my oath that I will see you survive until you are brought to trial. Resist and I will make my judgement summarily.



Fire

Aspects of Fire are passionate and vibrant. They value impulse and emotion, the spark of lust and love, the hot-blooded joy of combat, the warm hearth of merriment. Some Fire Dragons are fiery extroverts, quick to laughter and anger. Others smolder quietly and unleash their fires only when their tempers flare. Whatever they do, they do it with impassioned dedication. The Children of Hesiash are exceptional warriors, poets, artists and lovers. Their greatest failing is their greatest strength; their passion can make it difficult for them to approach situations objectively or exercise restraint, and their tempers are legendary.

Aspect visuals:

A Fire Aspected anima banner is a blazing aura of flame, ranging from deep crimson to white-gold, dancing like a bonfire. Full manifestation brings forth roiling fireballs, clouds of dancing fireflies, flickering phantasms of garda birds, tigers and fire dragons, and the scream of the blast furnace or the roar of a raging fire.

Fire Dragon aspect markings tend to fiery red or golden hair and eyes, feverishly high body temperature, a ruddy complexion and the scent of smoke or hot-shorn metal. Some fire dragons of unusually pure breeding or great potency magnify these traits to a deep-red complexion and exhale smoke or sparks when their tempers are roused.

Anima effects:

Fire Aspects can start a small fire with a touch by spending a mote. They can light a candle or campfire without flint or tinder, slowly burn through binding ropes or similar feats. While their animas are at Glowing level or above, Fire Dragons can do Lethal damage with their unarmed attacks as intense flames surround their bodies.

Naturally, the children of Hesiash are highly resistant to fiery attacks. They are immune to environmental fire damage of damage less than 5. Even against greater hazards, they gain their current Anima level in non-Charm successes towards any Resistance roll. They gain ([Higher of Essence or 3] + Anima level) Soak and Hardness against fire based attacks. They never suffer penalties from heat imposed by natural weather.

Fire Dragon anima flux damage can set flammable objects alight. The flames surrounding them also make them hazardous to attack; anyone who makes a successful close range attack against a Fire Dragon with a bonfire level anima must immediately roll a damage die for anima

flux even if they are Dragon-Blooded or possess Hardness. Only other Fire Aspects are immune to this damage.

Essence cultivation:

Fire Dragons can perform active Essence cultivation whenever they are in the presence of an open flame. They can perform reflexive Essence cultivation by resisting fire damage through their anima power.

Sample Character Concepts: Vivacious socialite, reckless adventurer, poet-champion, fiery preacher, vengeful exile, dashing rogue.



I spend most of my days with all the pleasures of the Blessed Isle at my beck and call... they just don't interest me like they used to. The days I cross blades with a fighter worthy of the name, those are the ones I live for. Come! The poets await their tragedy.

Water

Aspects of Water are clever and shrewd. They value cunning and adaptability, for water changes shape with the passing of moments. Water is mercurial and fleeting, mysterious and impermanent; the children of Daana'd change with the tides, plot with the depths of the ocean and, when the time is right, strike as unstopably as a mighty river. Whether they apply their talents to politics, business or swordplay, Water Dragons are always ready with brilliant improvisations and cunning tactics. Their greatest failing is their changing nature; their subtlety can easily become duplicity and their adaptability inconsistency, leading them to alienate friends and allies by breeding mistrust as to their true motives.

Aspect visuals:

The anima banner of a Water Aspect is a rippling halo of blues and greens, rolling like the ocean waves. As the banner increases in power, blacks and wave-cap whites mix into the colors, and phantom whirlpools, waterspouts and water dragons flash in the banner. The noise that accompanies the banner can be the roar of a flooding river, the cascading crash of the pounding surf or, sometimes, the stifling silence of the darkest waters.

Aspect markings of Water Dragons tend towards a blue-green tint to the skin, hair that moves as though it is underwater, dark, reflective eyes, and the scent of fresh rivers or crisp sea spray. Water aspect complexion darkens with age to a deep, oceanic black.

Anima effects:

The children of Danaad can call the blessings of their patron. Once per day, by spending a minute in concentration and spending five motes, they can gather rainclouds overhead and call a light shower of on their location, lasting an hour. This power functions anywhere outdoors in Creation and will only fail in supernaturally arid areas scoured by demon magic, sorcerous curses or the like.

Water Dragons can stand on and run across the surface of water as though it were solid land and dive below at will. They can breath underwater and can never be drowned. They ignore all environmental penalties for being underwater, and can even perform normally impossible feats like underwater archery.

Water Aspects are naturally adept at using the flow of their anima to their advantage in combat. They can gain one point of Initiative damage caused by their anima flux per turn.

Essence cultivation:

Water Dragons can perform active Essence cultivation when they are in the presence of any body of water, standing or running, or when they drink water. They can perform reflexive Essence cultivation when they are in heavy rain, by at least half-submerging themselves in water or by standing atop a body of water large enough to allow them to do so using their anima power.

Sample Character Concepts: Ruthless magistrate, political fixer, itinerant monk, cynical diplomat, unorthodox tactician, enlightened inquisitor.



All this time, you thought you were hurting my business? No matter at all, I'm grateful that you helped me out by accident. I don't suppose you've reconsidered my offer? Well, water wears away the stone, my friend. I'll win in the end. I always do.

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Wood

Aspects of Wood are insightful and compassionate. They value introspection, sensation, social accord and spirituality, nurturing the growth of individual and community. Wood seeks above all to grow, to spread roots and reach out branches. Wood Dragons can be vivacious and captivating, kind and nurturing, working always to grow personally and in their connections to others. Wood Aspects seek new sensations, whether they be sensual, spiritual or otherwise. All nature has its cruel side, and when the occasion calls for it the children of Sextes Jylis embody all of nature's thorns and venom. Their greatest failing is that the connections they nurture can become superficial if they reach too far, leading to bouts of cruel pruning as they shed what they must to grow anew.

Aspect visuals:

The anima of the Wood Aspect grows and dances in the breeze like a young sapling, typically bright green, but sometimes varying in hue with seasons or showing the brilliant varicoloured display of a flower garden. Full manifestation calls forth the moaning sound of wind through the forest, blossoming flowers, snarling roots, falling petals, thorny tangles and wood dragons.

Aspect markings of Wood Dragon-Bloods show subtle bark-like scaling on some areas of skin, a greenish pigmentation growing to a deep emerald or mahogany-brown with age and hair of grass-green or autumn-red. They are accompanied by the natural fragrance of woodlands or the perfume of flowers.

Anima effects:

Once per day, the Exalt can infuse a natural plant with magical growth by spending 10m. The plant grows by a year and bears its annual harvest.

Wood Aspected Dragon-Bloods can expend 5m to attune themselves to surrounding plant life. For the remainder of the scene, they can ignore difficult terrain penalties caused by wooded areas as plants obligingly bend out of their way, and they gain (Essence) non-Charm successes to resist any plant-based poison.

Wood Dragon's blood generates a potent plant based toxin with the following profile: Damage: 3i/Round, (B in Crash), Duration: (Essence +3) Rounds, Penalty: -2. This poison is suffered by anything that drinks a Wood Aspect's blood, and they can employ it in certain poison-based Charms. Anyone who takes lethal damage from the

Wood Aspect's anima flux must roll to resist a more diffuse poison with a duration of 3 Rounds.

Essence cultivation:

Wood Dragons can perform active Essence cultivation any time they are in the presence of a living plant. They can perform reflexive Essence cultivation by touching a full-grown tree or similarly large piece of flora, or by resisting a plant-based poison.

Sample Character Concepts: Intrepid explorer, wise sifu, dilettante hedonist, beloved commander, observant wallflower, mystic healer.



All life is precious, all growth sacred, but all things have their seasons. Seasons for peace and joy and life, seasons for war and sorrow and death. we can only make the most of what we have. Let us work together to ensure that our seasons do not end too soon.

Where do they come from?

The Realm is the greatest empire in Creation, a colossus whose power and tyrannical influence is felt far beyond its borders. It is ruled by the Dragon-Blooded absolutely; Terrestrials helm its civil positions and bureaucracies, its military and state religion. No other power in Creation boasts Exalted might on anything approaching the scope of the Scarlet Empire, and it is the Realm most in Creation think of when they hear of the Dragon-Blooded.

Dragons of the Blessed Isle

Dynastic Scion: A sprawling cats-cradle of families almost exclusively descended from the Empress herself, the Scarlet Dynasty sits at the center of the Realm atop a pinnacle of wealth and power. Born to luxury unimaginable by most in Creation, trained from birth in anticipation of the gift of Exaltation, they are the Princes of the Earth in truth. Some are cruel despots infinitely assured of their own authority, some are idealistic reformers who view others with condescending noblesse oblige, but all Dynasts are beneficiaries of an Empire built on the backs of conquered nations and broken peoples. Dynasts are educated in prestigious secondary schools specifically designed to prepare them for life as one of the Exalted, be they minister, soldier or sorcerer. Only about half of Dynasts actually go on to hold official jobs in the Imperial Service. Some hold unofficial positions as enforcers and managers of family affairs, while others enjoy the life of the idle rich or seek adventure beyond the borders of the Realm.

Exalted Patrician: Patricians are the gentry to the Dynastic nobility, a monied, educated class of land-managers, ministers and professionals. Some patrician families rival even minor Dynastic houses in wealth, and they collectively wield considerable political power through their stranglehold over the ministries of the Thousand Scales and the lower chamber of the Deliberative. Though they live as princes by the standards of most, patricians are second class citizens in a nation dominated by Exalted nobility. From time to time, these proud houses bear Dragon-Blooded children of their own. There is a long tradition of Great Houses adopting Exalted patricians in exchange for payment. It is considered unremarkable for patricians to “shop around” to secure the best price for their Exalted child. Such an adoptee takes on the name of their adopted house, but they will forever remain patrician-born in the eyes of trueborn Dynasts. Their lot is often an unhappy one, despite the privilege they enjoy. Rarer are those patrician Exalts who remain within their

own families. Some powerful patrician families have even managed to secure familial links to Great Houses or the establishment of their own minor Dynastic lines through marriage. The house of Bal is perhaps the most famous such line, and it enjoys control over the office of the Imperial Treasury by the Empress’ decree.

Threshold Cadet Scion: The Great Houses of the Blessed Isle are the most famous of the Dynasts, but far from the only ones. Nestled in well-established satrapies lie their distant cousins, the Cadet Houses. By geographical isolation or quirks of politics, some powerful Dragon-Blooded families loyal to the Realm dwell in the Threshold rather than the Blessed Isle. From the Dragon Caste of far Prasad to rustic House Ferem of frozen Cherak and the proud Aimandi hound-lords of the plains of Xou, the Cadet Houses are as various as their outcaste brethren. There is one key difference, however; the Cadet Houses were each acknowledged by the Empress herself as part of the Scarlet Dynasty. The Great Houses consider them country bumpkins at best and foreign pretenders at worst, but most grudgingly accept them as distant family. Every year, a few fortunate children of Cadet Houses journey to the Blessed Isle to be educated in the Realm’s famous schools for the Exalted.

Found Egg Legionnaire: The blood of Dragons courses throughout Creation, and sometimes it manifests in unlikely places. As much as the Dynasts would like the bear the sole mantle of Exalted power, every year a dozen or more Terrestrials Exalt among the peasant and slave classes of the Blessed Isle. Some of these unexpected blessings are the result of indiscrete Dynasts siring unacknowledged bastards or from similar dalliances many generations previously, but some are impossible to trace to a particular progenitor. Regardless of origin, under the doctrine of the Perfected Hierarchy, all Dragon-Bloods are sublime beings bordering the threshold of enlightenment. However, the Realm is a society stratified by class as well as religion, and even a peasant Exalt is still a peasant. There is no place at the table of high society for these young Dragons; they are offered a choice between joining the Imperial Legions or the Immaculate Order. Those that take the Coin over the Razor face a hellish decade of accelerated training at Pasiap’s Stair before being granted an officer’s commission in the Legion. Life in the Legions is harsh, but offers opportunity far beyond what a Realm peasant could otherwise have hoped for; after serving the legions faithfully for a century, they are given a small plot of land to retire on. While this might seem like a bleak fate, a Dragon-Blooded Legion officer has many opportunities

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to improve their lot in life. Dragon-Blooded officers, former peasants or not, are often inundated with wealthy suitors, and for those that want to continue life on the march, any number of mercenary companies will give their eyeteeth for a retired veteran of Pasiap's Stair. During the Empress' reign, she favoured peasant veterans for Imperial appointments, including the exclusive station of Imperial Magistrate. More than one former peasant farmer or house slave has found herself transformed by the Empress' favour into an Exalted champion holding plenipotentiary authority over the Realm itself.

Immaculate Monk: The Exalted monks of the Immaculate order hail from diverse origins. Every year, some children of Great Houses give up their wealth and political ambitions to pursue spiritual fulfilment. Peasant Exalts of the Blessed Isle choose the Razor as often as the Coin and live out their lives within the Order. Even some outcastes of the Threshold are inspired by the Immaculate missions to their homes and journey to the Blessed Isle to become monks, one of the few ways in which outsiders can join the Realm's Perfected Hierarchy. Regardless of origin and station, monks take on vows of chastity and poverty. Some Dynastic monks even choose to take on new names, severing their temptation to put family ahead of faith. Immaculate monks are almost universally accomplished martial artists, specializing in the Five Glorious Dragon Styles. Still, many regard these arts as meditative exercises and use them in battle only as a sorrowful final resort. It is the duty of Dragon-Blooded Immaculates to commune with spirits and negotiate placement in the Immaculate calendar. Most spend their lives in quiet contemplation in monasteries or in hermetic seclusion, or preaching to the people in temples, which double as free schools for the peasantry. A few become Itinerants, skilled monks empowered with an open mandate to roam and investigate matters of interest to the faith. Others become Shikari of the Wyld Hunt, directed by the All-Seeing Eye to destroy dangerous Anathema as they appear.

Schools of the Realm

The Realm's primary boarding schools train both mortal and Exalted youths of patrician and Dynastic birth from the ages of eight to fifteen. Beyond this, secondary schools cater to advanced education. A few secondary schools cater to both mortal and Exalted students, but the following are those prestigious (and not so prestigious) academies that tutor Exalted students exclusively. All but the Palace of the Tamed Storm demand princely tuition fees, and some poorer

households opt to homeschool their children or send them to lesser institutions instead.

The House of Bells is the Realm's premiere military academy. Students learn military history, strategy and tactics, extensive weapon skills and the social graces required to comport themselves as officers of the Realm. Graduates traditionally fill the majority of Legion officer positions as well as the Great House private armies. The House of Bells enjoys a rivalry with the outcaste legionaries of Pasiap's Stair that ranges from the good-natured to the vicious depending on circumstances.

The Heptagram trains the vast majority of the Realm's sorcerers. Indeed, it may be the greatest academy of sorcery in the Second Age. Located on the secluded Isle of Voices, the Heptagram admits only those who show the proper aptitudes, as determined by the school's mysterious elder tutors. Students are given a broad education in magical matters as well as history and languages. Many learn the art of demon summoning, which has given the school a dark reputation among the Immaculate faithful. Graduates swear an Obligation to deliver one secret request for the Empress at some point in the future. In the Empress' absence, the Deliberative has the power to call on these powerful favours in her stead.

The Cloister of Wisdom is the largest school operated by the Immaculate Order and seeks to shape Exalted postulants into worthy monks. Students study rhetoric, meditative exercises, the Immaculate texts, and, of course, the famous Glorious Dragon Styles of martial arts. The Cloister is unique for training its highborn students alongside outcastes who have chosen the Razor. The Dynasts and patricians are treated no differently from their outcaste compatriots during their education, and discipline is harsh. However, they do enjoy one key advantage over their outcaste brothers; upon graduation, they are allowed to leave without joining the Order as full monks, if they so desire. outcaste postulants can only avoid their vows through fugitive flight or death.

The Spiral Academy is the source of the Realm's strongest political assets; its Exalted ministers, bureaucrats, courtiers, diplomats, senators and satraps. Students are taught accounting, oration, poetry, political science, calligraphy and all manner of sundry skills necessary for the smooth running of the wheels of empire. Its students are encouraged to cultivate an atmosphere of one-upmanship and backstabbing to better prepare them for the harsh realities of political life.

The House of Ancient Stone is one of the Realm's two so-called schools for the incorrigible. It is here that wealthy households send unruly children who require stern discipline. Students of the house are placed under close watch and harsh rule. They spend most of their day toiling on the work farm around the school grounds, a few hours of studying, and the rest in exhausted sleep. Years of this routine beats disobedience out of all but the most firebrand youths. On the more positive side, few schools are better at teaching the value of hard work, honesty and teamwork, and graduates leave with a solid education in agriculture, geomancy, finance and history. Some families swear by the education of the House whether their children are really misbehaving or not.

The Palace of the Tamed Storm is no palace, but a prison. The less reputable of the schools for the incorrigible by far, the Palace of the Tamed Storm is where parents put those disrespectful and rebellious young Exalts for whom they see no future or hope of reform. Officially, the curriculum teaches students how to present themselves as respectable scions of the Realm, with courses on etiquette, heraldry, current politics and other benign matters. Unofficially, the Palace is a school of criminality. Beneath its polite exterior, the school encourages blackmail, extortion, theft and worse between its students. It is a place of violence and cruelty that produces misery and scoundrels. A rare few graduates return to their families as better people, armed with the knowledge of what the Realm must fight against. Many return sullen and resentful but broken by their experience. Some do not return at all, either vanishing into anonymity on their long-awaited escape or buried in unmarked graves beneath the Palace.

Those That Return to the Nest

Although the Realm can boast Creation's greatest society of Terrestrials by a wide margin, they have by no means secured a monopoly on the Dragon-Blooded. Indeed, by some reckonings, almost half of Creation's Dragon-Blooded are born beyond the shores of the Blessed Isle. Those that wish to join the ranks of the Perfected Hierarchy have three options. First and simplest is to join the Immaculate Order as a monk. The Palace Sublime accepts all who the Paragon of Sextes Jylis judges worthy, regardless of their origin and prior station. Immaculate missionaries often try to gently guide outcastes towards this path, though trying to press the issue is rightly considered counterproductive. The second is through the Legions. Although foreign outcastes are forbidden the Coin and the training of Pasiap's Stair by Imperial decree

in an effort to prevent the legions from being dulled by foreign sympathies, outcaste auxiliaries who repeatedly prove themselves to the Legions have been known to be granted officer commissions, a limited gateway into Realm society proper. The final and most rarified route is by becoming a member of the Dynasty itself, either through marriage or adoption. House Nellens and more recently House Tepet are eager to fill out their numbers in this way, but each House has taken in outsiders to varying degrees over the centuries. Even so, only a tiny minority of outcastes are even considered for the honour.

Those That Fall Astray

Of course, not all outcastes are interested in throwing in their lot with the Scarlet Empire. Some are born to proud clans of their own, such as the gens of Lookshy or the Mayhiros family of Celeren. Some are born in downtrodden satrapies and have ample reason to loathe the Realm. Others simply don't want what the Realm offers; being worshipped as a living god appeals to many but not to all.

Outcaste Clan Scion: In the Threshold and beyond, the Dragon-Blooded thrive, even denied the grace of the Perfected Hierarchy. Some outcaste clans survive as vassals and subjects of the Realm, others as bitter rivals, while some are all but unknown, nestled in the far-flung reaches of Creation. Some of these families are founded by exiles or dissenters from the Realm, or surviving offshoots of the Shogunate. Others are simply formed when a group of outcastes settle down together. Small Dragon-Blooded families are relatively common, while a rare few number in the hundreds. The city of Lookshy, by far the most populous concentration of Dragon-Bloods outside the Blessed Isle, boasts almost a thousand Exalts.

Lost Egg: Officially, the Realm considers all Terrestrials outside the Realm to be Lost Eggs, from the elders of the ancient Shogunate gens of Lookshy to the most rustic Exalted sellsword roaming the far Threshold. The term Lost Egg, however, is usually reserved for those who Exalt with no known Dragon-Blooded family or ancestry. Bereft of history, say the Dynasts sorrowfully, what place can they claim in the world? Lost Eggs can be born to almost any culture anywhere in Creation, for the Blood of Dragons has run far and thin, and it is a rare mortal indeed that has not felt its touch at some distant point in their family history. Many seek the company of other Terrestrials, though others disdain their own kind. Whatever they decide, they are still Exalted, and are destined for great things good or ill.

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Outcaste Families, Factions and Nations

Here are a few sample clans that your Terrestrial outcaste characters may hail from.

The Forest Witches are dismissed as a ragged collection of outcaste bandits and thieves by the Realm, but for better or worse they are something more. The Witches serve and are served by three strange powers of their Eastern homeland, the Forest, the Mist, and the Sea of Mind. These eldritch forces are unexplained and perhaps inexplicable, for even the Anathema of the Old Realm knew to keep their distance. This loose outcaste clan dwells in Atsiluth Eternal, the First and Last City, unequalled in all Creation, suspended in the boundless dream of the Sea of Mind. There too dwell the Dead, not ghosts, but memories of those Exalts forever sustained by the Sea's perfected reality. In the forest beyond lurk the Numina, horrific beings once Terrestrials, now flensed to an image of twisted perfection by the transgressive powers of the Mist. The Forest itself serves the Witches with roots and branches of bone, wearing the guise of the ancient ghost Oreithyia like a tattered mask. The Witches hunt endlessly for magical treasures that they can sacrifice to sustain their sorcerous pacts.

The Yamasohei of Ollantijaya are the families of Dragon-Blooded sorcerer-exorcists who protect their Western island homeland from Lintha reavers and other outside threats. Descended from seven Terrestrial rebel officers who landed there during the earliest years of the Realm, the seven Yamasohei families have cultivated a thriving and vibrant society. The land of Ollantijaya is alive with spirits, and the Yamasohei see it as their duty to broker sacred accords between mortal and god. Long protected by isolation and seclusion, Ollantijaya is slowly becoming aware of the powers of the greater world, and those

powers are becoming aware of them in turn. Soon the Yamasohei and the people of the Land Spread Out As Wings will begin their long-prepared plan, the Great Leap Outward, launching fleets for the colonization or invasion of many of their neighbour islands.

The Five Shade Association is a confederation of powerful criminal syndicates that operate throughout the Threshold. At the top of these organizations lie five reclusive outcaste families, the clans Mist, Mountain, Smoke, Breeze and Forgotten. These ancient lines claim descent from daimyos of the Shogunate, fallen on hard times with the ascension of the Realm. The Realm, for its part, claims that these are lies to give an air of legitimacy to a band of thugs and criminals when they deign to acknowledge the Five Shade clans at all. Much of the Threshold is plagued by organized crime that these families have some hand in. They traffic in everything from simple burglary and extortion to smuggling, blackmail and assassination.

The Travelling Order of the Unbroken Wheel are a group of itinerant banker-monks who travel the great Southwestern Way. The monks are famous for their wealth, keen business sense and brutality, in that order. At the core of the Order are the First Circle, a tight confederation of Dragon-Blooded families that direct devotional and financial operations. Their vast caravan of yeddim-drawn temple-wagons and mobile treasuries is followed by a veritable army of supplicants, retainers, entertainers, peddlers and mercenaries. At the end of the caravan trail hundreds of indentured serfs, cleaning and repairing the roads in the caravan's wake, the kindest fate that can befall those that neglect to pay their debts to the Order in a timely fashion.

The four elite guards snapped to attention, their armoured gauntlets pounding against their polished breastplates as one. Sesus Malik followed his uncle, stepping through the door flanked by the guards and down the short corridor that led to the vault entrance. The portal, reinforced jade-steel, strengthened by ancient spells and the skills of Exalted architects, barred their way.

His uncle, Sesus Karlin, raised a hand to the heavy door and mumbled an ancient koan, passed on through generation after generation. With a low rumble, the door slid open and the young Dynast's eyes widened at the splendour and history on display.

Jade of all colours glinted in the chamber's eternal lamps. Finely crafted armour and weapons glittered wherever his gaze fell, enough artifacts to arm a dozen brotherhoods, the work of centuries of artificers, steadily adding to the ancient House's treasures.

"Come on, nephew. The door won't stay open forever." The wizened Dragon-blood said with a chuckle as he stepped over the threshold, Malik following close on his heels.

Now that the initial shock had passed, he saw the less flashy treasures on display as well. Between breastplates and daiklaves, shields and grimcleavers, there were less massive but no less impressive wonders. Filigree tiaras, amulets and rings with jewels of frozen fire, clothing woven from impossible silks found only in the Wyld or created with tanned demon hide.

Their steps echoed through the treasure chamber as they passed through row after row of artifacts. The young Terrestrial looked around, recalling the stories these artifacts called to mind, each a tale of glory and triumph. There is the blade used by his great-grandmother to slay the treasonous gods of the Thrice-Born Heresy. Over there, the weapon forged around the broken horn of a mighty Behemoth that rampaged through the far South

until a wandering Brotherhood drove it back, claiming the prize in the process.

"Makes you think, doesn't it?" His uncle interrupted his thoughts. "Especially the empty places." He waved at a conspicuously vacant spot between two Daiklaves. "There used to rest the blade that my sister took with her when she left for the Caul to make pilgrimage." There was bitterness in his voice, a memory of loss, though he tried to hide it.

Malik swallowed heavily, his own loss called to mind again. "Uncle, why...why show me this?"

"We are almost there, have some patience." The old Dynast replied and stopped in front of a thin, masterfully crafted Reaper Daiklave, its hilt of red jade decorated by thin wires of orichalcum. "That is-" He began and his uncle nodded. "Yes. It is your father's blade. Recovered by his sworn brothers from the claws of the Anathema that claimed both his life and his form."

Karlin reached out and took the artifact, holding it reverently with two hands and turning around to present it to his nephew. "He would have wanted it, I am sure."

His pulse raced, a denial on his lips. But no, he could not ruin that solemn moment with such foolish words. His uncle would not have taken this step lightly, entrusting such a valuable relic to one so young and untested. "I will make him proud." He stated solemnly, gripping the hilt firmly. He would, that he swore to himself.

And if fate was on his side, he would have his revenge as well.

Chapter Two

Character Creation

Starting Terrestrials

The Terrestrial Exalted are born with the blood of the Dragons in their veins, whether they know it or not. Theirs is the tale of the noble scion or the heroic bastard. This birthright is more than a simple endowment of heredity that might empower even a meagre individual; all of the Exalted are remarkable people, and the Dragon-Blooded are no exception. Whether they are born in wealth and splendour and raised in anticipation of their Second Breath, or in obscurity, ignorant of the power of their Exalted heritage, the Terrestrials are larger than life characters who embody both the greatest and most terrible of human traits. Their Exaltation is a catalyzation of these heroic attributes, an awakening of the elemental might that lies slumbering in the blood. This section will help you create one of these characters for use in your story.

Step 1: Character Concept

The Dragon-Blooded are a diverse lot, and there are many factional conflicts between them. When preparing a character for a Dragon-Blooded game, or a Dragon-Blooded character for a mixed game, it is important to make sure that your concept is compatible with the other players and what the Storyteller has planned. A Dynastic schemer character is fine on her own, but put her in a group with a Marmorean witch, a Lookshyan engineer, an outcaste mercenary soldier and a Solar Eclipse Caste, your Storyteller might have difficulty bringing the group together, let alone keeping them together. Discuss what kind of group and game you want to play, and make sure everyone is happy before moving forward with character creation.

The previous chapter has detailed various possible origins for a Dragon-Blooded character. Think about what kind of origin suits your character, and what she has been doing since she Exalted. Dragon-Bloods usually take their Second Breath in their teens, very occasionally as early as ten years old or as late as twenty. For most, what follows

is many years of training or travail to prepare themselves for their new life as one of the Princes of the Earth. A starting character under this system is assumed to have undergone rigorous education in one of the Realm secondary schools or a similar institution, or else has undertaken many youthful adventures and misadventures to raise themselves to a similar level of skill and power.

Your character's Aspect is an important part of her character. Think carefully on which element best reflects the person you want to create. Remember that Aspects each reflect a broad spectrum of personality types and skill competencies; a given character concept might be easily adapted to one element over another if it suits your needs.

Step 2: Attributes

Terrestrials divide their Attributes into Physical, Social and Mental categories, just as Solars do. However, while they are mightier by far than mortals, Terrestrials fall short of the instinctive, natural mastery of Solars and other Celestial Exalts. Dragon-Bloods gain **seven dots** in their primary Attributes, six in their secondary and four in their tertiary.

Step 3: Abilities

Dragon-Bloods can choose **four** Abilities from the following list as Aspect Abilities.

- **Air:** Lore, Occult, Linguistics, Thrown, Stealth
- **Earth:** Awareness, Craft, Integrity, Resistance, War, Martial Arts
- **Fire:** Athletics, Dodge, Melee, Presence, Socialize
- **Water:** Brawl, Bureaucracy, Investigation, Larceny, Sail
- **Wood:** Archery, Medicine, Performance, Ride, Survival

Additionally, Dragon-Bloods can choose three Favoured Abilities from any Ability.

Dragon-Bloods do not gain Supernal Abilities as Solars do. Instead they gain a unique advantage in their affinity for elemental Charms. All Terrestrial Charms embody the powers of one of the five elements. **Dragon-Bloods always learn Charms belonging to their Aspect element at favoured cost, even if they are not in an Aspect or Favoured Ability.**

Note: that Dragon-Bloods who choose Martial Arts or Brawl as Aspect or Favoured Abilities do *not* automatically gain the other as an Aspect or Favoured Ability.

Once you have selected your Aspect and Favoured Abilities, divide 28 dots between all Abilities. Your three favoured Abilities must have a rating of at least 1. No Ability can be increased over 3 without spending bonus points.

Finally, choose Specialities for your character. To reflect their typically superior training and natural affinity for specialization, Terrestrials can select **6 specialities.**

Final tip: If you want to branch into any non-Favoured Abilities later, it might be worthwhile buying some dots in it now. Remember you can always buy up Aspect Charms at favoured cost, but it will still cost a little bit more experience to raise the Ability prerequisite. A rating of 3 is sufficient for almost all low-Essence Terrestrial Charms.

Step 4: Merits

Thanks to not being reviled over large parts of Creation, Dragon-Bloods have a slightly easier time gathering allies and resources than their Anathema counterparts.

Terrestrials begin with **15 dots of Merits.** Keep in mind the new Merits at the end of this Chapter.

Step 5: Charms

Dragon-Blooded Charms are an expression of the primal power that courses in their blood, tempered through skill and discipline. The Princes of the Earth can shout with an anger that sets the target of their ire aflame, guide an

arrow on the wind to strike a foe in the heart of a thunderstorm, turn aside a blade with stone-hard skin or sail a ship beneath the waves. Many of their Charms deal with the elements in a subtler, more metaphorical fashion, but all are ultimately drawn from the same font of elemental power. Choose 15 Charms that fit your character concept. Like Solars, Terrestrials gain their Excellency in all Aspect and Favoured Abilities in which they possess at least one dot, plus any Ability in which they have at least one other Charm.

Step 6: Intimacies

Choose at least four Intimacies, including at least one Defining Intimacy, one Major Intimacy, one positive Intimacy, and one negative Intimacy. Dragon-Bloods are afflicted by the Great Curse, but escaped lightly compared to their one-time Anathema masters.

Terrestrials do not have a specific Limit Condition, and gain Limit only through opposing their major or defining intimacies or seeing them opposed by others.

Step 7: Bonus Points

Dragon-Blooded characters have been actively preparing for their destiny for years as they grow into the power of their blood and master the world around them. They gain

Sidebar: What Happened to my Riches?

Players familiar with character creation from earlier editions of Exalted will remember that Dynast character creation offered greatly improved backgrounds in certain areas to reflect the Realm's extensive magical and material resources. A Clutch of Dragons offers no such specific advantages beyond a few extra Merit dots.

However, there is already a system in the game that can account for the Realm's embarrassment of wealth. Dynasts owe much of their station to their House, and the Houses are generous to their favoured children. A Backing rating in one of the Great Houses should offer at minimum an equal rating in Resources as a stipend, as well as Influence in an appropriate area. Followers, Contacts, Retainers, Mentors and even certain Artifacts and Hearthstones might be offered as needed. Always remember though that means acquired through Backing are the property of the organization, not the individual. A Dragon-Blood should still purchase Resources for her personal fortune or Artifact for an inherited daiklave.

Similar systems can also account for Backing in other powerful organizations, such as the Imperial Legion, All-Seeing Eye, Lookshy Gens, and Forest Witches. The Magistracy or Immaculate Order are likewise powerful and might grant a similar wealth of Merits, but do not offer Resource stipends except for certain specific uses; both Magistrates and Immaculate Monks are forbidden to accrue personal wealth.



18 Bonus Points. They pay the same Bonus Point costs as Solars do.

Step 8: Finishing Touches

Record Essence rating (1), Personal Essence pool ([Essence] + 11), Peripheral Essence pool

([Essence x 4] + 23), Health Levels (-0, -1, -1, -2, -2, -4, Incapacitated), and Willpower (5).

Things to Consider

Family and ancestry are very important for most Dragon-Bloods. Who are your Dragon-Blooded ancestors? What pressures do your family put on you? How has your society shaped your expectations of what it is to be Dragon-Blooded? Do you embrace this popular wisdom, or rebel against it?

New Merits

Immaculate Training (••) - Purchased

Prerequisites: Martial Artist Merit, Rating •••+ in one of the Five Immaculate Styles

Rigorous spiritual training has prepared the Dragon-Blood to tap into the full potential of Glorious Dragon Styles of martial arts. When using one of these five styles she can ignore the limitations of the Terrestrial keyword. Should she become an Immaculate Master by learning every Charm of one of these styles, she can thereafter ignore the Terrestrial keyword limitations of *all* martial arts styles. The masters of the temple guard these secrets jealously, and it is very difficult to secure this training outside the structure of the Immaculate Order or its offshoots, though a few wayward heretic masters may exist in far-flung seclusion. Not all Dragon-Bloods with this training are necessarily monks; graduates of the Cloister of Wisdom are educated in the Immaculate styles, and while some join the Order proper after graduation, many find uses for their skills elsewhere.

Superior Breeding (••)-Innate

By default, Dragon-Blooded characters are assumed to have some degree of breeding through recent Dragon-Blooded ancestors or a family that has many Exalted ancestors in its past. This manifests in small visual cues, eyes and hair the colour of flame or open skies, nails of lacquered wood, the scent of the sea breeze, and so on. A character with this Merit has a level of refined breeding rare even among the Dynasty. She is descended from a long and largely unbroken line of Exalts, most probably on both sides of her parentage. The hair of a Water

Aspect might sway and dance as though underwater, her skin may darken through sea-green to oceanic black as she ages. A Fire Aspect's eyes might glow like hot embers when her passions are roused. Her own children are very likely to Exalt, and they may also carry this Merit. Socially, she is often shown great respect by Dragon-Blooded societies, and the Great Houses themselves will vie for her hand in marriage. She finds it easier to draw on the elemental powers of her blood; when she uses reflexive Essence cultivation, she can increase her anima by two levels rather than one.

Drawbacks: The Exalt's Aspect markings are striking and extremely obvious. She suffers a -1 penalty on any attempt to disguise herself as a mortal.

Sidebar: Mortal Breeding

If you wish to create a mortal Dynast or another unExalted character with Dragon-Blooded family ties, you could optionally consider Breeding as a ••• Innate Merit, with the former representing a character Breeding equivalent to an average Dragon-Blood and the latter the equivalent of Superior Breeding. Mortals bear no aspect markings unless they Exalt and of course cannot use Anima Cultivation, these Merits only serve to enhance their chances of having Dragon-Blooded children themselves, and represent the social station that comes with that trait.

Ancestral Artifact (•+)-Story

Prerequisites: Artifact •••+

Dragon-Bloods are capable of unlocking unique Evocations accessible only to themselves and their direct descendants through the Charm Jade-Carved Legacy Soul. Each point of Ancestral Artifact represents an additional Evocation for their artifact created by a separate ancestor. Mechanically, these are unique Evocations created by the character's ancestors which can be unlocked after unlocking every "normal" Evocation. See [Jade-Carved Legacy Soul](#) for more details.

New Flaws

Inferior Breeding

Some Dragon-Bloods are born unexpectedly to lines that have not known an Exalted scion in living memory or record. With a meagre inheritance of blood, their Aspect markings are slight or non-existent. Dynasts scorn these

would-be princes, for while their powers are every bit as potent as the most well-bred heir of a Great House (who would be loathe to admit it), their chances of bearing Exalted children of their own are scarcely better than those of a mortal. Many Exalts of Inferior Breeding fail to secure an Exalted line of their own. While the power of the Elemental Dragons still lies within the blood, it can be slow to rouse; Dragon-Bloods with Inferior Breeding cannot use reflexive Essence cultivation.

Character Advancement

Dragon-Bloods advance using the same thresholds and experience costs as their Anathema counterparts. They earn Terrestrial Experience through role and expression bonuses, and these experience points can be spent on anything except Dragon-Blooded Charms. Here are the role bonus conditions for Terrestrial Exalts.

Air:

Overcome a significant problem through knowledge and learning. Assist your brotherhood by conceiving a helpful plan that is brought to fruition by your allies. Uncover a secret that advances one of your major or defining intimacies.

Earth:

Defeat a significant threat to the object of one of your intimacies of loyalty. Maintain a major or defining intimacy of loyalty or commitment to rules in a way that causes you significant hardship. Convince others to

uphold a major or defining intimacy towards a law or orthodoxy in a way that benefits you or your brotherhood.

Fire:

Defeat a threat to your allies in a way that makes you the center of attention. Inspire someone to an act of passionate emotion that benefits you or your brotherhood in the short term. Put yourself at a serious disadvantage by following one of your major or defining emotional intimacies, or by voluntarily submitting to an inspire action.

Water:

Solve a pressing problem through unorthodox plans or quick thinking. Advance your agenda through misdirection, bribery, theft or blackmail, or defeat an attempt by another to do the same at your expense. Exploit traditions or laws in a way that brings an advantage to you or your brotherhood.

Wood:

Solve a dispute between two parties by coming to a solution beneficial to both. Cultivate a helpful associate who can be called on in future or call upon an associate who you cultivated in the past to aid you in some significant way. Suffer significant hardship to assist an individual to whom you bear a major or defining intimacy.

Sidebar: Creating Younger and Elder Dragons

Standard character creation for A Clutch of Dragons indicates a character that Exalted between five and ten years ago and has undergone some kind of prior adventuring or training. Storytellers who wish to run characters from the moment of their Exaltation should reduce the number of Charms, Merits and Bonus Points available at character Creation to 10, increase the experience threshold to increase Essence by 50, and perhaps reduce Physical attribute dots in the case of child Exalts until they grow up.

Conversely, experienced Dragon-Bloods should begin with 20 Charms, 18 dots of Merits and 18 Bonus Points. They begin at Essence 2 and reduce the experience threshold required to increase Essence by 50. Experienced Dragon-Blood character creation may be a tempting option for those who wish to play in a mixed group alongside more powerful Celestial Exalts, but it is advised that players attain a familiarity with basic Dragon-Blooded character creation before attempting this.



Somehow Master Dellenik managed to trudge through the muddy road into the village without dirtying his blue robes even in the slightest. Sannir was not as lucky, and already the green of his own robe was stained almost to his knees.

"Why are there no proper roads here?" he mumbled. "How can these people stand this much dirt and mud?"

"Few satrapies enjoy the wealth you are used to on the Isle, boy," the bald, older man chuckled. "But you should be thankful! With yesterday's rain, it is unlikely anyone dared to leave this place by wagon. We should find what we're looking for."

They reached the large, blocky building in the center of the village, the curious eyes of all present following them. Master Dellenik stopped and regarded the solid log construction ahead with its small windows and reinforced doors.

"This place would appear familiar with the idea of bandits, wouldn't you say, boy?" the old man chuckled again and Sannir noted the signaling twitch of his Master's finger.

Taking a deep breath, Sannir took in the smell. Mud was there, of course, as well as damp cloth, mold and various animal odors. There was also sweat, a lot of it, even though no one in sight was exerting themselves, nor was the day hot. "We are not welcome here, Master," Sannir whispered under his breath in Old Realm. "They are afraid." He had not yet mastered the art of whispering silently into the wind, but the old man's ears were sharper than any daiklave.

"Indeed not," Master Dellenik's voice echoed in his ear alone. "Strangers rarely are this far from Grey Falls. So let us introduce ourselves." He took the few steps up to the strong house's door and turned around with a flourish of his robes that no natural wind had any part of. "In the name of the Immaculate Order, hear me!" he addressed the villagers. "We come seeking a criminal that absconded with a tax payment destined for Grey Falls. The stolen wagon's trails lead through this village. If any of you have—"

"Grey Falls won't miss one wagon's taxes!" A tall, broad shouldered man had approached them, hefting his blacksmith's hammer.

"Any crime will be punished!" Sannir stepped in front of the man to shield his master. "It is not for you to decide otherwise." More villagers stepped forward to join the first.

"What my young friend meant was that crime is a danger to us all," Master Dellenik smiled. "Let us help you, and you will be free of these outlaws' demands."

"What demands?" a young woman blurted. "He's done nothing but protect and feed us!"

It was what they needed. Sannir flourished his own cloak and twirled his staff, dropping into the Wood Dragon stance. The villagers backed away a half step, but then, remembering their numbers, pushed towards Sannir again, ready to strike. Master Dellenik meanwhile whispered into his cupped hands, and only moments later the return message arrived: A volley of fifty arrows came from the north where their soldiers had waited, raining down on Sannir and the villagers surrounding him. The young monk spun his staff above his head, batting aside those missiles coming for him, and moments later he stood alone amidst a field of blood and moans.

"Do you think that was all of them, Master?" he asked and looked around. "More might be hiding in the homes."

"They don't matter," his master sighed and stepped towards him, "not anymore. We have found our quarry."

He pointed at an ox regarding them from an open paddock across the village square. Slowly, it began plodding towards them. "You shouldn't have messed with my pack," the animal grumbled and gradually shifted into a larger, ursine shape. "Now I will tear you limb from limb!"

"You led them astray, to crime and heresy," Master Dellenik shot back and raised his arms, palms out in the Air Dragon form. "It is you who sealed their fate."

With a roar the wagon sized bear charged, a full moon mark glowing on its forehead.

Chapter Three

Charms

Terrestrial Charms represent the primal elemental Essence of the Dragon-Blooded as expressed through skill. Like Solars, the Dragon-Blooded use Ability Charms. Unlike Solars, Terrestrial Abilities are divided into three or more sets, each representing that Ability through the lens of one of the five elemental Aspects. Typically the Aspect Ability will gain the lion's share of the Charms, but in some sets they have stiff competition from Aspects that bear elemental sympathy in other directions. The Ability prerequisites for Dragon-Blooded Charms tend to be lower than their Solar counterparts.

New Keywords

Aspected: A rare few Charms have a different effect depending on the elemental Aspect of the Terrestrial learning them. Dragon-Bloods always learn the version belonging to their Aspect when they first learn the Charm, but some Aspected Charms allow them to acquire another version of their choice later.

Branching: A Branching Charm never has prerequisite Charms and is valid for two separate Abilities, with equivalent Ability prerequisites in both. For example, Strength of Stones Technique can be learned as an Athletics or Resistance Charm. A character who learns the Charm in one Ability is considered to know it in the other provided they meet both prerequisites.

Brotherhood: The Dragon-Blooded are at their most powerful when they work together in pursuit of a common goal. Brotherhood keyworded Charms have an expanded or alternate function that can benefit one of the Terrestrial's sworn brothers. Sworn brothers must be Dragon-Bloods and must meet one or more of the following conditions:

- The characters bear major or defining positive intimacies towards one another.
- The characters are first degree blood relatives (offspring, siblings or parents).

- The characters are united by the Sworn Brothers' Oath Integrity Charm.

The specific function of the keyword on sworn brothers is described beneath each Charm.

Five Faces of Power

Almost all Charms in A Clutch of Dragons are written with the assumption that a Dragon-Blood of the matching Aspect is using the Charm. This is purely a matter of style and should not discourage players with characters of other Aspects from diversifying their Charm selection with various Aspects. After all, an Air Aspected swordsman with Melee as a Favoured Ability can learn Fire Melee Charms just as easily as a Fire Aspected swordsman with Melee as an Aspect Ability. Descriptive text might refer to a Fire Charm summoning a blast of flame. The Air Aspect could use these fiery Charms as written, mastering an alternative expression of elemental Essence. Alternatively, the Air Aspect's player could alter these descriptions to match the character's Aspect, manifesting blasts of hurricane wind and thunder. In the latter case, players and Storytellers are encouraged to work together to alter the functions, names and cosmetic details of Charms to better fit these alternative elemental expressions where it is appropriate. For example, the Athletics Charm Bellows-Pumping Stride creates fiery footprints in the wake of a running Fire Aspect. A Water Aspect could instead use Wave-Riding Stride to sprint atop a rolling wave of watery Essence.



The Terrestrial Excellency

The Dragon-Blooded Excellency can add a number of dice equal to the Exalt's (Ability + Speciality), so a character with Ability 5 and an applicable Speciality would be able to add 6 dice to a roll or 3 to a static value. Additionally, Dragon-Bloods are able to use their resurgent Essence to snatch victory from the jaws of defeat. After making a roll, the Terrestrial may pay a point of Willpower to reroll up to (Essence) dice that came up failures, paying one mote for each re-rolled die. Some Dragon-Blooded Charms waive the Willpower cost of rerolls, expand the cap or otherwise interact with this mechanic. Charms that offer a full free excellency do not waive the Willpower or mote cost for rerolls, only the initial (Ability + Speciality) motes. Certain Dragon-Blooded Charms are able to temporarily grant Terrestrial allies excellencies of specific Abilities.

ARCHERY

Wood Archery

Spring Follows Winter

Cost: -; **Mins:** Archery 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Just as new leaves bloom after the snow, the Exalted archer will always find her mark. If an Archery attack rolls at least three 1s, the Dragon-Blood may activate the rerolls of the Archery excellency without spending Willpower.

Hunter's Unerring Eye

Cost: 2m; **Mins:** Archery 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Spring Follows Winter

This Charm supplements an Aim action, allowing it to be placed in a flurry. An Aim action still can't be put in a flurry with an attack, and moving still breaks the Aim as normal. The Aim action is wasted if it is not followed with an Archery based attack.

If the Aim is flurried with reloading a Slow weapon, the cost of this Charm is reduced to 1m.

Flower-Within-Flower Maneuver

Cost: 1m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Spring Follows Winter

This Charm supplements a **withering** or **decisive** attack. Onslaught penalty caused by the attack will persist until the end of the next turn, rather than refreshing on the target's next action.

Venom Dragon Fang

Cost: 2m, 1a; **Mins:** Archery 2, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood binds a sliver of her venomous anima into her shot. A **withering** attack that crashes its target or a **decisive** attack that causes any damage inflicts a poison with the following profile:

Damage: 3i/Round, (B in Crash), Duration: (Essence + 3) Rounds, Penalty: -2.

Falling Raptor Strike

Cost: 3m, 1wp; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Venom Dragon Fang, Flower-Within-Flower Maneuver

Taking advantage of a fleeting moment of weakness, the Dragon-Blood fires a shot at her target with lethal accuracy. This Charm supplements a **decisive** attack. The damage roll doubles 10s and adds the target's current Onslaught penalty in dice to the damage roll.

If Falling Raptor Strike is used to enhance a Gambit rather than a damaging attack, the attack gains the same benefits to the activation roll and the Willpower cost of the Charm is waived.

Second Swallow Takes the Cricket

Cost: 3m, 2i; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Withering-Only, Perilous

Duration: Instant

Prerequisite Charms: Hunter's Unerring Eye

With a keen awareness of the battlefield, the Dragon-Blood uses her fire to cunningly draw her opponents into a position of weakness or give respite to beleaguered allies. This Charm supplements a **withering** attack. All Initiative gained by the attack is added to the Initiative track of an ally within visual range rather than gained by the archer herself. This Charm cannot grant Initiative to crashed allies.

Heart-Seeking Arrow

Cost: 1a; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Spring Follows Winter

As the aura of her soul blossoms into view, the Exalted archer looses an arrow on instinct, her aim assured by what she knows in her heart. An attack supplemented by this Charm increases the number of dice that can be rerolled with the excellency by the strongest intimacy she feels towards her target. If both the archer and her target share a similar intimacy towards one another, the rerolls can be activated without expending Willpower. If she gains this bonus and gains the three 1s necessary to activate Spring Follows Winter, she can also reroll all available dice without spending motes.

Harvest of the Hunter

Cost: 3m or 1m (+ 1a); **Mins:** Archery 3, Essence 2

Type: Simple or Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Venom Dragon Fang

The Dragon-Blood spends some time foraging in any area with plant life, spending 3m and collecting an ample number naturally-grown arrows for her personal use. The arrows are rather strange looking and entirely made of wood or other plant matter, but are perfectly functional.

Should she be caught without arrows on the battlefield, she may activate this Charm Reflexively for 1m during an Aim action to draw a single arrow from a nearby plant. The Dragon-Blood can use this Reflexive variant in areas with no plant life by spending an anima level, forcing life to take root and aid her.

Hunter's Unobstructed Aim

Cost: 2m; **Mins:** Archery 3, Essence 2

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Falling Raptor Strike

The Terrestrial's arrow weaves through the air like a bird through the forest, slipping through cover and around defences to land with uncanny accuracy. The Dragon-Blood may use this Charm to supplement a **withering** or **decisive** attack made after an Aim action. Each Aim action taken prior to the attack reduces the benefits of Light and Heavy cover by one. Any dice rerolled with the Dragon-Blooded Archery Excellency enjoy double 8s.

Arcing Willow Tactics

Cost: -; **Mins:** Archery 3, Essence 2

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Hunter's Unobstructed Aim

When making a **withering** attack against a target currently suffering onslaught penalties from her attacks, the Dragon-Blood can add or reroll dice using the excellency at a rate of 1m per 2 dice added or rerolled. If the target is crashed, this Charm can also enhance a **decisive** attack. Once per scene unless reset by landing a decisive attack without the benefit of this effect.

Hornet Calls The Swarm

Cost: 2m; **Mins:** Archery 4, Essence 2

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Hunter's Unerring Eye

If the Terrestrial is targeting an opponent at medium or long range currently suffering from Onslaught penalty caused by her own attacks or poisoned by Venom Dragon Fang, she may activate this Charm to attack without the normally required Aim action. The Dragon-Blood may not make a Reflexive move action on the turn she uses this Charm.

Seven Year Swarm Volley

Cost: 2m per extra shot, 1wp; **Mins:** Archery 3, Essence 2

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Flower-Within-Flower Maneuver

In a supernal feat of archery, the Terrestrial sets several arrows on her bow and fires them all in a single shot. The Dragon-Blood may fire a total of (Dexterity) arrows, paying 2m for each one after the first, in a single **decisive** attack against a target. If the attack hits, she may divide and assign her Initiative as she wishes between a number of gambits up to the number of arrows used. If there are arrows and points of Initiative left unaccounted for, they conclude the attack with a **decisive** damage roll, gaining a bonus die for each successful gambit that preceded it.

Once per scene, unless reset by crashing an opponent with an Archery attack.

Nine Blossoms Summer

Cost: 3m, 1a; **Mins:** Archery 4, Essence 3

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Venom Dragon Fang



The archer's arrow buds with new life, and sprouts into brilliant blossoms in flight. On impact, the arrow explodes into a cloud of multicoloured petals and choking pollen. For every two points of Initiative lost to the **withering** attack, the target suffers an additional -1 onslaught penalty.

Once per scene, unless a crashed opponent takes poison damage from the Dragon-Blood's Venom Dragon Fang.

Boughs of Fleeting Springtime

Cost: 3m; **Mins:** Archery 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Harvest of the Hunter

The Dragon-Blood fires a single arrow into the ground, and it sprouts into a ring of leafy underbrush. The target gains the benefits of light cover, and is not in any way impeded by the magical thicket while she is within it. The Dragon-Blood may fire the arrow into the ground next to herself or grant the advantage to anyone within her normal archery attack range, using Aim actions as normal for medium or long ranged shots. Regardless of the target, only one individual can benefit from each piece of magically created cover. Against anyone other than the initial target, the tangled foliage constitutes difficult terrain.

A second use of Boughs of Fleeting Springtime on the same location will produce a denser bush that upgrades the cover to Heavy.

Warden's Merciful Arrow

Cost: 4m; **Mins:** Archery 5, Essence 3

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Boughs of Fleeting Springtime

The archer's arrow grows and warps in flight, sprouting into a tangled mass of roots and vines that snare and disable her target. Warden's Merciful Arrow allows the Terrestrial archer to use the following gambits.

- **Tangling Vine Shot (Difficulty 3):** The mass of vines engulfs the target's arms and torso. The victim suffers a -2 penalty on any actions that would normally require the use of his arms and cannot make actions that require both hands, such as using two handed weapons.
- **Arrowroot Snare Attack (Difficulty 3):** Clutching roots engulf the target's legs and pull him to the ground or bind him to a nearby obstacle. The character

is knocked prone and cannot rise while the effect persists. The area around him becomes Difficult Terrain until the end of the scene.

- **Choking Ivy Binding (Difficulty 4):** The snaring vines wrap around the victim's and bind him securely. This gambit can only be used when the target is under the effect of one or both of the other two, and raises the difficulty to break free by the gambit's threshold successes, to a maximum of the Exalt's Archery. Multiple uses of this gambit are not culminative.

Any of these penalties persist until the target spends an action to break free and succeeds in a Difficulty 5 (Dexterity + Larceny) roll or (Strength + Athletics) feat of strength. An ally within close range can spend an action attempting to free him, making an identical roll. A few minutes spent hacking at the vines with a sharp blade is sufficient to free a victim in any case.

Splintering Bramble Shot

Cost: 5m; **Mins:** Archery 5, Essence 4

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Seven-Year Swarm Volley, Hunter's Unobstructed Aim

The Dragon-Blood's arrow explodes into a wave of razor-sharp splinters immediately after being released, peppering a wide area with shrapnel. Splintering Bramble Shot supplements a **withering** attack that attacks all opponents within close range of the target. The target of the shot cannot be further away than medium range, even if the Exalt uses other magic to extend the range of her shot. The attack gains no accuracy bonus (or penalty) from the Dragon-Blood's weapon and gains no weapon damage bonus or minimum damage. The archer gains Initiative only from the target that suffered the most damage. If a battlegroup is targeted, the attack gains its normal weapon bonus and the damage roll enjoys Double 9s.

Life-Swelling Sap Strike

Cost: 3m; **Mins:** Archery 5, Essence 4

Type: Supplemental

Keywords: Dual, Aggravated

Duration: Instant

Prerequisite Charms: Warden's Merciful Arrow

The way of wood is the way of eternal rebirth, and the dead stand in the way. Life-Swelling Sap Strike infuses the arrow with raw Wood Essence, brimming with new life that brings terrible pain and swift dissolution to the dead. This Charm supplements an attack against one of the dead. A **withering** attack ignores up to (Essence)

points of natural soak and doubles 8s on its damage roll. A **decisive** attack ignores (Essence) points of Hardness and inflicts Aggravated damage. If the attack is also enhanced by Venom Dragon Fang, that Charm's poison is infused with a spiritual component that can affect dead beings normally immune to poison and inflicts Aggravated damage in a crash. This Charm can affect any kind of dead being, including ghosts, animated corpses and the nameless and undefined shades of the Underworld. The arrow can strike dematerialized undead as though they were solid.

Saplings Break the Mountain

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Warden's Merciful Arrow, Nine Blossoms Summer



The archer's arrow embeds itself in an object before sprouting into an ever-growing mass of twisting, burrowing roots. Metal is rent apart, stone splinters and crumbles. Only the greatest fortifications can withstand this attack; Saplings Break the Mountain can tear down buildings, rend open crevices in the rocky ground or rip holes through mighty fortress walls. The Dragon-Blood makes a feat of strength attempt to destroy any inanimate object within her archery range, rolling a pool of (Perception + Archery) instead of (Strength + Athletics), Doubling 8s and adding (Essence) non-Charm automatic successes. The Dragon-Blood is considered to have a Strength of 10 for determining which feats can be attempted. On a success, the object is torn apart by the sprouting mass of roots over the next minute. Once per scene.

Thousand Leaves Falling

Cost: 6m, 1wp (+ 3m); **Mins:** Archery 5, Essence 5

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Splintering Bramble Shot

The archer fires a single arrow into the sky. A moment later, the sky darkens, and a hundreds of identical arrows rain from above. The Dragon-Blood selects a point within archery range and applies a single **withering** attack to all enemies within short range of it. The attack doubles raw damage from threshold successes against battle groups. The archer gains Initiative only from the target that suffered the most damage. The archer may pay an additional 3m to immediately follow up with a single **decisive** attack against an opponent who was crashed by the torrent of arrows, as a final perfect shot descends from the sky. Once per scene.

Air Archery

Carried on the Wind

Cost: 2m; **Mins:** Archery 1, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood gathers a favourable wind around her arrow before loosing it. The attack can be made at extreme range and ignores weather based environmental penalties such as high winds or driving snow.

Zephyr-Strung Bow

Cost: 1a; **Mins:** Archery 2, Essence 1

Type: Simple

Handwritten vertical text in a stylized font, likely representing the name of the character or a related concept.

Keywords: Withering-Only
Duration: Instant
Prerequisite Charms: None

The archer sets an arrow shaped from concentrated wind on her bowstring. This unorthodox ammunition explodes on impact into a concentrated burst of air. The archer makes a **withering** attack using the Light Thrown accuracy and damage profiles, and uses the Smashing tag in place of her normal weapon tags.

Dragonfly Finds Mate

Cost: 1m or 1i; **Mins:** Archery 3, Essence 1
Type: Reflexive
Keywords: Perilous
Duration: Instant
Prerequisite Charms: None

The peerless archery of the Dragon-Blood is such that she can shoot projectiles out of the air or deflect attacks in mid-swing. The archer can use this Charm to apply an Archery based Parry defence against incoming attacks. The archer's weapon is considered to have Defence bonus of + 1 against ranged attacks only, or -1 otherwise. If the archer is currently Aiming at her attacker, she counts as being in full defence for the purposes of resolving the attack.

Swallows Defend the Nest

Cost: 2m or 2i (+ 1wp); **Mins:** Archery 4, Essence 2
Type: Reflexive
Keywords: Perilous
Duration: One Turn
Prerequisite Charms: Dragonfly Finds Mate

The Exalt fills the skies with a barrage of arrows, turning aside any threat to her allies. This Charm allows a reflexive Defend Other action on any ally within short range in response to a ranged attack. The Dragon-Blood can apply only the defence exactly as described under Dragonfly Finds Mate, though she need not actually activate that Charm to do so. This Charm can be activated a number of times up to the Dragon-Blood's Archery to defend multiple allies. This defence can only be applied against ranged attacks.

At *Essence 3 +*, this Charm can be activated for an extra cost of + 1wp as an Instant effect to defend against a single attack made against an ally at up to long range by an enemy against whom the Dragon-Blood was aiming.

Sparrow Dives at Hawk

Cost: 7m, 1wp; **Mins:** Archery 4, Essence 2
Type: Reflexive
Keywords: Clash, Decisive-Only
Duration: Instant
Prerequisite Charms: Dragonfly Finds Mate

In an effortless display of superiority, the Dragon-Blood's arrow slices her rival's in two before continuing on to strike at his heart. Swallow Dives at Hawk allows the archer to make a reflexive **decisive** clash attack. If it is made in response to a ranged attack, the successful attack steals a number of points of Initiative from her opponent equal to her extra successes, up to a maximum of her Archery. This Initiative is added before calculating the raw damage of the attack. The clash attack granted by this Charm counts as the Dragon-Blood's attack action for the round, and she cannot make another. If she has already attacked this round, then it counts as her attack for her next turn.

The Swallow Returns

Cost: 5m, 1wp; **Mins:** Archery 4, Essence 3
Type: Reflexive
Keywords: Counterattack, Withering-Only
Duration: Instant
Prerequisite Charms: Swallows Defend the Nest

The Exalt may use this Charm in response to any attack she attempts to parry, creating an Archery counterattack that occurs after successfully defending against the attack. Normally, this is a conventional **withering** counterattack as the archer rapidly fires an arrow in response. However, if the Charm was used in response to a ranged attack with a weapon that could conceivably be launched by a bow (arrows, crossbow bolts, thrown spears, swords or axes, sorcerous obsidian butterflies and launched spikes of hulking porcupine behemoths), the archer catches it, sets it on her bow and looses it in return. The archer immediately steals one Initiative from her opponent and adds the attacker's weapon damage bonus to her own for the purposes of the counterattack, doubling her own if there is no available information.

Mela's Answer

Cost: 6m, 3a; **Mins:** Archery 5, Essence 3
Type: Supplemental
Keywords: Uniform
Duration: One turn
Prerequisite Charms: Carried on the Wind, Swallows Defend the Nest

Gathering a great wind and tethering it to her arrow, the archer can knock an army flat with a single shot. The archer can aim at an open space or attach this Charm to a **withering** or **decisive** attack, it activates regardless of whether the attack is defended or not. Immediately after the shot is resolved, the wind in the surrounding area picks up to a supernatural gale. Everyone within short range around the target must roll ([Dexterity or Strength] + Athletics) at Difficulty 5 or be blown one range band away from the archer and knocked prone.

Rising costs two Initiative. Whether they succeed on the roll or not or not, everyone within medium range of the initial attack suffers a -2 penalty to rolls over the next turn in the high winds before they dissipate.

Fire Archery

Dragonfire Crucible Shot

Cost: 1m, 1a; **Mins:** Archery 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood draws the intense power of their anima into the mouth of her weapon and readies it for firing. This Charm reflexively reloads a firedust based weapon. If her anima was at bonfire level, anyone targeted with an attack on the same tick the weapon was reloaded suffers the effects of the Dragon-Blood's Anima Flux, even if the shot misses. Alternatively, this Charm can be used with a non-firedust Archery weapon to set an existing missile alight, adding the Flame tag. In addition to the Anima Flux benefit of the Charm and the possibility of setting distant targets aflame, the attack becomes compatible with all other Fire Archery Charms that would otherwise only work with firedust weapons.

Stoking Furnace Trigger

Cost: 2m; **Mins:** Archery 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Roaring flame builds deep in the barrel of the Dragon-Blood's weapon, belching smoke and embers in presage of the attack about to be unleashed. This Charm supplements an Aim action with a Flame weapon. In addition to the normal dice boost of an Aim, the attack can be made up to medium range.

Smiling Salamander Blast

Cost: 1m; **Mins:** Archery 2, Essence 1

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Dragonfire Crucible Shot

Only a fool attacks a Dragon head on. This Charm supplements a close range shot with a Flame weapon, giving it the accuracy bonus of a short range shot. If used to enhance a successful **withering** Clash, the attack doubles 9s on the damage roll.

Songbird Keens in the Summer

Cost: 3m; **Mins:** Archery 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Smiling Salamander Blast

All is still before the combatants reach for their weapons. A quiet tension runs through the scene as eyes meet and narrow. Then, a cloud passes over the sun, a leaf drops from a tree, a songbird cries out, and all is violence. The Dragon-Blood may Join Battle with (Archery + Dexterity) and can activate the Archery Excellency's reroll without spending Willpower. If she acts before her targets, she can make a reflexive Aim action before her first attack.

Wildfire Symphony Salvo

Cost: 6m, 1a; **Mins:** Archery 3, Essence 2

Type: Supplemental

Keywords: Uniform, Perilous

Duration: Consecutive attacks

Prerequisite Charms: Stoking Furnace Trigger, Dragonfire Crucible Shot

As the blast of flame leaves the Exalt's weapon, its dance is only beginning. This Charm supplements an attack with a Flame weapon. On the turn after the attack is resolved, the Dragon-Blood may redirect the flames as her attack action for the round. The dispersed blast coalesces into a new attack and strikes again, resolving a **withering** or **decisive** attack as though the Dragon-Blood were attacking from within close Range of last turns' target. The Exalt can attack the original target or jump to a new target that she can see within range. The next turn, the cycle repeats. She can continue making new attacks and having her blast leapfrog across the battlefield between opponents until she fails to make an attack during her turn or goes into Initiative crash, at which point the shot finally dissipates.

Walls Like Burning Cobwebs

Cost: 4m, 1a, 1wp; **Mins:** Archery 4, Essence 3

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Wildfire Symphony Salvo

Few things can get in the way of an archer and her quarry. This Charm supplements a **withering** attack against an opponent in light or heavy cover. If the attack is successful, the cover is destroyed. Smoke dissolves under flaring light, foliage is burned away and light walls are shattered by a fiery explosion. The target must relocate to find more cover.

This Charm can be used to target and destroy cover and suitably small obstacles directly for the same cost, in



which case no attack roll is required. As a rule of thumb, anything that can be destroyed by a Strength 5 feat of strength can be cleared by this Charm.

Earth-Scouring Conflagration Shot

Cost: 8m, 3a; **Mins:** Archery 5, Essence 3

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Walls Like Burning Cobwebs

The Exalt binds her burning anima into the substance of her attack, only for it to be released in a blazing inferno where it lands. This Charm supplements a **decisive** attack, adding (Essence) dice to its raw damage and doubling 10s on the damage roll. Whether the attack hits or not, everything within close range of the attack is engulfed in flames of bonfire intensity (p.230). The flames continue to blaze for the remainder of the scene.

Earth Archery

Earth Touches Sky

Cost: 1m + ; **Mins:** Archery 1, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

The Exalt draws back her creaking bow with Essence-fueled might, loosing a shot that can bring down the greatest beast. For each consecutive Aim action that the Exalt has taken prior to her shot, she may enhance the damage of an attack, adding one die of post-soak damage to a **withering** attack or one die of damage to a **decisive** attack per mote. The Dragon-Blood cannot purchase more damage dice than she has dots of Archery.

Dragon Artillery Fusillade

Cost: 3m; **Mins:** Archery 3, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Earth Dragon is a master of siege warfare. When directing the shot of a ballista, catapult or other siege weapon, the Dragon-Blood gains a full free excellency and the maximum number of dice she can reroll using the excellency is increased by the Drill rating of her artillery crew (+ 1 for Average, + 2 for Elite).

ATHLETICS

Fire Athletics

Fiery Prowess

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Dragons are emboldened by a worthy challenge. On any contested Athletics roll, the Exalt may reroll 6s until they fail to appear.

Falling Star Maneuver

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

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Fiery Prowess

A Dragon-Blood with this Charm can move with the grace of a flickering flame, using her speed to close with his opponent and gain the advantage in combat. A successful rush supplemented by Falling Star Maneuver grants the Dragon-Blood a number of points of bonus Initiative equal to half the number of successes the rush was won by, rounding up. If this increases her Initiative from below to above the Initiative of her target and she attacks her target before the end of her next action, it is considered unexpected.

Bellows-Pumping Stride

Cost: 2m, 1a; **Mins:** Athletics 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Fiery Prowess

The Terrestrial's racing feet hammer the earth like the hooves of a galloping warhorse, raising sparks until her very footprints ignite in her wake. A rush enhanced by this Charm gains double 9s. This Charm can be used in each interval of a foot race or other test of speed. Terrain the Dragon-Blood moves over when using Bellows-Pumping Stride may ignite from her fiery footprints.

Momentum-Surging Flare

Cost: 3m, 2i; **Mins:** Athletics 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Falling Star Maneuver

The speed of a racing dragon is not easily abated. After moving to Close range with an enemy and performing a successful attack, the Dragon-Blood may use this Charm to have her momentum carry her to Short range behind her target.

Leaping Blaze Attitude

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Child of Hesiash may automatically leap forward or down one range band, soaring effortlessly over moats and city streets. If she leaps downwards to the ground from Short range, she suffers no falling damage. This counts as her movement action for the turn.

Effortlessly Rising Flame

Cost: 2m, 1i; **Mins:** Athletics 2, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Leaping Blaze Attitude

It is the nature of flame to rise. The Dragon-Blood can use this Charm Reflexively to instantly rise from prone, leaping to her feet in a burst of flame and diving back into action without missing a beat. Alternatively, the Dragon-Blood can use Effortlessly Rising Flame to leap one range band directly upwards as her movement action for the turn. If it is used with the Disengage action to leap dramatically out of combat, the rerolls of the Dodge Excellency can be activated without spending Willpower and the number of dice that can be rerolled is increased by the action's stunt rating.

Incense Smoke Ladder

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

Type: Reflexive

Keywords: Mute

Duration: One turn

Prerequisite Charms: Effortlessly Rising Flame

Fire is unrestrained by earthly shackles and can burn up walls as easily as across floors. With this Charm, the Dragon-Blood can sprint directly up vertical surfaces and even across ceilings. Provided she takes a move action every



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turn and continues to reactivate this Charm, she may maintain her defiance of gravity.

Meteor Impact Strike

Cost: 5m, 1a, 1wp; **Mins:** Athletics 4, Essence 2

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Effortlessly Rising Flame, Bellows Pumping Stride

The Exalt draws a corona of fiery Essence around herself and leaps downwards to pulverize her opponent with a devastating impact. This Charm supplements a non-ranged **decisive** attack which can be made against opponents at short range beneath the Dragon-Blood. The Exalt immediately flashes downwards and attacks her opponent at close range. The terrible impact of the attack is such that the Dragon-Blood can reroll up to (Strength + Athletics) failed dice on the damage roll. Whether the attack hits or not the falling damage for leaping down from Short range is negated. Meteor Impact Strike is expressly permitted to be used in conjunction with Charms of other Abilities.

Dancing Ember Stride

Cost: 3m; **Mins:** Athletics 2, Essence 2

Type: Simple

Keywords: None

Duration: One turn

Prerequisite Charms: Incense Smoke Ladder, Bellows-Pumping Stride

The Exalt slows and drifts gently in mid-air, buoyed by a heated updraft. This Charm can be used whenever the Dragon-Blood is at least at Short range above the ground on her turn. She can use this Charm when falling, or at the apex of a jump. Her motion is terminated and she bobs gently in the air. On her following turn, she can let herself fall from her present position or use Leaping Blaze Attitude or Effortlessly Rising Flame to propel herself in another direction in a blast of flame. Dancing Ember Stride can be placed in a flurry with a Disengage action, to be used after the Dragon-Blood escapes from combat.

Swift Legion Technique

Cost: 1m + , 3a; **Mins:** Athletics 3, Essence 2

Type: Reflexive

Keywords: Brotherhood

Duration: One turn

Prerequisite Charms: Fiery Prowess

The Dragon-Blood expels her burning anima outwards, permeating the air with fiery Essence. Rather than burning those around her, it suffuses the hearts of her

allies with her own boundless vitality, allowing them to share briefly in her swiftness and might. For each mote spent, to a maximum of Athletics motes, the Dragon-Blood and every ally within Short range gains a bonus die to Athletics rolls. These bonus dice count towards Charm dice limits, but may surpass them as non-Charm dice. A battle group enhanced by Swift Legion Technique increases its Might by one for the turn.

Brotherhood: Sworn brothers enhanced by Swift Legion Technique gain the Athletics excellency for the turn if they would otherwise lack it.

Phoenix Mate's Lament

Cost: 1m; **Mins:** Athletics 3, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Meteor Impact Strike, Falling Star Maneuver

The Prince of the Earth moves with grace and power, and her roaring anima condenses into a bow-wave before her, pushing aside lesser hazards. As long as she made a move action on her previous turn and her anima is burning at at least glowing level, the Dragon-Blood gains (Athletics) bonus dice on any Resistance roll to resist the effects of unstable terrain or environmental damage like fires, rockslides and poisonous fumes. Under the same circumstances, she may activate Phoenix Mate's Lament in response to a withering attack, gaining armoured soak equal to her current Anima level.

Explosive Flashfire Step

Cost: 4m, 1a, 1wp; **Mins:** Athletics 4, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Momentum-Surging Flare

With a roar of flame, the Dragon-Blood flashes into motion. Onlookers only see her blink to her destination in a flash of light, leaving behind only fiery footprints to mark her route. The Exalt can make a Rush action from medium range. If the Rush is successful, she may flash to close range in an instant. Additionally, she may flurry this Rush with an attack without penalty to either action. A withering attack flurried with Explosive Flashfire Step gains bonus raw damage equal to the threshold successes of the rush.

Seething Dragon Footprint

Cost: 5m, 2a, 1wp; **Mins:** Athletics 4, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Explosive Flashfire Step

Pressing on the limits of her power and endurance, the Exalt accelerates to incredible speed, leaving a billowing contrail of flame in her wake. The Dragon-Blood may immediately make a second move action, which gains the benefits of Bellows-Pumping Stride, Leaping Blaze Attitude or Effortlessly Rising Flame if those Charms were used to enhance her first move action. Everyone within close range of the path she has taken during the turn suffers the effects of her Bonfire level anima flux. Used during a contest of speed, the Dragon-Blood can reroll an Athletics check with double 8s. Once per scene.

Tail Follows Head

Cost: -; **Mins:** Athletics 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Swift Legion Technique, Bellows-Pumping Stride, Phoenix Mate's Lament

The legions of the Realm are feared the world over for their might and discipline, but also for the terrifying feats they can perform in concert with their Dragon-Blooded officers. While the Dragon-Blood's allies are under the effects of Swift Legion Technique, she may activate any of her Reflexive or Supplemental Athletics Charms on their turn to enhance their actions. These Charms always end when Swift Legion Technique does, even if they would normally last longer.

Heart's Fire Burns True

Cost: 6m, 1i, 1wp; **Mins:** Athletics 5, Essence 5

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Seething Dragon Footprint

The heart of the Child of Hesiesh beats with living flame, driving her to ever greater feats of heroism. While this Charm is active, the Dragon-Blood accelerates to an unstoppable, incandescent blur, rerolling 1s and 2s on all Athletics rolls. Whenever she succeeds an Athletics check, she gains bonus motes equal to the stunt rating of the action. These bonus motes cannot exceed 3m per turn and can only be used on Athletics Charms. This Charm causes incredible strain, and the Dragon-Blood loses 1i per turn it is active after the first. It ends immediately if the Dragon-Blood is crashed. Once per scene.

Air Athletics

Flawless Balance Discipline

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

Type: Reflexive

Keywords: Mute

Duration: One turn

Prerequisite Charms: None

The Dragon-Blood may balance on surfaces that would not normally support her weight, like bamboo branches, thin ice or string clotheslines, with no chance of fall-ing. During the turn the Charm is active, she need not roll (Dexterity + Athletics) to maintain her balance. Additionally, if she elects not to activate this Charm and fails a (Dexterity + Athletics) roll to maintain balance, she may activate the rerolls without spending Willpower.

Cloud-Dancing Stance

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

Type: Reflexive

Keywords: Mute

Duration: One action

Prerequisite Charms: Flawless Balance Discipline

Invested with the Essence of air, the Exalt becomes virtually weightless, able to balance on any surface, no matter how insubstantial. With this Charm active, the Dragon-Blood can maintain her balance on such unlikely vantages as as the surface a river, a smoke trail, drifting leaves or clouds. If standing on a moving surface such as a flowing river, she must use her reflexive move to mimic its motion. This Charm must be reactivated every action the Dragon-Blood wishes to maintain her balance.

Whisper Falls Softly Attitude

Cost: 3m +; **Mins:** Athletics 2, Essence 1

Type: Reflexive

Keywords: Perilous, Mute

Duration: Instant

Prerequisite Charms: Flawless Balance Discipline

Winds rise to guard the Exalt against harm. The Dragon-Blood may activate this Charm while falling, with each 3m spent reducing the effective number range bands fallen by one. If the distance and damage are reduced to zero, the Exalt lands on her feet in perfect silence.

Soaring Leaf Method

Cost: 8m, 1a, 1i; **Mins:** Athletics 3, Essence 2

Type: Simple

Keywords: Perilous

Duration: Until dismissed

Prerequisite Charms: Whisper Falls Softly Attitude

Gathering a great wind about herself, the Exalt takes flight like a leaf carried by the breeze. The Dragon-Blood moves one range band into the air. On subsequent actions, she may drift in any direction she desires through the air using her reflexive move. Soaring Leaf Method requires intense concentration; the Dragon-



Blood must use a Simple action and spend 1i on every turn to maintain the effect for as long as she flies.

Sky-Cutting Strike

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Soaring Leaf Method

This Charm can be used during an ongoing use of Soaring Leaf Method. The Exalt can maintain her flight without the normally required Simple action during this turn in order to make a single attack action. Sky-Cutting Strike can be used only once for each activation of Soaring Leaf Method; the Dragon-Blood must land and reactivate the Charm for a new flight before using it again.

Earth Athletics

Perfect Climbing Attitude

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

Type: Reflexive

Keywords: None

Duration: While climbing

Prerequisite Charms: None

With this Charm, a Terrestrial becomes a flawless mountaineer and rock-climber. While using Perfect Climbing Attitude, she suffers the penalties of being prone, but can make non-reflexive move actions across sheer surfaces and even clamber across the underside of horizontal surfaces. Provided the surface is not magically indestructible, she may even use her hardened fingers to carve handholds into a wall, allowing others to follow her path as though they were under the effects of this Charm, although particularly arduous or climbs may require Athletics rolls to maintain at the Storyteller's discretion. Perfect Climbing Attitude ends when the Dragon-Blood performs a Rise From Prone action, but her path may be followed at any time.

Strength of Stones Technique

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

Type: Simple

Keywords: Branching; Resistance

Duration: One scene

Prerequisite Charms: None

Like the element they emulate, the Children of Pasiap are pillars of strength and endurance. The Exalt meditates for a moment and allows earthen Essence to flow into her body and harden her muscles. Her Strength increases by one and she gains a bonus die on any Stamina dice pools.

At Athletics 4+, Essence 2+, Strength of Stones Technique gains the Stackable keyword and can be activated once more to increase both bonuses to +2.

Unbowed Dragon Hero

Cost: -; **Mins:** Athletics 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Strength of Stones Technique

When spending Willpower to reroll at least one die on an Athletics roll, the Dragon-Blood ignores all wound and environmental penalties. She rolls any dice lost to such penalties as though they were free rerolled dice.

Pillar Stands Unbroken

Cost: 4m, 2i; **Mins:** Athletics 4, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Until move

Prerequisite Charms: Strength of Stones Technique

The Child of Pasiap stands firm as a mighty fortress. As long as she stands on the ground and does not take any movement actions, the Dragon-Blood automatically passes any Athletics check to avoid losing her footing. While the Charm is maintained, she cannot be knocked down except by magical effects that specifically do so; grappling throws and smashing attacks have no hope of breaking her perfect stance. Finally, this Charm can be used to sustain a feat of strength. If she succeeds on a feat of strength to lift a great stone block that was descending to bar a passage, she may activate this Charm to comfortably hold it in place for as long as she wishes without further effort.

Mountain Toppling Method

Cost: 1m +; **Mins:** Athletics 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Strength of Stones Technique

Provided she is in contact with the ground, the Exalt can momentarily draw on the power of the Earth to enhance her Strength, gaining one non-Charm die to a (Strength + Ability) roll per mote spent, to a maximum of Essence extra dice. Dice added by Mountain Toppling Method count as points of Strength for the purposes of meeting requirements for Feats of Strength. This Charm can be used in combination with Charms of other Abilities.

Monolith Might Empowerment

Cost: -; **Mins:** Athletics 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mountain Toppling Method

The Dragon-Blood can activate the reroll of the Athletics excellency without spending Willpower and double 8s on the rerolled dice when performing a feat of strength. Activating Unbowed Dragon Hero still requires a point of Willpower, but doing so increases the maximum number of rerolls to (Essence x2) dice.

Pasiap Falls From Heaven

Cost: 2m +, 1wp; **Mins:** Athletics 5, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Monolith Might Empowerment, Pillar Stands Unbroken

According to apocryphal tales of the Immaculate Order, mighty Pasiap leapt into the sky to shatter the sky-chariots and palaces of the Unclean before falling to earth to crush their legions beneath his heels. When the Dragon-Blood suffers falling damage, he may immediately negate it by spending a Willpower point and two motes for each level negated. The damage is immediately redirected into nearby scenery as the Earth Dragon smashes an impact crater into the ground (or wall). If all damage from the impact is negated, the Dragon-Blood is not knocked prone by the fall.

In addition to this destruction, the impact generates a shockwave that takes the form of a **withering** attack directed simultaneously at all enemies within close range of the impact point. The attack has a pool of (Strength + Athletics) and base damage of the number of negated damage levels plus (Essence). Anyone struck by the attack is knocked prone. The Dragon-Blood gains no Initiative from damaging opponents, only from striking or crashing them.

This Charm is incompatible with Whisper Falls Softly Attitude or any other magic that mitigates falling damage.

Water Athletics

Second Born to the Sea

Cost: 4m; **Mins:** Athletics 2, Essence 1

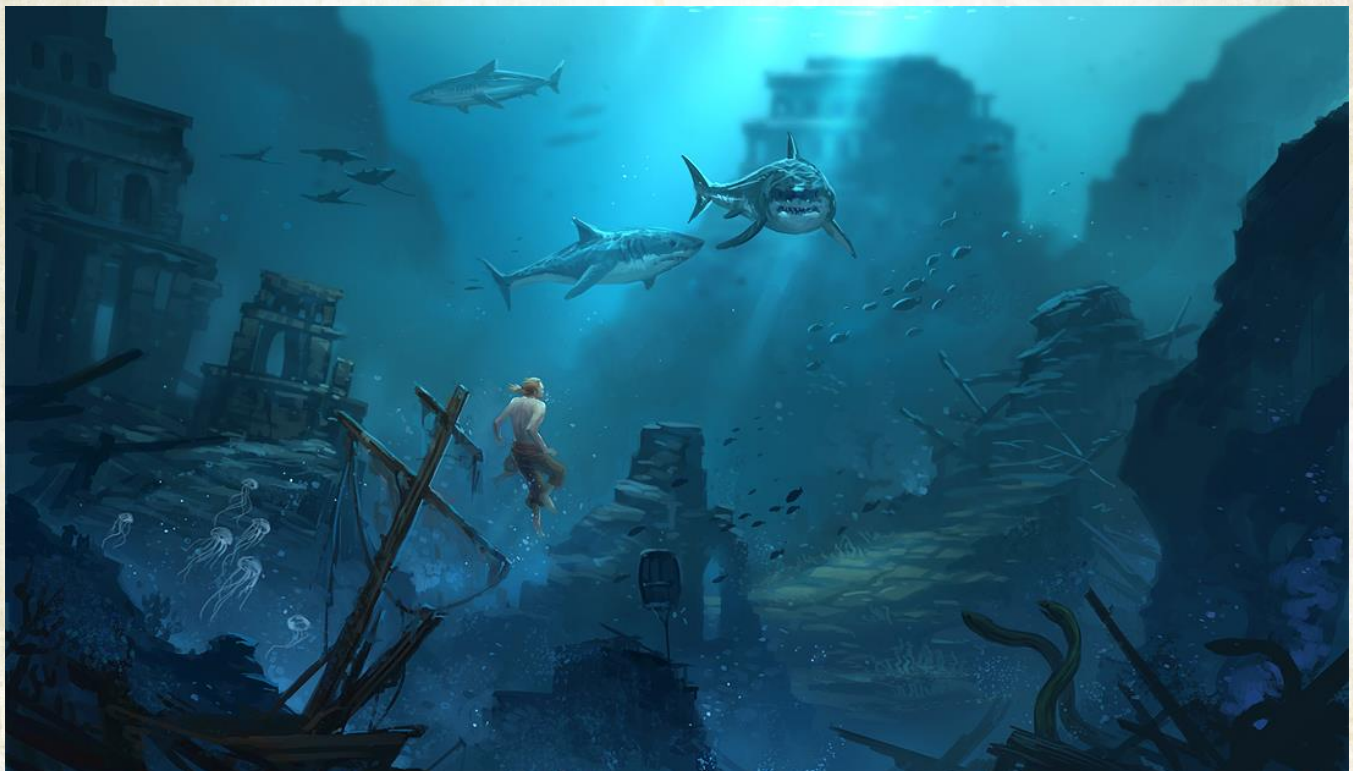
Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Exalt swims beneath the waves as though reborn to them through the Second Breath, venturing fearlessly in the darkness with the grace of one of a natural predator of the deep. The Dragon-Blood doubles 9s on all movement-based rolls made in water for the remainder of the scene. Additionally, the number of minutes she can hold her breath underwater extends to (Stamina x



Athletics), and suffers no ill effects from water temperature or pressure. Because this Charm is partially redundant with the powers of the Water Anima, it costs only 2m for a Water Aspect.

AWARENESS

Earth Awareness

Unfailing Dragon Glance

Cost: -; **Mins:** Awareness 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

When the Terrestrial focuses and pushes aside all distractions, nothing escapes her senses. She may add the number of 1s on her initial roll to the maximum number of rerolls permitted by the Awareness Excellency.

Feeling the Dragon's Bones

Cost: 3m or -; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene or Indefinite

Prerequisite Charms: Unfailing Dragon Glance

The Dragon extends her Essence into the earth, becoming aware of even the most minute disturbance and motion. Within short range she is acutely aware of everything connected to the ground, like a spider sensing the contours of her web. She can detect a butterfly landing on a windowsill in the room next door or feel the weight of a set of keys in the third drawer of a cabinet. Within medium range, the Dragon-Blood has a vaguer but still informative perception, able to feel footsteps and the general shape of structures. Attacks relying solely on Feeling the Dragon's Bones take no penalties at short or close range and a -1 penalty at medium range. This sense is not impeded in any way by walls and other physical obstacles, but functions only when standing on the ground and cannot perceive objects in the air. When making an Awareness check that could reasonably benefit from this magical sense, the roll reduces difficulty by one, gains a bonus die, and may activate rerolls without spending Willpower.

Special Activation Rules: Normally, Feeling the Dragon's Bones costs 3m to activate for the scene. However, if it replaces sight as the Dragon-Blood's primary sense, either because she is permanently blinded or simply because she wears a blindfold, it can be activated for free and maintained indefinitely. The

Charm ends only if the Dragon-Blood regains her sight. The same special activation rules apply to Feeling-the-Air Technique and Heartbeats Like Embers, below. Only one of these Charms can be activated indefinitely in lieu of sight.

All-Encompassing Earth Sense

Cost: 3m, 1wp; **Mins:** Awareness 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Unfailing Dragon Glance

All other elements rest ultimately upon the firmament of earth, and it is abiding in its quiet awareness of all things. When the Exalt succeeds on an Awareness check to detect a hidden threat, she can activate this Charm to gain a number of free bonus Awareness dice equal to the threshold successes on the roll on every subsequent Awareness check she takes during the scene, to a maximum of (Essence) bonus dice.

Diamond Eyes Awaken

Cost: 2m, 2i; **Mins:** Awareness 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: All-Encompassing Earth Sense

When rolling Join Battle while All-Encompassing Earth Sense is active, the Dragon-Blood may activate Diamond Eyes Awaken to gain a pool of defensive points equal to half of her successes, rounding up. Each point from this pool may be expended to make a reflexive Defend Other action or increase the Dragon-Blood's Defence by one against an attack. The pool vanishes after the first round of combat. The Initiative cost of Diamond Eyes Awaken is paid as soon as the Initiative order is established.

Dragon Bites Its Tail

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

Type: Reflexive

Keywords: None

Duration: One Turn

Prerequisite Charms: Feeling the Dragon's Bones

The Exalt stamps the ground, sending out a vibration that returns whispering echoes to her keen senses, allowing her to precisely gauge the scene around her in an instant. She may double 9s on any Awareness roll made during the turn. If Feeling the Dragon's Bones is active, that Charm reduces difficulty rates of Awareness checks by two rather than one. If it is not active, the Dragon-Blood gains its benefits for the rest of the turn as the vibration echoes reveal a glimpse of her surroundings.

Sense-Sharing Technique

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

Type: Reflexive

Keywords: Mute

Duration: One Turn

Prerequisite Charms: Feeling the Dragon's Bones

The Earth Dragon extends her senses outward, listening to the indistinct susurrus of her allies' thoughts and brushing against their minds to grant them insight. For the duration of the turn, allies within close range of the Dragon-Blood gain the benefits of any Awareness Charms she has active with a duration longer than Instant. Briefly sharing Sight of Fluttering Tremors in this way does not blind her allies. Sense-Riding Discipline cannot be shared.

Sight of Fluttering Tremors

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

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Diamond Eyes Awaken

The Dragon-Blood's irises and pupils cloud to pearlescent discs of jade. Her eyes are blinded to conventional sight, but she gains a preternatural ability to visualize physical shapes in her vicinity, which appear in muted, shifting shades of grey. This spectral vision cuts through darkness, mist and other insubstantial visual obstructions effortlessly, negating any associated visual penalties. Furthermore, the Exalt's omnidirectional awareness makes her difficult to sneak up on, imposing a -2 penalty on any contested Stealth checks against her. The magical vision granted by this Charm cannot fully compensate for true sight, however. The Exalt is unable to distinguish colours, shades and sources of light, making such tasks as reading or identifying Solar Anathema by their anima display extremely challenging. Furthermore, she is truly blind to anything happening beyond Long range, no matter how visually obvious. If Feeling the Dragon's Bones is active, the range at which it can make precise observations is extended to medium.

Inescapable Eye of the Earth

Cost: 2m; **Mins:** Awareness 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Diamond Eyes Awaken

Few things can contend with the keen senses of one of the Earth Dragons. After making a contested Awareness roll against Stealth or Larceny, the Dragon-Blood can activate this Charm to reroll a number of failed dice

equal to the 1s on her adversary's roll. If the rerolled dice of Inescapable Eye of the Earth and the Awareness Excellency make the difference between failure and success and the Dragon-Blood joins battle in response, any attack she makes against the unfortunate sneak on her first turn is considered a surprise attack.

Sense-Riding Discipline

Cost: 5m; **Mins:** Awareness 4, Essence 2

Type: Simple

Keywords: Mute

Duration: While Maintained

Prerequisite Charms: Sense-Sharing Technique

Casting her mind towards another, the Dragon-Blood attempts to infiltrate his thoughts. She makes a (Perception + Awareness) roll against her target's Resolve. Should the Dragon-Blood fail, her target instantly becomes aware of the Dragon-Blood's position and knows she attempted some kind of magic as he detects the intrusive presence in his thoughts. On success, the Exalt takes residence in her victim's mind. She cannot read thoughts, but can use her target's senses as though they were her own. She hears and sees from her host's perspective and enjoys the benefits of any effects or Merits that enhance his perception, such as the Solar Charm Spirit-Detecting Glance or a bear's Keen Nose. Furthermore, she can use her own Awareness Charms to enhance her perception from her new vantage, although her host gains no benefit from them. While the Charm is active, the Dragon-Blood is fully oblivious to the senses of her own body, becoming effectively comatose. To end the Charm, she must use another Simple action to disengage her mind. The Charm ends automatically when either character sleeps.

Sense-Riding Discipline can be used on a willing subject, in which case no roll is required. Used in this way on the Dragon-Blood's Familiar, this Charm costs only 2m.

Sense-Destroying Method

Cost: 4m, 1wp; **Mins:** Awareness 4, Essence 3

Type: Simple

Keywords: Decisive-Only, Stackable

Duration: One scene

Prerequisite Charms: Sense-Riding Discipline

As with Sense-Riding Discipline, the Terrestrial casts her mind towards another, but here her mental presence is overt and unsubtly overpowering. Sense-Destroying Method is a **decisive** attack on a target within Close range, using the Dragon-Blood's (Awareness + Perception) to make a Difficulty 5 gambit. If successful, the Dragon-Blood's mental assault blots out one of her victim's senses. This Charm is usually used to inflict the



Blindness or Deafness flaws (Exalted p.168), but it can be used to terminate any sense, such as a guard dog's sense of smell or a Vaktri's earthsight. It can even negate one of the magical senses granted by Dragon-Blood Charms, deactivating the Charm immediately and preventing it from being reactivated. Whatever the effect, it lasts for the duration of the scene.

Echoing Depths Understanding

Cost: 5m; **Mins:** Awareness 3, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Sight of Fluttering Tremors



All things are connected, say the sages. For a Child of Pasiap, the literal truth of this is evident. By laying a hand on part of a structure, her awareness immediately flows outwards and maps it precisely. Any part of the same structure that lies within Long range of her present location is known to her, every corner, tunnel, room and door. This Charm does not reveal anything that is not physically attached to the building, such as furniture or guardian demons. She can make a [Perception + Awareness] roll to detect hidden doors and traps within range, gaining (Essence) non-Charm bonus dice.

Distant March Intuition

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Dragon Bites Its Tail

The Dragon-Blood touches the ground and her consciousness flashes downwards, coursing through the earth. The vibration sense of Feeling the Dragon's Bones is enormously amplified, stretching out to a distance of (Essence x5) miles. However, at such a great distance her sense is considerably vaguer and she cannot pinpoint individuals or objects with any precision. The Exalt can detect only large groups of a hundred or more, notable geographic features like manses, villages, hills and forests, or creatures of Legendary Size. At the Storyteller's discretion, she might also detect smaller groups performing some activity that is especially noticeable to her earth sense, like a group of galloping cavalymen or a team of miners boring out a tunnel.

Pulse of the Dragon's Soul

Cost: 3m; **Mins:** Awareness 5, Essence 4

Type: Reflexive

Keywords: None

Duration: One Scene or Instant

Prerequisite Charms: Distant March Intuition

The Essence of Earth courses beneath Creation in the form of Dragon Lines, an interconnecting network of power that links the world's demesnes in a great geomantic web. The Dragon-Blood attains a spiritual awareness with this connection and of the powers that interact with and intrude upon it. While this Charm is active, the vibration sense of Feeling the Dragon's Bones and Dragon Bites its Tail become capable of perceiving dematerialized spirits. Additionally,

Pulse of the Dragon's Soul can be activated with an Instant duration in conjunction with Distant March Intuition, allowing that Charm to perceive suitably large groups of dematerialized spirits as well as making demesnes, shadowlands, wyld zones and similarly magically warped areas obvious to her amplified senses.

Air Awareness

Precision Observation Method

Cost: 1m; **Mins:** Awareness 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Air is the element of clarity, and a Child of Mela is not easily deceived. This Charm can be used after making a contested Awareness roll against Larceny or Stealth, adding an automatic success.

Feeling-the-Air Technique

Cost: 3m or -; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One Scene or Indefinite

Prerequisite Charms: Precision Observation Method

The living wind whispers across the Air Dragon's skin, revealing a multitude of secrets. The Dragon-Blood gains a preternatural sense for detecting the subtle flows of air and is able to visualize them. The Dragon-Blood can sense anything that moves or breathes at up to long range provided there is an unimpeded path by which the air can flow; she can detect a group of armed strangers entering her home two floors beneath her, but only if there are no closed doors in the way. Additionally, she can detect the contours of her surroundings at short range even in perfect darkness. Within an enclosed, largely airtight area, the minute pressure shifts of breath become especially obvious to her; she gains two bonus dice to Awareness rolls to detect any hidden target that needs to breathe, and she can activate the rerolls of the Awareness excellency without spending Willpower..

This Charm has the same Special Activation Rules as Feeling the Dragon's Bones.

Wind-Lens Optics

Cost: 3m; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Precision Observation Method

The Terrestrial condenses the air before her into a precision lens that acts as a spyglass, giving her the

means to scout the field from afar. When focusing on something medium range or further, visual penalties are reduced by one. The magical lens can zoom in on targets miles away provided there are no physical obstructions. With Wind-Lens Optics active, the Dragon-Blood can use analytical Charms like Flaw-Finding Examination from up to extreme range.

Ears of the Snowy Owl

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

Type: Reflexive

Keywords: Mute

Duration: While Touching

Prerequisite Charms: Feeling-the-Air Technique

The ability to eavesdrop is the essence of effective spying. The Dragon-Blood touches a wall or other barrier no more than a yard thick. For as long as she touches the barrier, she can hear through it effortlessly. Conversations on the other side of a thick stone wall are as clear as though it was not present. This magic does not only work one way; those on the other side of the obstacle can hear the Dragon-Blood just as easily as she can hear them.

Window-In-the-Door Technique

Cost: 3m; **Mins:** Awareness 4, Essence 3

Type: Reflexive

Keywords: None

Duration: While Touching

Prerequisite Charms: Ears of the Snowy Owl, Wind Lens Optics

This Charm functions identically to Ears of the Snowy Owl, save that it affects sight rather than sound. The obstacle that the Dragon-Blood touches becomes as transparent as perfect ice, allowing her to look through, and for those on the other side to look back. Furthermore, the wall counts as empty space for the purposes of sensing the area on the other side using Feeling-the-Air Technique.

Fire Awareness

Feeling the Living Spark

Cost: 1m; **Mins:** Awareness 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Feeling the Living Spark can enhance a Read Intentions action, a Survival based tracking roll or an Awareness roll to detect a character. For this Charm to be effective, the target the Dragon-Blood is tracking must have been present in the area no more than a day prior. If her target was feeling strong emotion at the time, add two bonus



dice to the roll. If the target has an emotional intimacy that can be applied to the Dragon-Blood, she gains further bonus dice equal to the strength of the intimacy. This intimacy need not be towards the Exalt personally; a tie of fear towards the Wyld Hunt or a principle proclaiming enmity towards House Cathak would be equally suitable under the right circumstances.

Heartbeats Like Embers

Cost: 3m or -; **Mins:** Awareness 3, Essence 1

Type: Simple

Keywords: None

Duration: One Scene or Indefinite

Prerequisite Charms: None

The vision of the Fire Dragon reveals the normally invisible flow of heat that permeates Creation and the burning flame of passion that dwells within living hearts. To her eyes, living beings appear as refulgent, many-hued lanterns of spiritual light, otherwise mundane surroundings are painted in brilliant colours and shades of sunset.

She can see in complete darkness, gains an automatic success to detect living beings and other sources of heat with Awareness, and track them with Survival. She can even perceive living creatures through thin walls out to short range. However, her magical sight is of little use in detecting lifeless opponents like the dead or animated statues, which are difficult to distinguish from their surroundings. If she relies entirely on Heartbeats Like Embers to see, she suffers a -2 penalty on sight-dependant actions against such threats.

This Charm has the same Special Activation Rules as Feeling the Dragon's Bones.

BRAWL

Water Brawl

Carried on the Wave

Cost: 1i; **Mins:** Brawl 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Careful footwork controls the tides of battle. Upon successfully parrying an attack, the brawler may use this Charm to move a single range band away from her opponent. Her attacker may reflexively follow if he wishes.

Ebb and Flow Kata

Cost: 1m, 1i; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Carried on the Wave

It is the nature of water to alter its flow to better overcome obstacles. During the coming round, the Dragon-Blood's Initiative counts as being five higher than its new value for the purposes determining turn order.

Special activation rules: This Charm is declared at the start of the round, before the first combatant acts.

Currents Sweep to Sea

Cost: 1m, 1i; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

This Charm supplements a **withering** attack, adding one success and rerolling 6s on the attack roll until they fail to appear. If the attack hits, it does no damage, but the target is automatically knocked prone. Currents Sweep to Sea can also supplement a **decisive** attack to attempt a grapple gambit against a prone opponent, gaining the same bonus to attack.

Pounding Surf Style

Cost: 1m; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: None

Over time, the wash of tides can wear down even the mightiest obstacle. A **withering** attack enhanced by Pounding Surf Style ignores an amount of soak equal to the target's current onslaught penalty plus one. Powers that ignore or reduce penalties to defence do not mitigate the effects of this Charm.

Irresistible Undertow Technique

Cost: 3m; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: Clash

Duration: Instant

Prerequisite Charms: Pounding Surf Style

Like the unstoppable flow of the depths, the Dragon-Blood tears a weapon from her adversary's grip. This Charm can be activated when the Dragon-Blood beats an opponent in a **withering** clash. After the attack is resolved, she can immediately follow up with a **decisive** attack to attempt a Disarm gambit.

Unbroken Tide Stance

Cost: 3m, 1i (+ 2m); **Mins:** Brawl 2, Essence 1

Type: Reflexive
Keywords: Perilous
Duration: Instant

Prerequisite Charms: Pounding Surf Style

A fool who tries to strike away the tides will only find himself floundering in the shallows. The Dragon-Blood can ignore all onslaught penalties to parry an attack. If the defence is successful, the onslaught penalty of the attack is negated.

At *Brawl 4 +*, *Essence 2 +*, the Dragon-Blood can pay an additional 2m reflexively on a successful parry to reverse the onslaught penalty. The attacker suffers it instead until the end of the Dragon-Blood's next turn.

Water Serpent Strike

Cost: 3m, 1a; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: None

With a mighty body blow, the Exalt drives a sliver of her elemental anima into her opponent. The unfortunate target is left reeling and coughing as the foreign Essence savages and unbalances the meridians of the body. This Charm enhances a **decisive** attack. The target loses one point of Initiative for each health level lost. If he suffers from any wound penalty after damage has been resolved, it is increased by an additional -1 until the end of his next turn. If the Initiative loss crashes the victim, the Dragon-Blood gains the crash bonus after resetting to base.

Cresting Wave Technique

Cost: -; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Unbroken Tide Stance, Currents Sweep to Sea

When attacking or defending against an opponent crashed by the brawler's own attacks or engaged in a grapple, the cost of the Brawl excellency is reduced to 1m per two dice added or rerolled and 1m per point of Parry. This Charm can't be used again to attack or defend against the same opponent until the grapple is broken or the opponent recovers from crash and is then grappled or crashed again.

Flow From the Rocks

Cost: 5m, 2i; **Mins:** Brawl 4, Essence 2

Type: Supplemental

Keywords: Withering-Only

Duration: One turn

Prerequisite Charms: Pounding Surf Style, Currents Sweep to Sea

This Charm supplements a **withering** savaging attack from a clinch. The attack ignores a number of points of armoured soak equal to the Dragon-Blood's Brawl. Additionally, any other **withering** attacks directed at the target until the Dragon-Blood's next turn, even those by other characters, gain the same bonus. This Charm ends immediately if the target is freed from his grapple.

Crushing Undercurrent Counter

Cost: 4m, 1wp; **Mins:** Brawl 3, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Unbroken Tide Stance

After parrying an attack that caused the attacker's Initiative to fall from above to beneath his own, the Dragon-Blood may use this Charm to launch an immediate **decisive** attack. The attack has a base damage of the new difference between the characters' Initiative plus (Essence), and automatically knocks the opponent prone if it hits. The Dragon-Bloods Initiative lowers to equal his opponent's, or resets to base if his enemy is crashed.

Plunging Depths Reversal

Cost: 3m, (+1wp); **Mins:** Brawl 4, Essence 2

Type: Reflexive

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Crushing Undercurrent Counter

After crashing a target with a withering attack, the Exalt can transfer the crash bonus to a crashed ally within Short range by spending 3m. If the beneficiary of the Initiative boost was crashed by the Dragon-Blood's target, she can additionally spend a point of Willpower to cause an Initiative Shift, as though her ally crashed the target himself.

Wave and Shore Tactics

Cost: 2m, 3i; **Mins:** Brawl 4, Essence 2

Type: Supplemental

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Plunging Depths Reversal

The Dragon-Blood grapples and hurls an enemy like a rolling wave, letting him break against the offense of her allies. When she ends a clinch with a throw/slam action, she may throw her opponent towards a waiting ally within Close range. The attack proceeds exactly as though the brawler's ally had initiated the slam attack, gaining bonus damage based on the remaining turns of



control in the clinch. The ally's reflexive attack does not need to be made with Brawl and does not count as his attack action for the turn.

Credit to Robert Vance.

Drowning Embrace

Cost: 6m, 3a; **Mins:** Brawl 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Currents Sweep to Sea, Water Serpent Strike

The Terrestrial condenses the power of her anima around an unfortunate opponent, crushing them under the weight of a mighty ocean. This Charm can be used after succeeding on a grapple control roll. For as long as the clinch lasts, the target must endure environmental effects identical to being in an acid bath (**Exalted Core p.232**).

Riptide Method

Cost: 3m; **Mins:** Brawl 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Drowning Embrace

During an ongoing clinch, the Dragon-Blooded brawler may use this Charm to forgo her usual action against a grappled adversary and instead attempt a second grapple gambit against another opponent within close range, which proceeds as normal. Rounds of control for each clinched opponent are charted separately. During each turn the Exalt controls both clinches, she may only perform one savaging attack or throw on one of his victims. The other is merely held, and elapses a turn of control without further effect. The brawler may Release one of her victims and perform another action on the other the other, and she can (and must) perform the Restrain and Drag action on both of his victims at the same time.

At Brawl 5, Essence 3 + , the Dragon-Blood can attempt to grapple up to four victims simultaneously, but with more than two ongoing clinches, the Restrain and Drag action becomes impossible.

Slippery Escape Method

Cost: 2m; **Mins:** Brawl 3, Essence 2

Type: Reflexive

Keywords: Perilous

Duration: One Turn

Prerequisite Charms: Unbroken Tide Stance, Ebb and Flow Kata

Using this Charm negates the -2 defence penalty for being in an ongoing clinch, and applies a + 1 bonus instead. The Exalt suffers no loss of control from attacks against which she successfully defends. Slippery Escape Method can be used in conjunction with Charms of other Abilities.

Swift Stream Prana

Cost: 2m, 1i; **Mins:** Brawl 3, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: One Turn

Prerequisite Charms: Slippery Escape Method

While this Charm is active, using the Restrain and Drag action costs only a single round of control. For an additional round of control, the Terrestrial brawler may perform it in a flurry with any action that can normally be flurried except for another move or an attack against a grappled victim.

Waves Break the Shore

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

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Cresting Wave Technique, Crushing Undercurrent Counter

The fists of the Dragon-Blooded can wear down any opponent, particularly when they work together. This Charm creates a series of up to (Lower of Strength and Dexterity) attacks against a single target, dividing the Dragon-Blood's Initiative up evenly for each strike, rounded up. If the target is currently grappled by an ally, the Dragon-Blood can make an additional attack and gains points of bonus initiative equal to remaining turns of control for the purpose of resolving the attack.

Fist-Spinning Maelstrom

Cost: 4m; **Mins:** Brawl 5, Essence 3

Type: Reflexive

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Waves Break the Shore

After attacking an opponent of higher initiative with a **withering** attack and crashing them, the Dragon-Blood can use this Charm to immediately follow up with another **withering** attack against a second opponent within range. Once per scene, unless reset by defeating the enemy that the Dragon-Blood crashed with her initial attack.

Flow Past Defences

Cost: 6m, 1i; **Mins:** Brawl 4, Essence 3

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Ebb and Flow Kata, Unbroken Tide Stance, Water Serpent Strike

Flow Past Defences supplements an attack against an opponent currently suffering onslaught penalty from the brawler's attacks or from a successful defence using Unbroken Tide Stance. The Dragon-Blood pinpoints a crucial weakness in her opponent's defence and ignores all of her opponent's armoured soak for a **withering** attack.

Once per scene, unless reset by crashing an opponent with the initiative loss caused by Water Serpent Strike.

Bonds of Unbreakable Ice

Cost: 3m (1i +); **Mins:** Brawl 4, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Swift Stream Prana

Bonds of Unbreakable Ice enhances a **decisive** grapple attempt. If the brawler successfully gains control of the clinch, then she may pay Initiative up to a maximum of the amount she won the control roll by, with each point spent granting an additional round of control.

Alternatively, this Charm can be activated when the Dragon-Blood wins a control roll in a clinch initiated by an enemy. In this case, she takes control of the clinch for a base number of rounds equal to the points of initiative spent.

Smashing Tidal Wave Technique

Cost: 5m, 2a, 2i; **Mins:** Brawl 4, Essence 4

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Riptide Method, Swift Stream Prana

The Dragon-Blood lashes out with his liquid anima, ensnaring a hapless enemy. The brawler makes a **decisive** grapple attempt at up to short range. Succeeding on the gambit roll immediately drags his opponent to close range, even if she fails to control the clinch.

If the clinch is initiated in this way, the Dragon-Blood's enemy is held aloft in the watery coils of her anima. She waives the initiative cost of Swift Stream Prana and when using that Charm can perform a second action with Restrain and Drag without a flurry.

Trireme Strikes the Rocks

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

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Flow Past Defences, Waves Break the Shore

The sea is a cruel mistress, and many who brave it find themselves dashed against the reefs and rocks. This Charm supplements a **decisive** attack. The damage roll of the attack doubles 9s, or doubles 8s if it was a slam attack made from a grapple or an attack against a crashed opponent. After seeing the result of the damage roll, the player of the Dragon-Blood's victim may voluntarily suffer a crippling injury to avert the extra damage of this Charm. This does not count towards the once per story limitation on taking crippling injuries. Once per scene, unless reset by crashing an opponent with a **withering** savaging or slam attack.

Boundless Typhoon Internalization

Cost: 8m, 3a, 1wp; **Mins:** Brawl 5, Essence 5

Type: Reflexive

Keywords: Perilous

Duration: One Scene

Prerequisite Charms: Trireme Strikes the Rocks, Fist-Spinning Maelstrom

The Terrestrial closes her eyes and drinks deep of her own blazing anima, drawing the power of the sea and storms into her body. Her skin becomes the midnight blue-black of the deepest oceans, her hair bleaches to pale seafoam and bobs and sways as if underwater and her eyes become drowning, reflective pools of darkness. She moves with the grace of flowing water and the terrible, surging power of a typhoon. While the Charm is active, she gains the following benefits.

- She gains all benefits of having her anima at Bonfire level, but generates no anima flux. Her anima does not grow or dim with the expenditure of motes while this Charm is active. The anima level cost of all Brawl Charms is waived.
- The mote costs of Ebb and Flow Kata and Unbroken Tide Stance are waived.
- Her **withering** attacks are all enhanced by Pounding Surf Style at no cost.
- After striking an opponent with a **withering** attack, she gains a bonus point of Willpower. This extra Willpower may increase her track above its maximum, but can only be used to activate the reroll of the Brawl Excellency. The extra Willpower vanishes when the Charm ends.
- She gains one initiative at the end of any round in which she suffers no **decisive** damage.



- Rolls to rush and disengage enjoy double 8s.
- Rolls to activate a grapple gambit enjoy double 9s.

This Charm ends immediately if the Exalt is crashed and cannot be reactivated during the scene.

Earth Brawl

Stone-Shattering Blow

Cost: 3m; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

Stone-Shattering Blow adds the brawler's Strength to the raw damage of a **withering** attack, or one die to the raw damage of a **decisive** attack. Against enemies crashed or prone, the **decisive** damage boost is doubled to two dice, while the **withering** attack can reroll a number of failed damage dice equal to its threshold successes.

Alternatively, Stone-Shattering Blow can be employed to enhance in a feat of strength to punch through an object, rerolling a number of failed dice on the (Strength + Athletics) roll equal to the Dragon-Blood's Brawl.

Jokun-In-the-Teahouse Attitude

Cost: 1m; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: [Stone-Shattering Blow](#)

Earth Dragon brawlers are the bane of respectable establishments throughout the Realm and beyond. With this Charm, the Dragon-Blood can reflexively ready an improvised weapon; hefting a nearby table, tearing a paving slab out of the ground or breaking off a chair leg. She suffers none of the normal penalties for performing a ready weapon action in combat. As long as the weapon was readied in this way, she need not spend initiative to make a Brawl attack with it. The first time the weapon hits an opponent, it breaks. If it is broken with a **withering** Brawl attack on the same turn it is equipped, the Dragon-Blood gains a bonus point of initiative.

Become the Hammer

Cost: 4m; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: [Stone-Shattering Blow](#)

An attack supplemented by Become the Hammer becomes smashing, even if made with a weapon that normally does not have the Smashing tag, and incurs the

usual initiative and Defence penalty for making a smashing attack. The force of the blow is such that it knocks an opponent prone *and* back one range band with a successful attack. Additionally, the damage roll can double up to (Strength) 9s on a **withering** attack or (Strength/2 Rounded Up) 10s on a **decisive** attack. If the Dragon-Blood is using a weapon that already has the Smashing tag, the Charm costs only 3m.

Blade-Deflecting Palm

Cost: 2m; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm allows the brawler to parry lethal damage with her bare hands. She ignores any penalties incurred by her own actions, such as those incurred by a smashing attack or ready weapon action, and adds +1 to her Parry rating. If the attack misses the Dragon-Blood by a single success, she immediately steals a point of initiative from her attacker as his blow is rebounded forcefully away.

Rockslide-Building Temper

Cost: 5m; **Mins:** Brawl 3, Essence 2

Type: Supplemental

Keywords: Dual, Perilous

Duration: Instant

Prerequisite Charms: [Blade-Deflecting Palm](#)

Hacking away at a mountain only invites disaster. An attack enhanced by this Charm adds the Dragon-Blood's current onslaught penalty and wound penalty in post soak damage to the damage roll of a **withering** attack or in damage dice to a **decisive** attack, to a maximum of her (Brawl).

Fists of Living Jade

Cost: 4m, 2a, 1wp; **Mins:** Brawl 4, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: [Become the Hammer](#), [Rockslide Building Temper](#)

Stony Essence courses over the Dragon-Blood's fists, hardening them to a jade sheen. While this Charm is active, she adds her Essence to the Overwhelming damage of her unarmed attacks. She can parry lethal damage without a stunt, and gains a bonus die of damage on both **withering** and **decisive** attacks.

Falling Mountain Crash

Cost: 6m, 1wp; **Mins:** Brawl 4, Essence 3

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Rockslide Building Temper

The Dragon-Blood lands a thunderous blow, smashing or stomping an opponent into the ground with pulverizing force. Falling Mountain Crash is a **decisive** attack against a crashed opponent, adding up to (Strength) threshold successes in dice to the damage roll. The victim is automatically knocked prone with such force that every enemy within Short range must immediately succeed on a ([Dexterity or Strength] + Athletics) roll at a difficulty of the number of damage levels inflicted (maximum 5) or be knocked prone also. Each additional opponent knocked prone adds one to the Dragon-Blood's initiative when she resets to base, to a maximum bonus of her Brawl. Once per scene.

Might-for-Might Cross Counter

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

Type: Supplemental

Keywords: Clash

Duration: Instant

Prerequisite Charms: Rockslide Building Temper

This Charm enhances a Brawl-based clash, pitting the Dragon-Blood's unrestrained strength against his opponent's in an explosive cross-counter. Both opponents roll their attacks against defence 0, but the superior attack does not decide the clash as normal. Both attacks continue and resolve damage as though they both landed unimpeded. After both attacks are resolved, the one which inflicted fewer points of initiative or levels of damage is negated, struck aside by the might of the superior blow. A **decisive** attack deflected by Might-for-Might Cross Counter resets the attacker to base, as though the attack were stopped by Hardness.

Air Brawl

Empty Sky Fist

Cost: 2m; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: None

The brawler's fist stops just short of her target's body, but its force continues on, driving her enemy back. Empty Sky Fist enhances a **withering** attack, rerolling 1s on the attack roll until they fail to appear. The attack's damage is not deducted from the target's initiative track, but the attacker gains rolled initiative as normal. The attack cannot crash an opponent and so awards no crash bonus to the attacker, even if the "phantom" initiative damage would have pushed the target into

crash. The Dragon-Blood's opponent is pushed back a range band by the impact of the blow.

Five Winds Edge

Cost: 6m, 1a, 2i; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Dual, Branching: Melee

Duration: Instant

Prerequisite Charms: None

The wind answers the call of the Child of Mela, condensing into a pellucid replica of her fist or weapon to flash through the air and strike her foe. Five Winds Edge enhances a Brawl or Melee **withering** or **decisive** attack, allowing it to be made at short range with the weapon profile of a Thrown weapon. A successful Grapple gambit made with this Charm can only Throw/Slam or Release before the magic dissipates.

At Brawl 4 +, Essence 3 +, the Dragon-Blood may pay an additional 2m, 1a to attack out to medium range.

To Grasp the Air

Cost: 4m; **Mins:** Brawl 4, Essence 1

Type: Reflexive

Keywords: Counterattack, Withering-Only

Duration: Instant

Prerequisite Charms: Empty Sky Fist

The wind cannot be touched, and any attempt to do so will be swiftly rebuffed. This Charm can be used when the Dragon-Blood successfully parries an attack made on the same turn that her attacker closed to Close range. The Exalt makes a **withering** counterattack with her full dice pool and enhanced by the effects of Empty Sky Fist. If it is successful, the attacker is pushed one range band further along his current trajectory as the Dragon-Blood's artful parry sends him stumbling away. A successful counterattack ends a rush against any target.

Wind Tunnel Method

Cost: 4m, 1a, 1wp; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Empty Sky Fist

The air brawler is a master of pushes, throws and evasions, and can leverage the power of her anima to enhance this skill further. Wind Tunnel Method can be used when the Dragon-Blood hits with a **decisive** attack. She may sacrifice two dice of raw damage to push her opponent back a range band. She may sacrifice up to six dice of damage in this way, casting her enemy out to Long range on a gale of air. Her opponent lands prone but otherwise suffers no further damage, except from any hazards he might face on landing.



If Wind Tunnel Method is used to enhance a Throw/Slam **decisive** attack to end a grapple, waive the Willpower cost of the Charm.

Wings of Fading Morning

Cost: 4m, 1a; **Mins:** Brawl 4, Essence 2

Type: Simple

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Wind Tunnel Method

Stealing the speed of the wind, the Dragon-Blood's fists move in a dazzling blur, delivering blow after blow before her opponent can react. Each attack is barely a tap, but collectively they overbalance their target. The Exalt makes a number of **withering** attacks equal to the (lower of Dexterity or Wits). Each successful attack inflicts only one die of post-soak damage, rolled together after the attack rolls are resolved. Each attack gains one initiative for hitting and inflicts onslaught penalty as normal.

Flashing Thunderbolt Counter

Cost: 5m; **Mins:** Brawl 4, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Wings of Fading Morning

The Exalt's hands move like bolts of lightning, delivering a punishing counterstrike against her enemy. This Charm can only be used after parrying a **decisive** attack at close range. The Dragon-Blood launches an immediate **decisive** counterattack with a base damage of the number of 1s on the attack roll plus the number of successes by which the attack failed to meet her Defence. Provided the attack hits and rolls damage, the Dragon-Blood loses a number of points of initiative equal to the number of damage dice. If this initiative loss would be enough to crash her, she resets to base instead.

Breath-Severing Strike

Cost: 4m, 1a, 1i; **Mins:** Brawl 5, Essence 3

Type: Supplemental

Keywords: Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Wings of Fading Morning

Gales, hailstorms and lightning are under the dominion of the Children of Air, but it can be the humblest expressions of an element that prove the most deadly. If a **decisive** attack enhanced by this Charm inflicts any damage, the Dragon-Blood's fist draws out her victim's breath from his lungs as it pulls back, leaving him gasping for air and unable to breathe. This peril is modeled as an environmental hazard with the profile (Duration

4B/round, Difficulty 5), resisted with (Stamina + Resistance). The target remains without breath until they refocus themselves with a miscellaneous action costing 2i. On that turn, the Difficulty of the hazard is reduced to 3. Should they succeed in resisting it, their breath is restored. Second and subsequent consecutive attempts lower the difficulty to 1. The effect ends immediately if the victim falls unconscious.

BUREAUCRACY

Water Bureaucracy

Confluence of Savant Thought

Cost: -; **Mins:** Bureaucracy 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

To the Children of Daana'd, all bureaucracies are the same, differing only in surface details. The Dragon-Blood gains a free bonus die on any roll in which she applies one of her Bureaucracy specialties. At the end of any story in which the Exalt manages or deals with an unfamiliar kind of organization, she may learn an appropriate Bureaucracy speciality for free.

Sparkling Fountains of Eloquence

Cost: 1m; **Mins:** Bureaucracy 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Confluence of Savant Thought

The Water Dragons can always find a way to steer conversation back to the business at hand. While performing any form of social influence related to business, dealmaking or bureaucratic activity, the Dragon-Blood may use this Charm to apply any of her Bureaucracy specialities as though it was a speciality of another Ability. Rolls enhanced with a speciality using Sparkling Fountains of Eloquence can be enhanced with any Bureaucracy Charms except for the Bureaucracy excellency.

Finding the Water's Depths

Cost: 2m; **Mins:** Bureaucracy 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Confluence of Savant Thought

Though many Dynasts consider matters of trade beneath them, the Water Dragons are nonetheless masters of the art. While making a Bargain action, the Dragon-Blood can waive the Willpower cost to activate the rerolls of the

Bureaucracy excellency. This Charm can activate the rerolls of excellencies of other abilities provided the roll also uses Sparkling Fountains of Eloquence to take advantage of a Bureaucracy speciality. If the result exceeds the target difficulty, static value or contested roll by at least two, the Dragon-Blood concludes the exchange by maximizing her profit, haggling down the other party to the most favourable price they would have accepted. The first time the Dragon-Blood does this per day, she also gains a bonus point of Willpower.

Geese-Flying-South Administration

Cost: 5m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Confluence of Savant Thought

After several minutes of managing and interacting with members of an organization, the Dragon-Blood makes a collective persuade action of (Intelligence + Bureaucracy) against the Resolve of all subordinates she interacted with, with success creating a magical Minor positive intimacy towards the completion of a specified task. The task must fall at least vaguely within the competence of the organization, but the Exalt can use this Charm to make unorthodox demands; she can have a Satrap's tax collectors reorganize her personal library or demand that a crowd of off-duty mercenary soldiers keep order at a town fair. The Minor intimacy towards this task lasts until the Dragon-Blood ends the Charm, and cannot be removed by other means. While fulfilling the role assigned to them, members of the organization gain a non-Charm bonus die on an Ability relevant to the task, which cannot raise that Ability above 5. Members of the organization with a Major or Defining positive intimacy towards the Dragon-Blood personally instead gain a Major intimacy towards the task and + 2 bonus dice.

Thrashing Carp Serenade

Cost: 5m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: None

Duration: One complaint

Prerequisite Charms: Geese-Flying-South Administration

Bureaucrats across the world agree that the Dragon-Blooded make for affluent trading partners but abysmal customers. The Exalt goes on a lengthy rant about the inadequacies of a nearby organization, complaining of substandard goods, demanding recompense for wasted time and insisting on seeing the management. The chaos caused by the Dragon-Blood's antics spreads like ripples

through a still pool until everyone within earshot who is associated with the organization is occupied with satisfying her frivolous demands and accusations. This can bring the business of a market hall or debating floor to a grinding halt. For as long as the Exalt maintains her tirade, any actions nearby members of the organization attempt to make that do not directly affect the Dragon-Blood suffer a penalty of half her Bureaucracy, rounded up. Any outbreak of violence ends the effect immediately, even if it does not end the complaint.

Current-Sensing Measure

Cost: 3m; **Mins:** Bureaucracy 1, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Water Dragons find that it always pays to anticipate the actions of others. This Charm creates a ([Social or Mental Attribute] + Bureaucracy) Read Intentions action. Upon reading her subject, the Exalt knows how her target feels with regards to one decision that he is faced with. She can tell how he plans to vote on an upcoming motion in the Deliberative, or whether he intends to inform the magistrate of her financial indiscretions with House funds. This Charm cannot ascertain the target's answer to hypothetical questions that he is not aware of; she can't ask about a possible future Deliberative motion that she has not yet tabled or anticipate his possible reactions to embezzlement he is unaware of. Current-Sensing Measure does not read minds or divine the future, it merely makes a sound judgement of the target's decision-making process based on shrewd observation.

Secrets-Depths-Swallow Method

Cost: 5m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Current-Sensing Measure

The Exalt can make an (Intelligence + Bureaucracy) based Conceal Evidence action with a non-Charm bonus success and (Essence) non-Charm bonus dice to erase any trace of a bureaucratic action she has taken. The Water Dragon destroys, falsifies or otherwise doctors records and physical evidence to cover up anything connecting her with the results of her actions. Bribes she has accepted or distributed appear to be from plausible, unremarkable sources of revenue, licenses she has fraudulently issued appear legal and proper and her catastrophic losses of House funds on poor business

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ventures are easily explained away. Mortal investigations have no hope of uncovering activities covered up by this Charm, only other magic can contend with it.

Thoughtful Gift Technique

Cost: 8m; **Mins:** Bureaucracy 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Geese-Flying-South Administration, Current-Sensing Measure

In Dynastic society, the exchange of gifts is an honoured custom. The exchange of bribes is not, but it is practiced all the same. Thoughtful Gift Technique targets an individual upon whom the Dragon-Blood has succeeded at a Read Intentions action in a previous scene, either using Socialize or through use of Current-Sensing Measure. The Exalt must describe how she engaged with an organization and procured the perfect gift for the target through bureaucratic channels. Perhaps she strikes a deal with a smuggling ring to acquire a foreign objet d'art ideally suited to her target's tastes, or bribed a prefect's office for a much-sought-after invitation to a satrap's wedding. With the gift in hand, the Dragon-Blood may use it as the basis of a ([Charisma or Manipulation] + Bureaucracy) Bargain action on the target to encourage a Serious task, gaining the Dragon-Blood's Essence in bonus dice.

At Bureaucracy 5 + , Essence 4 + , Thoughtful Gift Technique can encourage a Life-Changing task once per story, provided the description of acquiring the gift is awarded a three point stunt.

Whispers on the Tides

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Thoughtful Gift Technique

For the Water Dragon, knowing how to earn a favour is as valuable as being able to demand one. This Charm creates a Profile Character action using (Perception + Bureaucracy), subject to the normal restrictions of the Profile Character action. If successful, she deduces whether the character is presently in need of any favours of a bureaucratic nature, be it specialist goods, services or papers or just some sound legal advice.

River Breaks the Banks

Cost: 5m; **Mins:** Bureaucracy 4, Essence 2

Type: Simple

Keywords: None

Duration: One Task

Prerequisite Charms: Sparkling Fountains of Eloquence, Geese-Flying-South Administration

Who dares obstruct the business of one of the Exalted? This Charm greatly aids the completion of a bureaucratic task that the Dragon-Blood requests of an organization, such as acquiring records, goods or licenses. She is moved to the front of the queue, rules are bent and broken to aid her demands, and regional officials will depart with haste from repose in their summer villas to expedite paperwork and beg the Dragon-Blood's forgiveness for their tardiness. The time taken to complete the task is halved, and while it is ongoing, members of the organization are treated as having a Minor principle to treat the Dragon-Blood as a valued customer or patron.

While River Breaks the Banks is active, the Exalt gains her Bureaucracy in bonus dice on any social influence with the organization that will expedite the task or Instill actions to make the temporary principle of respect permanent.

Distraction of the Babbling Brook

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Finding The Water's Depths, Current-Sensing Measure

Legal trickery has saved the Realm no less often than military might. The Water Dragon buries the clauses of a transaction in incomprehensible legalese or otherwise obscures her true intent with distracting irrelevancies. Any Manipulation based Bargain action can be enhanced with this Charm, increasing the number of dice that can be rerolled with the relevant Excellency by the Dragon-Blood's Bureaucracy and gaining double 9s on all rerolled dice. If the Bargain action is backed by a written contract or other document, the rerolls gain double 8s.

Magistrate-Defying Advocate Erudition

Cost: 5m; **Mins:** Bureaucracy 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Distraction of the Babbling Brook

The slippery legal minds of the Water Dragons are infamous throughout Creation. The Dragon-Blood may make an (Intelligence + Bureaucracy) roll to introduce facts and describe a legal precedent or loophole that excuses her own actions or the actions of her client. She

may later use this piece of legal trivia as though it were a Minor intimacy to persuade anyone that the action was legal. As with all rolls to introduce facts, the loophole must conform to the Dragon-Blood's knowledge background and can be vetoed by the Storyteller.

Drowning in Negotiation Style

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Distraction of the Babbling Brook

Among the potentates and merchant-princes of the Threshold, horror stories abound of the fate of those that double-cross the Dragons. Upon making a successful bargain, either through the Bargain action or striking a deal through roleplaying that the Storyteller considers advantageous, the Dragon-Blood may use this Charm to magically enforce it on pain of a terrible curse. Should the other party ever break the terms of the bargain they are immediately aware of the fact and suffer a wasting disease with the following profile: (Virulence -, Morbidity (Essence), Interval: One week). At Minor Symptom level, the victim suffers effects similar

to consumption; coughing fits, fever, fatigue and rapid weight loss. At Major level, victims begin desiccating and coughing up salt water. At Defining level, they are almost too weak to move, and for mortals, death soon follows.

Medical treatment can keep the symptoms Minor, but cannot banish them entirely without magic. The supernatural disease can be ended at any time by redressing the breach of contract; returning stolen wares, breaking up the secretly recruited mercenary army and so on. If this is not possible, the victim's only chance is to seek forgiveness from the Dragon-Blood that inflicted the curse by truthfully explaining the nature of his transgression. If he does so, the Exalt may end the effects of the Charm at will. Naturally, this power is itself a potent factor in renegotiating contracts.

The curse of Drowning in Negotiation Style is not triggered if the completion of the bargain's terms become impossible or prohibitively difficult due to reasons beyond the target's control, or if the Dragon-Blood breaks the terms of the bargain.



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Gulls Call From the Cliffs

Cost: 4m, 1wp; **Mins:** Bureaucracy 4, Essence 3

Type: Simple

Keywords: Brotherhood

Duration: Indefinite

Prerequisite Charms: Thoughtful Gift Technique, River Breaks the Banks

There are many important elements to succeeding in business and politics, but perhaps the most vital is reputation. The Dragon-Blood must spend time building up her reputation through public appearances as a member of her organization, making a show of her piety, trustworthiness, affluence or some other desired trait. With this done, the Dragon-Blood can activate Gulls Call From the Cliffs to magnify the impact of her influence, and gossip of her works is on everyone's lips. Everyone who could have conceivably heard of the Dragon-Blood or her organization knows her by a positive reputation of her choosing. They may or may not *believe* that the Exalt is a pious philanthropist or equitable businesswoman, but they have certainly heard the rumour. Those who hold a positive intimacy for the values that the Exalt's new reputation represents gain a temporary Minor Tie of respect towards her, provided they lack a negative intimacy towards her or her organization.

Brotherhood: The Dragon-Blood can use this Charm to enhance the reputation of one of her sworn brothers provided they put on the necessary public displays together.

Seven Oceans Dominion

Cost: -; **Mins:** Bureaucracy 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Gulls Call from the Cliffs

The Dragon-Blooded are Exalted, and individually brilliant, but it is through their contributions to greater institutions that they have maintained their stranglehold over much of Creation. Once per day, the Dragon-Blood can enhance any Bureaucracy roll that furthers or upholds the interests of an organization for which she has an intimacy with bonus dice equal to the level of that intimacy + 2. The costs of any Bureaucracy Charms she uses at the same instant are reduced to 0m.

Fortune is a River

Cost: -; **Mins:** Bureaucracy 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Seven Oceans Dominion

The Children of Daana'd swim through the worlds of business and politics as easily as though they are in their native element, and they reap ever increasing rewards from their affinity. At the end of every story during which the Storyteller awards the Dragon-Blood any kind of Merit from one of her organizations, she gains an equal number of standard Merits of her choice. The player must describe how her organization furnished her with the reward she selected; a Southwestern trading company may have difficulty securing an Ally among demons of the second circle or a Manse in the far North, but many things are possible with the right connections.

Even if she would ordinarily receive no rewards for her service, the reputation and standing this Charm represents guarantees that she receives a single Merit point or commensurate material reward decided between player and Storyteller at the end of each story, provided she assisted or advanced the agenda of one of her organizations.

Earth Bureaucracy

Benevolent Master's Blessing

Cost: 3m; **Mins:** Bureaucracy 2, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Water Dragons are the master bureaucrats and traders of the Realm, but it is the Earth Dragons that are best known for their honourable and efficient management of its institutions. For as long as the Exalt personally manages the affairs of an organization, members subordinate to her increase their Bureaucracy and one other non-Combat Ability suitable for the business of the organization to be one lower than the Exalt's own if they would otherwise be lower. For example, an investigative bureau might benefit from the Dragon-Blood's Investigation, while a diplomatic corps would find greater benefit in her Socialize. The effect ends whenever the Exalt fails to manage the organization for at least an hour on a given day. The effects of this Charm are limited to the number of subordinates the Exalt can manage directly; one hundred individuals at most.

Building the Foundation

Cost: 5m; **Mins:** Bureaucracy 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Earth Dragons lead by example, teaching their subordinates of the probity and honour of their station. The Terrestrial makes an instill action on members of an organization to create or strengthen a positive intimacy towards that organization, rerolling 6s until they fail to appear. Provided the Dragon-Blood herself shares the intimacy that she instilled with this Charm, she is immediately made aware if the intimacy is lost or weakened.

Thousand Temples Rectitude

Cost: -; **Mins:** Bureaucracy 3, Essence 1

Type: Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Building the Foundation

For as long as the Dragon-Blood has a position of authority in an organization, any positive intimacies her subordinate members bear towards the organization, towards the Dragon-Blood personally or towards honourable conduct and work ethic count as being one level higher for the purposes of resisting social influence in a decision point. Defining intimacies cannot be strengthened further. Like Benevolent Master's Blessing, this Charm is limited to those over whom the Dragon-Blood exerts direct authority, limiting its influence on very large organizations like the Thousand Scales to those who work in the Dragon-Blood's offices.

Bestow the Saffron Mantle

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

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Benevolent Master's Blessing

With this Charm, the Exalt can designate a single trusted subordinate to serve as her proxy in business matters. This subordinate must be a member of an organization under the Dragon-Blood's authority, and must share at least one of her Major or Defining positive intimacy towards the organization. For as long as the Dragon-Blood's proxy acts in her name he increases his Bureaucracy and one other non-combat Ability as per Benevolent Master's Blessing. Additionally, he gains a bonus point of Resolve to resist any efforts to convince him to betray the Dragon-Blood or his station or weaken the intimacy he shares with her. The proxy counts as the Exalt for the purposes of managing the organization to maintain the effect of Benevolent Master's Blessing.

At *Bureaucracy 4 +*, *Essence 3 +*, this enhancement becomes permanent after it is maintained for at least a season. The Exalt may designate as many proxies with

this Charm as she has points of Essence, but only one per organization.

Humble Exemplar Attitude

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Bestow the Saffron Mantle, Thousand Temples Rectitude

The honorable example of the Terrestrial Exalted can have a profound positive effect on others, inspiring shame in those who fail to live up to the standard. Humble Exemplar Attitude supplements a persuade action that encourages members of an organization to act in a manner consistent with both the spirit of the organization's policy and with the actions of the Dragon-Blood herself. The persuade roll rerolls 6s until they fail to appear, and targeted members of the organization must spend an additional point of Willpower to resist it in a Decision Point. Anyone successfully influenced also gains a minor tie of respect towards the Dragon-Blood for her honourable conduct.

Edict of Eternal Law

Cost: 6m, 1wp; **Mins:** Bureaucracy 4, Essence 3

Type: Supplemental

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Humble Exemplar Attitude

The Child of Pasiap doubles 8s on any roll to persuade any member of her organization to fulfil a task that conforms to the spirit of the organization's policy by appealing to her subordinate's intimacy towards the organization. If successful, the Exalt's subordinate cannot abandon the task unless the Exalt herself or someone of greater authority in the organization rescinds it, or the intimacy that was appealed to is eroded.

Air Bureaucracy

Cloud Abacus Methodology

Cost: 2m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood may make a (Intelligence + Bureaucracy) roll to analyze the value and quality of goods, assess the state of accounts and records, or make any kind of financial speculation or calculation. She gains her Essence in non-Charm bonus dice and may activate the rerolls of the Bureaucracy excellency without



spending Willpower. Successful rolls lead to superhumanly precise observations that root out the tiniest of financial discrepancies and project trade profits accurate to the last dinar and yen.

Keen-Eyed Mandarin Intuition

Cost: 5m; **Mins:** Bureaucracy 3, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Cloud Abacus Methodology

The Dragon-Blood conducts a Case Scene action in the heart of a bureaucratic organization, such as a guild market hall or courthouse. The Exalt need not actively rifle through documents and pry up floorboards to look for clues, she merely needs to be present in the workplace of the bureaucracy, glancing over open files, appraising its goods and assessing the actions of its workers. She rolls (Perception + Bureaucracy) against a difficulty of the Bureaucracy of anyone who may which to impede her observations.

A successful roll reveals relevant information about the organization, such as recent cases and sentencing, services, trade routes, goods, important deals recently struck, the identities of important figures in the organization and other such trivia.

CRAFT

Earth Craft

Resplendent Artisan Approach

Cost: 4m; **Mins:** Craft 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

A Dragon-Blooded with this Charm learns to apply divine majesty to her chosen art, developing a signature style of breathtaking prowess. When making a Craft roll, the Dragon-Blood may reroll 6s until they fail to appear. If the roll applies one of her Craft specialties, she may also activate the rerolls of the Craft excellency without spending Willpower, and the maximum number of rerolls is increased by one.

A repurchase at Essence 4+, Craft 4+ allows the Dragon-Blood to activate this Charm for an increased cost of 8m and reroll 5s and 6s until they fail to appear.

Shaping Hand Style

Cost: 2m; **Mins:** Craft 2, Essence 1

Type: Supplemental

Keywords: None

Duration: One Scene or One Task

Prerequisite Charms: Resplendent Artisan Approach

One of the first lessons learned by an Exalted craftswoman is that tools are, to a large extent, an illusion. It is the force of will that drives the act of creation, not the material items one uses to shape things. The Dragon-Blood's hands can function as any handheld tool she desires; hammering nails with her fist, driving screws with her fingertips or planing wood with her palm. While this Charm is active, she always counts as possessing any Exceptional Equipment tools she could feasibly replicate with her hands, and she can replicate suitable tools to assist in a destructive Feat of Strength.

Sidebar: Craft-Specific Charms

Some Charms, like Stone-Carving Fingers Form, enhance working with particular materials or producing particular things. These Charms can only be used with Craft abilities that could logically be used for the stated purpose. Stone-Carving Fingers Form could benefit from (Sculpture), (Siegecraft) or (Gem-cutting), but not (Brewing) or (Blacksmithing).

Stone-Carving Fingers Form

Cost: 4m; **Mins:** Craft 2, Essence 1

Type: Supplemental

Keywords: None

Duration: One Task

Prerequisite Charms:

Shaping Hand Style

The dragons are beloved by the earth, and find it easy to shape in their hands. Using Stone-Carving Fingers Form, the Dragon-Blood can craft any basic project from rock or earth in under a minute, while Major projects take at most an hour. More complicated projects are not meaningfully hastened.

Many Scales of the Dragon

Cost: -; **Mins:** Craft 3, Essence 1

Type: Permanent

Keywords: Aspected, Bridge

Duration: Permanent

Prerequisite Charms: Shaping Hand Style OR any two Craft Charms of another Aspect

Although they tend to specialize in their chosen fields, the Terrestrial Exalted nonetheless have a deep and comprehensive intuition of the elements. Upon learning this Charm, the Exalt immediately gains a Craft rating of

1 in any and all Crafts associated with her elemental Aspect.

Air: Mystical, decorative or precisely engineered items - precision mechanics, glassmaking, mapmaking, talismans.

Earth: Creating buildings or large objects, working with stone - architecture, siegecraft, geomancy, sculpture.

Fire: Art, metalwork, creating objects using fire - Various metalsmithing crafts, ceramics, baking.

Water: Cooking or mixing any liquid components - Brewing, cookery, painting, alchemy.

Wood: Working with natural plant and animal materials - Shipwrighting, tanning, bowyer, horticulture.

This list is non-exhaustive, and there is natural overlap between elemental specialities. If a Dragon-Blooded artisan comes across a situation where he would benefit from a suitable Craft Ability that conforms to his element, she may learn it immediately. As an added benefit, she may cross-apply any specialities she knows in her aspected Craft Abilities; for example, an Earth Aspect with a Craft (Architecture) speciality in Stone-Hardening Techniques can apply that speciality to her Craft (Sculpture) rolls where appropriate. Craft (Artifact) cannot be learned with this Charm, but the Dragon-Blood can always cross-apply specialities from her elemental Craft Abilities with Craft (Artifact) when using them in artifact crafting.

At *Essence 3 +*, the Dragon-Blood may repurchase Many Scales of the Dragon to encompass knowledge of a second Aspect, provided she knows two Craft Charms of the other Aspect and uses them as prerequisites.

Apperception of Wondrous Form

Cost: -; **Mins:** Craft 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many Scales of the Dragon

With this Charm, the Exalt blends diligent study with intuitive understanding and reaches towards mastery of her discipline. The experience cost required to increase any Craft appropriate to any version of Many Scales of

the Dragon she knows is reduced to Current Rating, rather than Current Rating x2 or (Current Rating x2) -1. Whenever she raises one of these Crafts to 5, she immediately rolls (Craft + Intelligence) and gains a number of *sxp* equal to the successes and a point of *gxp* for every 10, as her newfound mastery fills her with inspiration.

Ramparts of Obedient Earth

Cost: 5m; **Mins:** Craft 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Stone-Carving Fingers Form

With but a thought, the earth rises and falls at the command of the Exalted builder. In a single action, this Charm can raise an earthen bulwark or dig a trench within close range out of natural, unworked ground that can be used for heavy cover or carve a tunnel five feet wide through one range band of natural earth and rock.

Ramparts of Obedient Earth can't damage crafted structures directly, but its tunnels can undermine them with repeated use.

Roaring Dragon Foundry

Cost: 10m, 1wp; **Mins:** Craft 3, Essence 2

Type: Supplemental

Keywords: None

Duration: One Task

Prerequisite Charms: Many

Scales of the Dragon

Terrestrial master artisans lead the great foundry-halls and workshops of the Realm, furnishing her legions with steel, launching the fleets of her navies and raising public works in her name. When working on a superior large-scale project (p.243), the Dragon-Blood gains non-Charm bonus dice equal to the Size of the battle group that could be formed from all of those assisting her with a relevant Craft at 2 + . The gold experience required at each interval is lowered by the same amount.

Head and Hands Cohesion

Cost: 5m; **Mins:** Craft 4, Essence 2

Type: Supplemental

Keywords: None

Duration: One Task

Prerequisite Charms: Roaring Dragon Foundry

With a dedicated team of assistants behind her, the Terrestrial smith is equal to all but the most arduous tasks. While undertaking a superior project, the Dragon-

Sidebar: But I already bought it...

Sympathetic Storytellers should consider awarding players who have already bought Craft Abilities that they could have learned with Many Scales of the Dragon or discounted with Apperception of Wondrous Form an appropriate rebate of Terrestrial Experience at the end of the story in which they learn those Charms.



Blood gains a number of free major slots for its duration equal to the number of skilled (Craft 3 +) assistants that aid her, to a maximum of her Essence. This Charm can only benefit one project at a time.

Additionally, a Dragon-Blood who knows this Charm may contribute more effectively to the works of others. If she completes a project that is instrumental to a project being planned by someone else, she can donate any of her craft experience rewards to that person if she wishes.

Patience of Stone

Cost: 6m, 1wp; **Mins:** Craft 4, Essence 3
Type: Supplemental
Keywords: None
Duration: One Task
Prerequisite Charms: Many Scales of the Dragon

Patience is among the many virtues of the element of earth, and Terrestrial artificers often labour for years over their greatest works to achieve their desired perfection. By increasing the minimum time worked on a superior project by 50%, the Dragon-Blood adds half her Essence rounded up to its terminus. She gains no crafting experience rewards for leaving these extra rolls unused at the completion of the project.

Jade Soul Awakening

Cost: 10m, 1wp, 10wpx; **Mins:** Craft 4, Essence 3
Type: Simple
Keywords: Salient
Duration: Instant
Prerequisite Charms: Patience of Stone

Once per story, the Exalt may awaken an Evocation of one of the artifacts she created using white experience. She merely needs to spend a few moments studying the artifact, and the power is released by her understanding. Whomever is currently attuned to the artifact can use the Evocation from then on.

Shale and Diamond Architecture

Cost: 5m; **Mins:** Craft 4, Essence 3
Type: Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Ramparts of Obedient Earth

There is a reason that the Imperial City survived as Creation's greatest metropolis for centuries. The Dragon-Blood imparts the quiet solidity of her earthly Essence into a building, bridge, statue or other permanently fixed edifice she has constructed primarily from stone. The structure will never be fundamentally damaged by hurricanes, earthquakes or other natural events, and its stonework will never be eroded by time.

The difficulty to damage it intentionally increases permanently by her Essence.

Pasiap Sleeps Fitfully

Cost: 5m, 1wp, 1a; **Mins:** Craft 4, Essence 3
Type: Simple
Keywords: None or Decisive-Only
Duration: Instant
Prerequisite Charms: Ramparts of Obedient Earth

The battlefield is clay to the Children of Pasiap, and they are sculptors without peer. Using this Charm, the Dragon-Blood reaches into the earth with her Essence and alters an area of ground within short range, affecting everything within close range of the target point.

- **Quartz Talon Method:** Razor-sharp rocks and crystals spring from beneath the ground, leading to a jagged tangle of spikes that cut and tear those nearby. This obstacle inflicts an environmental hazard of Difficulty 4, damage 3L/Round on anyone moving through, into or out of the area.
- **Desert Rose Petals:** The area is engulfed in fine dust or sand that sweeps out of the ground. Visibility through the range band is reduced to zero, inflicting a -3 penalty on any sight based actions made in or out of the cloud.
- **Grasp of the Earth:** The area dissolves into knee-deep mud and becomes difficult terrain.

The Dragon-Blood may instead use this Charm on an enemy within Short range, rolling (Craft + Wits) using any Craft suitable for shaping the earth to inflict a decisive attack that can execute any form of non-damaging gambit, like Distracting an enemy with a tremor or Disarming him by trapping his weapon in a sudden fissure. For this Charm to be effective, both the Dragon-Blood and her opponent must be standing on the ground, and the ground must be earthen; she can warp palace paving stones, but not the wooden deck of a ship.

Mountain-Carving Stance

Cost: 15m, 1wp, 10sxp; **Mins:** Craft 4, Essence 4
Type: Simple
Keywords: Salient
Duration: Instant
Prerequisite Charms: Pasiap Sleeps Fitfully

With a grandiose gesture, this Charm allows the Exalt to craft a stone structure in a single action, rolling to complete a major project on the spot without using a project slot. The ground trembles and splits as the

finished structure rises slowly out of the depths of the earth on an unworked plot of land.

Knowledge of this Charm enhances use of Stone-Carving Fingers Form, allowing it to speed large-scale superior projects to a week at most.

Buried Dreams Imagined Anew

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

Type: Reflexive

Keywords: Salient

Duration: Instant

Prerequisite Charms: Patience of Stone

The Exalt sees the design she wishes to bring to fruition in her mind's eye, and sees many paths to the completion of her goal. Once per season, during an extended Craft roll, the Dragon-Blood may abandon and re-evaluate her project with this Charm. The extended roll ends, but rather than failing the project, she may immediately begin the project again. She requires only half of the original crafting time on this repeat attempt as she reworks her previous efforts.

Jade Crystal Perfection

Cost: 5m; **Mins:** Craft 5, Essence 4

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Patience of Stone

With refined and parsimonious movements, the Terrestrial artisan carries out her work with exquisite care and efficiency. Double 9s on any Craft roll. If used during an extended Craft roll, each 10 on the roll cumulatively lowers the crafting experience cost for subsequent rolls in the project by one, to a minimum of five.

Opened World Inspiration

Cost: 5gxp; **Mins:** Craft 5, Essence 5

Type: Supplemental

Keywords: Salient

Duration: Instant

Prerequisite Charms: Jade Crystal Perfection, Buried Dreams Imagined Anew

At the apex of her craft, the Exalt feels flashes of inspiration that guide her hands in pursuit of ever greater works. Once per superior or legendary project, the Dragon-Blood may pay 5gxp to increase the number of dice that can be rerolled with the Craft excellency by her Craft and double 8s on all rerolled dice. If this provides enough successes to conclude the project, she doubles any craft experience rewards for remaining crafting intervals and gains a bonus point of white experience.

Fire Craft

Steel-Tempering Method

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

In any craft project that would normally require an oven, kiln, forge or other fire, the Dragon-Blood can use her anima instead. Basic and major projects made with this method never take more than a day of work to complete. If the Dragon-Blood uses normal tools in addition to this Charm, the cost is reduced to 2m.

Forge of Burning Passion

Cost: 4m; **Mins:** Craft 3, Essence 1

Type: Supplemental

Keywords: None

Duration: One Task

Prerequisite Charms: None

The Children of Hesiesh are nothing if not passionate about their work. When working on a basic or major project that furthers or protects one of her Major or Defining intimacies, she may use this Charm to inspire herself to work on it vigorously and to the exclusion of all else. The project is completed in half its normal time, and always counts as being completed exceptionally well, even if the Exalt failed to exceed the difficulty of the project by three. Until the project is completed or abandoned, the Dragon-Blood counts as having a Major emotional intimacy towards it, as though she has been subjected to a successful inspire action to work on it.

Resplendent Scales Glimmering (What Fashion Has Wrought)

Cost: 5m; **Mins:** Craft 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Forge of Burning Passion

Using this Charm requires that an ally of the Dragon-Blood in her presence is wearing a visually distinctive product of one of her Craft projects, be it a tailored dress, a suit of ceremonial armour or an ostentatious set of jewelry. When the beneficiary makes a social influence roll to inspire, instill or threaten, the Dragon-Blood may activate this Charm to assist him. Roll the Dragon-Blood's (Charisma + Craft) against the Resolve of the beneficiary's target, adding a non-Charm success if the worn crafted object is an artifact. If successful, the beneficiary briefly gains a number of points of



Appearance equal to the threshold successes for the purposes of the influence.

Master Artisan's Favour

Cost: -; **Mins:** Craft 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Forge of Burning Passion, Steel-Tempering Method

The great smiths among the Dragon-Blooded host are repaid in the gratitude of their peers and subjects. When the Exalt gains crafting experience from creating or strengthening an intimacy with a basic or major project, she gains double experience as though she had completed two crafting objectives. The first time she calls upon an intimacy that she created or strengthened in this way with a social influence roll, she gains the Craft Ability that she used in non-Charms bonus dice.

At Essence 4 +, she gains an additional white experience point for completing a superior project and creating or strengthening an intimacy with it. In addition to the non-Charms bonus dice on the social influence roll, she gains one non-Charms success.

Dazzling Virtuoso Style

Cost: 5m; **Mins:** Craft 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Forge of Burning Passion

The Dragon-Blood creates a work of visual art as a major project, be it a sculpture, painting or other medium. Her passion for her work shines through and touches those who look upon it. Anyone who studies the artwork intently is subject to social influence to instill one of the Dragon-Blood's emotional intimacies. This interaction follows the rules of written social influence, save that it uses the Exalt's Craft Ability instead of Linguistics.

Refulgent Spark Attitude

Cost: -; **Mins:** Craft 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Master Artisan's Favour

Once per day, the Dragon-Blood can gain two free bonus dice on a Craft roll plus additional bonus dice equal to the intensity of the intimacy the Craft project's creation would support. If used to enhance social Craft rolls from other Charms, she can instead use any emotional intimacy she bears towards the target of the influence.

Air Craft

Flaw-Finding Examination

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

With a keen analytical eye, a Child of Mela can observe the functions and faults of any crafted object. She studies an object within short range, rolling (Craft + Perception) at a difficulty of the target object's Resources value or (Artifact or Hearthstone rating + 3). N/A artifacts and any product of First Age artifice carry a difficulty of 10. The Dragon-Blood can only gain information on the products of superior and legendary craft projects if she meets the prerequisites to undertake those projects herself, and she can only analyse small parts of large scale projects, like the mainmast of a ship or gate of a great palace. On successfully analysing an object, the Exalt gains the following benefits:

- She learns the function and purpose of the object, including the nature of a mysterious artifact. Analysis of N/A artifacts yields only vague but interesting hints as to the artifact's true purpose.
- Any feat of strength to destroy the object gains the Exalt's Essence in non-Charms bonus dice by taking advantage of its inherent structural weak points. She can instruct an ally about the object's weaknesses as a miscellaneous action to allow them to take advantage of this bonus.
- She learns of any damage, defects, missing components or other problems with the function of the object.
- She can carry out the analysis required to destroy a hearthstone in a matter of minutes, rather than days.

Terrestrial Reconstruction Prana

Cost: 4m, 1wp; **Mins:** Craft 3, Essence 1

Type: Supplemental

Keywords: None

Duration: One repair

Prerequisite Charms: Flaw-Finding Examination

After examining a damaged object with Flaw-Finding Examination, the method required to rectify the flaw becomes intuitively obvious. Using this Charm in conjunction with Flaw-Finding Examination immediately opens a free major Craft project which can only be used to repair a damaged object. While using this slot, she can



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conduct the repairs of a damaged basic or major project in minutes, and requires only half the number of silver experience.

At Essence 3 +, this Charm can open a superior project slot for repairs.

At Craft 5 +, Essence 4 +, it can open a legendary project slot. The time required to repair superior projects is halved, rather than being reduced to minutes. Legendary repair projects are not hastened by this Charm.

Diligent Engineer Discipline

Cost: 5m; **Mins:** Craft 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Flaw-Finding Examination

Through the use of this Charm, a Terrestrial savant may pen a technical manual or set of instructions that encapsulate the details a project, to better allow others to rectify it should it go awry. Anyone referring to this document in future may use the Terrestrial's relevant Craft Ability ratings and Specialities for the purposes of repairing it or studying its function. The manual does not confer knowledge of other Abilities required to repair advanced magical projects.

Sorcerer-Savant's Revelation

Cost: 4m, 1wp; **Mins:** Craft 3, Essence 2

Type: Supplemental

Keywords: None

Duration: One Task

Prerequisite Charms: Flaw-Finding Examination, Terrestrial Circle Sorcery

From the savants of the Heptagram to the Wai Tan-Junai of Lookshy and the fell powers of the Forest Witches, the sorcerers among the Dragon-Blooded are among the most prolific artisans of wonders in the Age of Sorrows. When she describes a stunt incorporating one of her spells into the creation of an artifact or manse, the terminus of the project increases by one.

Charm of Lesser Unmaking

Cost: 5m; **Mins:** Craft 3, Essence 2

Type: Simple

Keywords: None

Duration: One Task

Prerequisite Charms: Flaw-Finding Examination

The Dragon-Blooded artisan comprehends the principles behind the construction of an object, and after using Flaw-Finding Examination on an object, she may deconstruct it just as easily. Using whatever tools and project slots that would be required to construct the object, she can reverse the process of crafting, rolling

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using the appropriate Craft after one minute of frenetic work. The end result is a neatly stacked pile of the object's base components; metal ingots, planks of wood, pots of paint and so on. This deconstruction costs no crafting experience and offers no rewards beyond the yielded components. The Exalt cannot deconstruct artifacts and other magical objects using this Charm, and can only render down small parts of large-scale superior projects she has analysed using major project slots.

Charm of Greater Unmaking

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

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Charm of Lesser Unmaking

After using Flaw-Finding Examination on an object previously in the scene, the Dragon-Blood need merely touch it to destroy it utterly. The object cracks like ice and then explosively vaporizes into its component elemental ephemera. Fine steel is blasted into wisps of flame, steam and rocky shrapnel. An iron-shod fortress gate is reduced to a cloud of ore and wood dust. In combat, this is a difficulty 5 gambit executed with a hand-to-hand combat Ability of the Exalt's choice. Any enemy in the immediate proximity of the blast, such as an opponent on a disintegrating section of fortress wall or wearing exploding armour, suffers environmental damage as though they were briefly immersed in a bonfire and is immediately knocked prone.

As with the Charm of Lesser Unmaking, artifacts and other objects of powerful magic cannot be destroyed using this Charm, although the shock of the attempt causes the same knockdown and environmental damage, and will disarm an artifact weapon as per the disarm gambit.

Water Craft

Master Cuisinier's Illumination

Cost: -; **Mins:** Craft 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Dragon-Blood is a master chef, feted in high society and beloved by those she graces with her talents. The Dragon-Blood doubles 9s on all Craft rolls to make a culinary project. Furthermore, when an individual or group is presented with the product of one of her Major or greater culinary Craft projects, she may make an immediate (Charisma + Craft) inspire action to elicit an

emotional response. On a success, she gains Craft rewards as though she instilled an intimacy if she had not done so already.

Life-Bearing Cornucopia Method

Cost: 3m; **Mins:** Craft 3, Essence 1

Type: Simple

Keywords: None

Duration: One Day

Prerequisite Charms: Master Cuisinier's Illumination

Armies march on their stomachs, and the Dragon-Blood's provisions sustain them better than most. During the day after activating this Charm, anyone who eats a meal prepared by the Terrestrial suffers no hunger penalties. Anyone inspired to good morale by the (Charisma + Craft) roll of Master Cuisinier's Illumination enjoys a bonus point of Resolve on any rolls to resist threaten actions or other sources of fear and a bonus die to any Resistance rolls to resist disease or exhaustion.

Fit for an Empress

Cost: -; **Mins:** Craft 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Master Cuisinier's Illumination

While sharing a meal that she prepared, the Dragon-Blood can instill a positive intimacy towards herself rather than making an inspire action with Master Cuisinier's Illumination using her (Craft + Speciality) in place of her Appearance.

Gourmet Hunter's Divine Repast

Cost: 15m, 1wp; **Mins:** Craft 4, Essence 3

Type: Simple

Keywords: None

Duration: One Task

Prerequisite Charms: Fit for an Empress, Life-Bearing Cornucopia Method

The Dragon-Blood may attempt to create a truly legendary feast, reaching beyond the bounds of natural culinary skill and unlocking the mystical potential of her ingredients. The Exalt begins a superior culinary project using the rules of a large-scale project (p. 243). She must have prepared suitably exceptional ingredients for her feast; meat from the most dangerous and exotic magical beasts, fruit from the gardens of gods, strange prodigies from the depths of the Wyld, and so on. In the hands of a Terrestrial master, even the most volatile and toxic ingredients can be rendered into exquisite delicacies provided she sees some potential for flavour. The result is a magnificent banquet of a kind storied for generations; the Exalt gains her Essence in non-Charm

bonus dice on the inspire action of Master Cusinier's Illumination.

As the feast commences, the player and Storyteller should work together to determine a unique blessing or miracle endowed by the magical ingredients of the feast and the Terrestrial's matchless skill. As a rough guideline, these magics should be equivalent to a sorcerous working of the Terrestrial circle. Perhaps a feast of manticore haunch fills an Imperial Legion with resolve against their foe, granting them perfect morale in the upcoming battle with the Fair Folk horde. A wine brewed from the golden grapes of a Wood Dragon's grove might draw the attention of godly connoisseurs from heaven itself, willing to grant blessings of beauty and fertility in return for a sip of the rare vintage. Whatever the case, the blessing, as with even the finest of food, is transitory, and fades after a month at most.

Wood Craft

Cultivation and Rebirth Practice

Cost: -; **Mins:** Craft 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

What dies feeds new life, and what is young grows in the shadow of the old. On a major or greater crafting project, a 10 rolled on on a die rerolled by any means generates a point of silver experience, to a maximum of (Essence) xp per roll. If the Dragon-Blood fails a project, she recovers (Essence + 1) expended crafting experience of the appropriate type.

Pumpkin Wagon Style

Cost: 4m; **Mins:** Craft 2, Essence 1

Type: Supplemental

Keywords: None

Duration: One Task

Prerequisite Charms: Cultivation and Rebirth Practice

When shaping an object from wood or plants, the Dragon-Blood requires no tools as her material warps and stretches into the desired shape in response to her Essence. Basic projects take only minutes, while major projects take no more than an hour.

A repurchase at Craft 4 + , Essence 3 + allows the Charm to enhance large-scale superior projects, halving the required time.

Ten Seasons Growth Meditation

Cost: 5m, 5xp; **Mins:** Craft 3, Essence 2

Type: Supplemental

Keywords: Salient

Duration: Instant

Prerequisite Charms: Cultivation and Rebirth Practice

The Dragon-Blood coaxes a living plant into shape, and it obeys with explosive speed. Within a minute, a planted seed has sprouted into a young fruit-bearing tree, or a creeper of ivy has spread to provide a useful ladder. In addition to the amazing speed of the growth, the plant grows into the precise shape the Exalt desires, forming bridges, stairs and barricades as needed. Altering the plant requires a (Craft + Manipulation) roll at a difficulty of crafting the desired object as an ordinary Basic or Major project, though she gains no crafting experience for its completion. The miraculous growth carries a downside; the enhanced plant withers and dies within weeks, and its seeds, nuts and spores are made sterile and unable to bear new life.

DODGE

Fire Dodge

Threshold Warding Stance

Cost: 1m; **Mins:** Dodge 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Fire Dragon bobs and flickers like a guttering candle, avoiding attacks even when an enemy thinks they have her cornered. After an attack has been rolled, the Dragon-Blood can use Threshold Warding Stance to negate one point of penalty to her Evasion. If this change allows the Dragon-Blood to evade the attack, she gains a point of Initiative, and the effect is extended to One Action.

At Dodge 4 + , Essence 3 + , Threshold Warding Stance gains the Stackable keyword, allowing the Dragon-Blood to activate it a second time to negate two points of penalty.

Steel and Shadow Dance

Cost: 1m; **Mins:** Dodge 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One Action

Prerequisite Charms: Threshold Warding Stance

When the Dragon-Blood applies her Evasion against an attack, she does not suffer from any points of onslaught which she accrued from attacks which she attempted to Parry instead, and vice versa. This Charm can be used to enhance the defenses of other Abilities.



Hopping Firecracker Evasion

Cost: 2m, 2i; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Threshold Warding Stance

With agility heightened by the leaping flames of her Essence, the Dragon-Blood darts away from her attackers before they can react. When the Dragon-Blood is attacked and successfully Dodges, she can immediately make a reflexive move away from her attacker without disengaging.

Flickering Candle Meditation

Cost: 1m, 1i; **Mins:** Dodge 2, Essence 1

Type: Reflexive

Keywords: Perilous, Stackable

Duration: Instant/Until Hit

Prerequisite Charms: None

As the Dragon-Blood dances away from harm, her movements become increasingly erratic and unpredictable, making her almost impossible to hit. Each use of this Charm raises the Exalt's Evasion against a single attack by one. Each time she activates Flickering Candle Meditation she reduces the Initiative cost of other Dodge Charms until she is next hit with a **decisive** attack, she is crashed or until the scene ends, to maximum discount of 3. While the discount is at 3, she can dodge attacks if her Evasion equals the successes of the attack.

Vanishing Spark Defiance

Cost: 2m, 2i; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Threshold Warding Stance, Flickering Candle Meditation

The Terrestrial can reflexively assume a Full Defence action in response to an attack. This consumes her action for the turn, or her action for next turn if she has acted already. Using Vanishing Spark Defiance sheds all of the Dragon-Blood's current onslaught penalty.

Virtuous Negation Defence

Cost: 2m, 1i; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Threshold Warding Stance, Flickering Candle Meditation

When her allies are in danger, the Dragon-Blood leaps into the fray, dancing between the combatants and drawing otherwise lethal blows to miss their mark. In

response to an attack against an ally within close range, the Terrestrial can make a reflexive Defend Other action, applying her Evasion instead of her Parry. If the Dragon-Blood's ally is currently suffering from a Defence penalty of -3 or greater, Virtuous Negation Penalty costs no Initiative.

Safety Among Enemies

Cost: 3m, 1wp; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Virtuous Negation Defence

In close-quarters combat, a reckless opponent is sometimes as likely to hit an ally as the intended target. The Exalt can make this likelihood into a certainty. This Charm must be declared before an attack is made. Upon a successful dodge, the Dragon-Blood redirect an attack made against her to any other target within close range.

Dancing with Ashes

Cost: 2m; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Dual

Duration: One turn

Prerequisite Charms: Threshold Warding Stance

This Charm can be used after the Dragon-Blood is struck with an attack but before damage is rolled. Each 1 on the attacker's damage roll allows the Dragon-Blood to ignore one point of penalty to her Evasion until her next turn, including the onslaught penalty caused by the current attack. This defence is proactive; if her opponent rolls more 1s than she has points of penalty, she can ignore that many new points of penalty she receives before her next turn. If the attack is **decisive**, reducing her current penalty to 0 also grants her a point of Initiative.

Warding Fire Maneuver

Cost: 4m, 1i; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Until Hit

Prerequisite Charms: Virtuous Negation Defence

The Exalt aggressively hounds her foe, keeping pace with all of his movements and giving him no room to maneuver or threaten her allies. Until she is next struck with a **withering** or **decisive** attack, the Dragon-Blood can use Virtuous Negation Defence for free to defend her allies from attacks by a specific enemy within close range. If her chosen opponent attempts to disengage, she may contest the roll with (Dexterity + Dodge) and gains bonus dice equal to her Essence.

Playing with Fire Attitude

Cost: 2m, 1i; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Vanishing Spark Defiance

After dodging a **decisive** attack that leaves the attacker with lower Initiative than the Dragon-Blood, she may activate this Charm. Her first **withering** or **decisive** attack against the attacker before the end of her next turn is made unexpected.

Smoldering Karma Strike

Cost: 3m; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-Only

Duration: Instant

Prerequisite Charms: Steel and Shadow Dance, Playing with Fire Attitude

After being struck by a close range **withering** attack that she attempted to dodge, the Exalt can make a **decisive** counterattack with her remaining Initiative using any combat Ability. If she incapacitates her opponent with this attack, she regains her current Initiative discount from Flickering Candle Meditation in Initiative when she resets to base.

Consuming Flame Defence

Cost: 5m, 1a; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: Flickering Candle Meditation

The Dragon-Blood intensifies her anima into a roaring column of flame, making attacking her directly a perilous proposition. Against attacks from short or longer range, the fiery aura offers heavy cover as incoming projectiles are buffeted away or incinerated by the flames. Anyone who attacks her at Close range and misses suffers unsoakable **withering** damage dice equal to the number of successes by which the attack failed to meet her Defence. The Dragon-Blood does not gain any Initiative from causing this damage, but she does gain Initiative Break if her flames crash her attacker.

While Consuming Flame Defence is active, the Dragon-Blood regains any Initiative she spends on Flickering Candle Meditation when she successfully dodges an attack using it.

Unassailable Body of Fire

Cost: 6m, 2a, 1i + ; **Mins:** Dodge 4, Essence 3

Type: Reflexive

Keywords: Perilous, Decisive-Only

Duration: Instant

Prerequisite Charms: Consuming Flame Defence

The Dragon-Blood briefly transmutes a part of her body with the flames of her anima, allowing otherwise lethal attacks to pass harmlessly through her. For each point of Initiative spent, the Dragon-Blood negates one level of damage she suffered from a successful **decisive** attack, to a maximum of her Dexterity plus the number of 1s and 2s on the damage roll. If she avoids all damage with this Charm, she briefly transforms her body entirely into flame as the attack passes harmlessly through her as she becomes a humanoid conflagration indistinguishable from her anima. She counts as having successfully dodged the attack, and can activate Consuming Flame Defence without paying the anima level cost, immediately inflicting her Essence in **withering** damage dice. Once per scene, unless reset by crashing or reverting to base Initiative and building back up to 15 + without being hit.

Flare of Promised Victory

Cost: 1a; **Mins:** Dodge 5, Essence 3

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Smoldering Karma Strike, Consuming Flame Defence

The Children of Heshesh face down terrible foes, from rogue godlings to the terrible Anathema, but their hearts are equal to any challenge. When faced with a **decisive** attack by an opponent with 20 or more Initiative, the Fire Dragon can expend an anima level to briefly push herself beyond her limits, expanding the amount by which she can increase her Evasion with Charms by her Essence. Once per scene, unless reset by dodging another decisive attack without the benefit of this Charm.

Evasive Elemental Dispersion

Cost: (+ 3m); **Mins:** Dodge 5, Essence 3

Type: Reflexive

Keywords: Counterattack

Duration: Instant

Prerequisite Charms: Unassailable Body of Fire, Hopping Firecracker Evasion

This Charm can only be activated when the Dragon-Blood avoids the full damage of an attack with Unassailable Body of Fire and then retreats using Hopping Firecracker Evasion. Paying three extra motes, she leaves behind a fiery copy of her anima-self in her former position as she flashes away. The blazing facsimile persists for a split second before wavering and exploding in a roaring burst of flame. This is resolved as

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a **withering** counterattack on all enemies who were formerly engaged with her, rolled using her (Dexterity + Dodge) with her Essence in bonus dice and using the traits of a light artifact melee weapon. The Dragon-Blood gains a maximum amount of Initiative from this area attack equal the amount she spent on Unassailable Body of Fire. If she recovers this full amount, Unassailable Body of Fire's once per scene trigger is reset.

Meteor Shower Cascade

Cost: 3a; **Mins:** Dodge 5, Essence 4

Type: Reflexive

Keywords: None

Duration: One Turn

Prerequisite Charms: Unassailable Body of Fire, Virtuous Negation Defence

The Dragon-Blood vanishes with the flames of her anima, becoming a fiery phantom flitting like a guttering flame, difficult to see, near-impossible to strike. For the following turn, the Dragon-Blood's capabilities in dodging are greatly increased.

- The range of Virtuous Negation Defence extends to short range as she darts around and through her foes, disrupting their attacks.
- Threshold Warding Stance can ignore up to her Dexterity in penalty.
- Her fiery form fuels her Charms, allowing her to ignore the anima cost for any other Fire Dodge Charms.
- By expending 5i on a use of Unassailable Body of Fire, the Dragon-Blood can unfailingly dodge any source of uncountable damage. If the damage is ongoing, this protection lasts for the remainder of the turn.
- While this Charm is active, she may use Unassailable Body of Fire and Flare of Promised Victory without counting as their one use per scene and without triggering their reset condition.

Meteor Shower Cascade can be used only once per scene.

Air Dodge

Enigmatic Afterimage Focus

Cost: 3m; **Mins:** Dodge 1, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's lightning fast movements displace her image until she appears to be in two places at once.

After successfully dodging an attack, the Dragon-Blood can activate this Charm to wrong-foot her opponent by revealing that he struck a fleeting illusion. She ignores the onslaught penalty of the attack, and instead inflicts it on her opponent as though he were attacked instead.

Shape Without Substance

Cost: 2m; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Enigmatic Afterimage Focus

By the time the Dragon-Blood's adversary realizes he is battling with an illusion, she has already departed. She can make a Disengage action with illusory misdirection by opposing her opponent's (Perception + Awareness) instead of (Dexterity + Athletics). If she succeeds by a threshold of two or more, she loses no Initiative in the attempt.

Gone in a Flash

Cost: 5m; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Shape Without Substance

After succeeding on a Disengage action, the Dragon-Blood can make a reflexive (Dexterity + Stealth) action to conceal herself with a number of bonus dice equal to the amount by which she beat her opponent on the Disengage contested roll.

Elusion of Discarded Form

Cost: 1m per 1i; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Enigmatic Afterimage Focus

Flickering afterimages dance maddeningly around the Terrestrial's opponent, goading him into wasting effort chasing the dream of victory. On successfully dodging an attack, the Dragon-Blood may use this Charm to steal up to a number of points of Initiative equal to the onslaught penalty her attacker shed at the start of his turn, paying one mote per point stolen. If Enigmatic Afterimage Focus is used as well, the limit includes the onslaught from the current attack.

Earth-Reducing Reversal

Cost: 3m; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-Only

Duration: Instant

Prerequisite Charms: Elusion of Discarded Form

After a final desperate attack lands home, the Dragon-Blood vanishes. Only too late does her attacker realize she now stands on his blind side with weapon poised. After dodging a close range decisive attack that leaves the attacker's Initiative beneath the Terrestrial's own, she may immediately respond with her own **decisive** counterattack using any combat ability.

Lunging Nowhere Method

Cost: 2m; **Mins:** Dodge 4, Essence 2

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Elusion of Discarded Form

The Exalt seems to leap towards her opponent, but it is another illusion, a feint designed to throw him off balance. The Exalt can make a (Dexterity + Dodge) **decisive** attack to generate a distract gambit. She gains Dexterity extra dice on the gambit activation roll, and for every 10 she rolls she recovers a point of Initiative spent on the gambit.

Paths Gone Elsewhere

Cost: 3m; **Mins:** Dodge 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Shape Without Substance

Lose sight of an Air Dragon only for an instant, and she is gone. Whenever the only combatant in close range with the Dragon-Blood moves or is moved away, she may immediately make a reflexive move away from him. This

Charm only functions if no opponents are left in close range of the Dragon-Blood.

Wood Dodge

Incipient Violence Understanding

Cost: 2m; **Mins:** Dodge 2, Essence 1

Type: Reflexive

Keywords: Stackable

Duration: One Scene

Prerequisite Charms: None

The Exalt intuitively senses the hesitation or killing intent of her opponent and can react accordingly to evade his attacks. After successfully evading an attack, the Exalt can use this Charm to gain a pool of banked Evasion points equal to the strength of the strongest intimacy her attacker feels towards her (2 for minor, 3 for major, 4 for defining). She may apply these Evasion points to improve her Defence at one-for-one rate against any future attacks by that opponent during the scene. This Charm can only be used once per combat against each opponent, but can be active against multiple opponents simultaneously. Strong emotions invoked by the Dragon-Blood's inspire actions count as a major intimacy towards the Dragon-Blood for the purposes of this Charm.

As the Ivy Blossoms

Cost: 2m; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Counterattack

Duration: Instant

Prerequisite Charms: Incipient Violence Understanding



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When in full defence, the Dragon-Blood can respond to any attack she dodges with a reflexive social influence against her attacker. If the attacker is currently targeted with Incipient Violence Understanding, her attempt gains a number of bonus dice equal to the successes by which her target failed to hit her. The exact nature of the social influence is up to the player; perhaps the Exalt gives witty retorts or incisive criticism of technique as she avoids her opponent's blows, or maybe she incorporates a hypnotic dance into her movements as an inspire action. This Charm can be used in conjunction with Charms of other Abilities.

Butterfly Tends the Lily

Cost: 1m; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: As the Ivy Blossoms

Whenever she dodges an attack that rolls at least three 1s or dodges any attack when in Full Defence, the Exalt can spend 1m to add another point to the Evasion pool of Incipient Violence Understanding associated with the attacker. Alternatively, she may use Butterfly Tends the Lily to add three points of Evasion to an active pool created by Incipient Violence Understanding whenever she successfully creates or strengthens an intimacy or inspires strong emotions in an attacker.

Fleeting Autumn Petals

Cost: 1m; **Mins:** Dodge 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: As the Ivy Blossoms

After too brief a time together, the Wood Dragon must depart. When making a disengage action, her opponent suffers a penalty to his contesting dice pool equal to his highest intimacy towards her. As per As the Ivy Blossoms, emotions inspired by the Exalt count as a Major intimacy.

Ten Willows Wisdom Strike

Cost: 1wp; **Mins:** Dodge 3, Essence 2

Type: Supplemental

Keywords: Dua

Duration: Instant

Prerequisite Charms: Butterfly Tends the Lily

After spending some time engaged with an opponent, observing them and avoiding their attacks, the Wood Dragon notes the minute flaws in their form that will lead to their downfall. An attack enhanced by this Charm gains a number of bonus dice equal to the number of consecutive actions the Dragon-Blood has spent at close

range with her opponent during which she has not attacked or been hit, to a maximum of her Dodge. If the Dragon-Blood activates the relevant excellency's rerolls, she gains a like number of dice that can be rerolled without spending motes, subject to the normal cap of Essence, and rerolled dice gain double 8s. If the attack hits, a **withering** attack gains the same amount of post-soak damage dice and doubles 9s, while a **decisive** attack gains the same amount in raw damage and double 10s. This Charm can be combined with Charms of other Abilities.

INTEGRITY

Earth Integrity

Sleep of Stones Trance

Cost: -; **Mins:** Integrity 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Exalt assumes a meditative position and becomes perfectly still, clearing her mind of all thought and assuming the somnolence of stone. After an hour or more spent in meditation, the Dragon-Blooded negates all penalties to fatigue and gains a point of Willpower point as though she had a full night's sleep. This bonus point of Willpower can be gained only once per day. This does not prevent her from actually sleeping later or from regaining a point of Willpower from a true night's rest.

Breath of Earth Trance

Cost: -; **Mins:** Integrity 3, Essence 1

Type: Permanent

Keywords: Brotherhood

Duration: Permanent

Prerequisite Charms: Sleep of Stones Trance

The character sinks into deep meditation, opening her consciousness and soul to the breath of the Elemental Dragons flowing through the world. Each hour she spends in meditation she gains double the normal rate of mote respiration, usually 20 motes per hour. If she meditates in a demesne or manse, or upon a socketed hearthstone, she doubles the motes gained from that source also.

Brotherhood: The Dragon-Blood can lead her sworn brothers in meditation to grant them the advantage of this Charm and its prerequisite.

Undaunted Dragon Hero

Cost: 2i; **Mins:** Integrity 2, Essence 1

Type: Reflexive

Keywords: Perilous
Duration: Instant
Prerequisite Charms: None

The Dragon-Blooded resists the blandishments and temptation of her foes on the battlefield. When faced with social influence in combat, she gains a bonus point of Resolve if the influence does not align with one of her intimacies, and another bonus point if it opposes one of her Major or Defining intimacies.

Wound-Denying Dragon Faith

Cost: 2m, 1i; **Mins:** Integrity 2, Essence 1

Type: Reflexive

Keywords: Perilous, Stackable

Duration: Instant

Prerequisite Charms: Undaunted Dragon Hero

Upon suffering a wound that increases her wound penalty, the Exalt can use this Charm to negate its current penalty to her Resolve for the remainder of the scene. If the wound penalty is increased again, she must use Wound-Denying Dragon Faith again to negate it or the effect is broken.

At Integrity 4 + , Essence 3 + , this Charm also negates wound penalties to her Guile and to any actions she takes that use Mental or Social Attributes.

Soul-Phalanx Methodology

Cost: -; **Mins:** Integrity 3, Essence 1

Type: Permanent

Keywords: Brotherhood

Duration: Permanent

Prerequisite Charms: None

If the Dragon-Blood is in the presence of an ally that has resisted a particular instill, persuade, bargain or threaten action, she is considered to have resisted it also if she wishes. The social influence can only be attempted against her by following the rules for retrying social influence (pp.222-223).

Brotherhood: All sworn brothers present in a scene gain the advantage of Soul-Phalanx Methodology whenever one of their number resists an influence.

Ten Thousand Dragons Fight as One

Cost: 4m; **Mins:** Integrity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Soul-Phalanx Methodology

The Dragon-Blood can use this Charm to reflexively assume a minor positive tie of her choice towards any Exalt that she knows, or to strengthen a current tie towards an Exalt by one level. This intimacy must be used

to either bolster her Resolve against the influence or to resist it in a Decision Point. Aside from forming reflexively, it is thereafter a normal intimacy in all respects. This Charm can be used in response to an undesired social influence.

Mask of Stone Mien

Cost: 2m; **Mins:** Integrity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

In all things, the Earth Dragon is stoic and unswayed by appeals to emotion. The Exalt counts any of her emotional intimacies that would conform with incoming social influence as being one level lower, with minor intimacies being ignored entirely. Against inspire actions, her Resolve is raised by two.

Granite Curtain of Serenity

Cost: 5m; **Mins:** Integrity 3, Essence 1

Type: Simple

Keywords: Brotherhood

Duration: One Scene

Prerequisite Charms: Mask of Stone Mien

The Dragon-Blood enshrines one of her Major or Defining principles as a guiding dictum to rebuff all those who would dissuade her from her course. Whenever she opposes a social influence with this intimacy, she gains a bonus point of Resolve and can use the intimacy both to add to her Resolve and to resist influence in a Decision Point.

Brotherhood: Sworn brothers who bear an identical or similar intimacy can gain the benefits of this Charm for the scene provided they are present when the Dragon-Blood activates it.

Sworn Brother's Oath

Cost: 10m, 1wp; **Mins:** Integrity 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Mask of Stone Mien, Soul-Phalanx Methodology

It is traditional for Dragon-Bloods travelling together in common cause to form a sworn brotherhood. Even members of families that have been bitterly feuding for centuries will put aside their rivalries for the sake of their shared goals. The oath constitutes an exchange of vows between the Dragon-Blood and a number of fellow Exalts up to a maximum of her Integrity, usually as part of a ceremony of greatly varying formality. Through these vows the new sworn brotherhood agrees on a



particular goal or code of conduct, which forms a major principle that cannot be diminished while the oath persists.

Any negative intimacies each of the Exalts bears towards her fellows are considered one level weaker for the purposes of being exploited by social influence.

Conversely, all positive intimacies she bears towards members of her Brotherhood, including the principle created by the oath, are considered to be one level stronger for the purposes of defending against social influence. Fellow Terrestrials bound by a Sworn Brother's Oath always count as sworn brothers for the purposes of the Brotherhood keyword.

Any member of the brotherhood can leave it at any time by announcing so to one or more of her brothers. If the Dragon-Blood who initiated the oath leaves the brotherhood or dies, it is disbanded. New brothers can be brought into the fold by subsequent uses of this Charm.

Oath of Ten Thousand Dragons

Cost: -; **Mins:** Integrity 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mask of Stone Mien

The devotion of the Princes of the Earth to their charges is unshakable. Upon learning this Charm, the Dragon-Blood's player selects a Defining Tie of Loyalty that is to form the very core of her being. This tie of loyalty must be towards a real person, nation or organization that the Dragon-Blood is familiar with, not towards some distant entity or abstract concept. The Exalt's loyalty becomes the dominant force in her life, able to trump even other defining intimacies without contest in a Decision Point for as long as it remains defining. Any attempt to diminish the intimacy with an instill action suffers a penalty of the Dragon-Blood's Integrity to its dice pool, and the loyalty can *never* be extinguished entirely



after becoming minor, even after the death or destruction of its subject, and even if the Exalt herself desires it.

Unflagging Vengeance Meditation

Cost: 4m; **Mins:** Integrity 3, Essence 2

Type: Simple

Keywords: Brotherhood

Duration: Indefinite

Prerequisite Charms: Granite Curtain of Serenity

Just as the hottest of flames can lose its intensity unless it is contained by the walls of a furnace, so too does the steady strength of the Earth Dragon help contain and focus the inner flame of vengeance. The Exalt swears an oath against an individual or group to bring about their defeat, be it military, social, economic or otherwise. She must already possess some kind of negative tie against the target of her vengeance, and she immediately gains a principle framing the specifics of her oath, which is major if the original tie was minor and defining otherwise. For example, a Dynastic courtier with a minor tie of distrust towards house Cynis might pledge to humble her rivals of that house before the Deliberative, resulting in a major principle to uphold that oath. If she vowed specifically to humble Cynis Avandra, for whom she has a major tie of envy, her oath principle would instead be defining. This intimacy is magically enforced and cannot be diminished while the Charm is active.

The principle the Exalt gains from undertaking her oath gains the benefits of Granite Curtain of Serenity for as long as she maintains Unflagging Vengeance Meditation. Additionally, she gains a pool of bonus dice upon resting for the night equal to the strength of her oath principle plus her Essence. She may spend these bonus dice during the day on any roll that furthers her objective, and remaining dice vanish upon resting again to be replaced by a fresh pool. However, after a day in which she does not make an appreciable attempt to advance her vengeance, she gains no bonus dice from resting, and loses even the Willpower point she would normally regain. In this circumstance, Sleep of Stones Meditation offers her no Willpower either. If the Exalt chooses to end Unflagging Vengeance Meditation early without having completed or made significant progress towards the completion of her oath in spirit, the Dragon-Blood loses all of her temporary Willpower from the strain of her thwarted desire, and she rolls to gain limit as though she defied the oath intimacy. However the Charm ends, the oath intimacy immediately vanishes.

Brotherhood: Sworn brothers can undertake the oath of vengeance together to each gain the benefits of this Charm.

Purifying Blood Ascendancy

Cost: 6m; **Mins:** Integrity 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Undaunted Dragon Hero

The blood of the Elemental Dragons beats within Terrestrial's heart, and she can call upon it to cleanse herself of impurities. When afflicted with a poison or disease, the Dragon-Blood can roll her (Wits + Integrity) against the poison's current duration or the disease's Morbidity. A poison is immediately rendered inert and burned away by the superior potency of her blood, while a disease reduces its symptoms by one level. Non-magical diseases at minor level are immediately cured, while magical diseases require more specialized healing to banish permanently.

Chaos-Warding Prana

Cost: 6m, 1wp; **Mins:** Integrity 4, Essence 3

Type: Reflexive

Keywords: Brotherhood

Duration: One day or one hour

Prerequisite Charms: Purifying Blood Ascendancy

The Fair Folk and other creatures of the Wyld have long been among the deadliest adversaries of Creation. Through long centuries of rule, the Earth Dragons have been the foremost champions of stability and order in the face of chaos. While this Charm is active, the transgressive energies of the Wyld cannot harm the Exalt or anything she carries, and she can sustain herself on the bounties of the realms of chaos without suffering ill effects; she has nothing to fear in drinking from madness-inducing fountains or dining on mutated meat. The Dragon-Blood must reactivate Chaos-Warding Prana at the end of every day that she remains in the Wyld in order to sustain this protection, or at the end of every hour in the Deep Wyld.

Chaos-Warding Prana can protect the Exalt against other warping environmental magics that would alter the her mind or body, such as a sorcerous working that sprouts mushrooms from the living bodies of those that venture into the mist or the mind-dominating song that emanates from a manse hearthroom. Against these hazards, the Charm has a duration of one hour.

Brotherhood: This Charm grants all sworn brothers present at the time of its activation identical protection.



Defense-from-Anathema Method

Cost: -; **Mins:** Integrity 4, Essence 3

Type: Permanent

Keywords: Brotherhood

Duration: Permanent

Prerequisite Charms: Sworn Brother's Oath, Unflagging Vengeance Meditation

Just as Sworn Brother's Oath upholds a bond of fellowship in furtherance of a common goal, Defense-From-Anathema Method protects the Exalt from that which she has vowed to destroy. To benefit from this Charm, the Exalt must first make a vow using Unflagging Vengeance Meditation and commit to defeating a certain class of beings in battle. This may be Anathema, the Fair Folk, gods, ghosts or anything else save fellow Terrestrials and mortals. After she joins battle against the object of her ire, she gains a bonus pool of Willpower equal to her unmodified Resolve. This bonus Willpower can only be used to add an automatic success to attacks and defences while engaging with the target of her oath, activating excellency rerolls on such attacks, for resisting any social influence that would dissuade her from vengeance, or for activating Integrity Charms. After battle has ended, any Willpower remaining in the pool vanishes.

Brotherhood: Sworn brothers who have undertaken the oath of Unflagging Vengeance Meditation together each gain a pool of Willpower equal to their own Resolve on joining battle.

Inviolate Dragon Spirit

Cost: 10m, 1wp, 1ahl; **Mins:** Integrity 4, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Defense-from-Anathema Method

When the Exalt's Resolve is confronted with any kind of influence that would make her act counter to one of her defining intimacies, she may deny it absolutely, even if carries effects that would normally ignore or alter her intimacies. Her anima immediately flashes to its iconic level as it burns the malign influence from her body and mind. This Charm can be used once per story, unless reset by suffering significant hardship in defence of the intimacy she upheld.

Mountain-Eroding Defiance

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Purifying Blood Ascendancy

The resolve of the Children of Pasiap is such that even the transgressive powers of the Wyld and of Anathema demon sorcery can be resisted for a time. Whenever she is afflicted by a warping magical effect that would kill her or alter her mind or body in a way that makes her character unplayable instantly or in the near future, she may defer her doom using this Charm. The magic is not stopped, but instead manifests as a Crippling effect, magical illness or Derangement chosen by the Storyteller, and its true effect is delayed for at least a season before it slowly begins to reassert itself. An Anathema curse of Celestial Sorcery that transforms the Exalt into a golden statue will still do so, but it will slowly transmute her over the course of months or years rather than seconds, giving her precious time to quest for a possible cure - or to seek revenge.

Salt the Fields of Madness

Cost: 10m; **Mins:** Integrity 5, Essence 4

Type: Simple

Keywords: Brotherhood

Duration: Instant

Prerequisite Charms: Chaos-Warding Prana, Mountain-Eroding Defiance

The Exalt is a true heir to the Dragons, resolute in her defence of Creation against the tides of chaos. After meditating for an hour in a Wyld zone with Chaos-Warding Prana active, the Dragon-Blood fully internalizes her connection to Creation. Spending ten motes, her anima banner erupts to its full glory and drives back the tide of the Wyld from her location. Colours momentarily wash away into shades of grey and the land seems somehow more solid than it did before and resolves into stony ground and hardy shrubs. The Exalt has created an island of Creation in the sea of chaos. If she acts alone, this bubble of reality extends to short range. However, if another Dragon-Blood using this Charm activates it alongside her and joins her in meditation, the radius is increased to medium range.

Any Wyld creatures caught in the area at the time of the Charm's activation are pushed outside it, and from then on, the transmuted land counts as iron to any creature of the Wyld. The island is immutable to all but the very greatest forces of the Wyld, its threshold cannot be crossed by the Fair Folk, and anyone within gains bonus dice equal to the Exalt's Integrity to resist Fair Folk Charms, even after she has departed. These islands of order often endure for many centuries, and the depths of the Wyld are still dotted with quiet graves where the brotherhoods of the Shogunate made their last stand against the tides of chaos. Once per story, unless reset

by having the island destroyed or substantially diminished by powerful Wyld influence.

Brotherhood: Two or more sworn brothers meditating alongside the Dragon-Blood can extend the area to medium range even if they don't know the Charm themselves.

Fire Integrity

Heart-Warming Revelry Attitude

Cost: -; **Mins:** Integrity 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The hot-blooded Children of Hesiesh make no time for introspective insights or meditations, but there is a wisdom in their ways nevertheless. The Dragon-Blood regains motes as though she is resting when she is engaged in drinking, partying, gambling or some other form of revelry. If she parties through the night, she regains a point of Willpower as though she had a good night's sleep. Anyone who joins her in her revelry to whom she bears a positive intimacy also gains these benefits. If the Dragon-Blood manages to avoid sleep entirely during the story through this method, she must spend several days resting and recuperating before she can hit the town again.

At *Integrity 3 +*, *Essence 3 +*, the Dragon-Blood and her friends also regain wounds while partying as though they are resting.

Spirit-Fueling Bacchanalia Style

Cost: 2m; **Mins:** Integrity 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One action

Prerequisite Charms: Heart-Warming Revelry Attitude

Many courtiers of the Realm have been laid low by mistaking the limits of a drunken Fire Dragon. The Exalt negates all penalties from poison or intoxication to her social actions, and adds the penalty to her Resolve instead of subtracting it.

Invective-Consuming Furnace Spirit

Cost: 5m, 1wp; **Mins:** Integrity 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Heart-Warming Revelry Attitude

Once per day, when she is affected by any form of social influence, the Dragon-Blood may use this Charm to accept it but treat it as a successful inspire action

instead. Threaten actions against the Dragon-Blood lead only to outbursts of furious indignation, attempts to instill an intimacy lead to passionate diatribes on related but irrelevant subjects and so on. Any attempt to repeat the influence during the scene applies the emotions of the inspire action as an opposing intimacy. This Charm cannot be applied against any influence that conforms to the emotions caused by an Inspire action or an emotional intimacy of Major or Defining strength; her passion is a weakness as surely as a strength.

Water Integrity

Tide-Washed Passions Method

Cost: 4m; **Mins:** Integrity 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

Like stone eroded by the waves, the Exalt dulls her connections to what she holds dear, washing them away until they are returned on the tides again. With a moment of concentration, the Exalt diminishes one of her intimacies; a defining intimacy is made major, a major intimacy is made minor, and a minor intimacy is temporarily extinguished. The intimacy is restored to its former strength when the Charm ends. If the Dragon-Blood avoids any social influence by weakening her Defining or Major intimacies, she rolls limit as though she acted against them.

Self-Subsuming Disposition

Cost: 5m; **Mins:** Integrity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Tide-Washed Memories Method

Sailors who become complacent in the ways of the sea find themselves dashed on the rocks, and those that think they know the wiles of a Water Dragon are no less doomed to failure. When anyone attempts an undesired social influence on the Dragon-Blood by exploiting a tie of hers that he has learned, she may reflexively alter its context in such a way that denies its hold on her. For example, if a scheming courtier attempts to exploit Peleps Yusho's major tie of Bitter Rivalry towards Cathak Saar in order to recruit her into an assassination plot against him, she may reflexively alter the intimacy to Friendly Rivalry. The altered intimacy must bear some resemblance to the original; love cannot be turned into hate, but it can be turned into lust or platonic friendship. If the intimacy is altered in such a way that it can be used to defend against the social influence instead of



assisting it, it counts as being one level stronger for this purpose. The intimacy remains altered for the remainder of the scene, after which it reverts to its previous form. Once per day.

INVESTIGATION

Water Investigation

Information Carrying Tide

Cost: 3m; **Mins:** Investigation 1, Essence 1

Type: Reflexive

Keywords: None

Duration: One Day

Prerequisite Charms: None

Insight breeds insight; after the Water Dragon has taken the measure of an individual, other facts are that much easier to set in place. After she has successfully made a profile character action against an individual, this Charm lowers his Guile by two against subsequent profile character or read intentions actions by the Dragon-Blood for the next day. Additionally, it lowers the difficulty of any attempt to oppose his Larceny actions by two.

Scent-of-Crime Method

Cost: 2m; **Mins:** Investigation 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

When making a read intentions action to determine whether the target is currently feeling guilty, the Exalt gains a non-Charm success and her Investigation in bonus dice. Whether the answer is affirmative or not, a success will give the Dragon-Blood a hunch as to whether or not she will learn anything interesting by following up with a profile person action. This Charm can be used in conjunction with other Abilities.

Criminal Mind Approach

Cost: -; **Mins:** Investigation 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Scent-of-Crime Method

Some of the greatest magistrates among the Water Dragons uphold the law by drawing on their own experience as lawbreakers. The Exalt can freely apply her Larceny specialties as Investigation specialties and vice versa. Once per scene, a stunt describing personal familiarity with the crime being investigated allows the Exalt to add her Larceny in bonus dice to any Investigation roll.

Mist-Lifts-By-Morning Observation

Cost: 2m; **Mins:** Investigation 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Scent-of-Crime Method

Through simple conversation, the Exalt shrewdly observes a thousand secrets. While conversing with another character, the Dragon-Blood may make a reflexive profile character action, requiring mere seconds. If she has made a social influence or read intentions action on the character previously during the scene, the profile character roll gains a number of non-Charm bonus dice equal to its threshold successes.

Tangled Skein Unravelled

Cost: 6m, 1wp; **Mins:** Investigation 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Mist-Lifts-By-Morning Observation, Information-Carrying Tide

This Charm enhances a persuade action to convince a guilty person to confess or a third party of a person's guilt based on clues that have been gathered over the course of an investigation. Provided she can frame a coherent narrative describing how the clues indicate guilt, her testimony counts as a Major intimacy for the purposes of the persuade action, and resisting costs an additional point of Willpower in a Decision Point. Additionally, each individual the Dragon-Blood has garnered clues from through Profile Character actions or has received helpful testimony from and has now gathered to be present for her dramatic unveiling of the truth adds a non-Charm bonus die to her influence roll, to a maximum of her Investigation.

Second Glance Elucidation

Cost: 1m, 1wp; **Mins:** Investigation 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Mist-Lifts-By-Morning Observation

When an ally fails an Investigation roll and comes to an erroneous conclusion, the Exalt's player can describe a stunt that explains her friend's obvious error to gain the amount of successes by which he failed in non-Charm bonus dice to her own attempt, to a maximum of her Investigation. If her ally botched the roll, she also gains a non-Charm success.

Bloodhound's Nose Technique

Cost: -; **Mins:** Investigation 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Information-Carrying Tide

Whenever the Dragon-Blood comes across a scene where she would learn useful information from a case scene action, she gets a hunch indicating so. She may activate excellency rerolls while casing a scene without spending Willpower.

Revelation of Associates Hunch

Cost: 5m; **Mins:** Investigation 4, Essence 2

Type: Instant

Keywords: Mute

Duration: Instant

Prerequisite Charms: Mist-Lifts-By-Morning Observation

Just as each individual drop of water in the ocean is connected to every other, so is each person connected spiritually to those close to her, from friends to family to accomplices. After profiling an individual, the Dragon-Blood can use this Charm to gain knowledge of a number of her target's closest associates equal to the roll's threshold successes, starting with those towards whom he bears the strongest intimacies. Revelation of Associates Hunch does not reveal the exact context of the ties, but it does reveal the general nature of the target's relationship with their subjects; employer, business partner, lover, acquaintance.

This Charm only reveals the exact identities of those individuals the Exalt has met, otherwise she just receives a general description; a local casino owner, a young street urchin, a Prasadi smuggler. She recognizes identified associates immediately upon first meeting them.

Homeward Trail Discovery Method

Cost: -; **Mins:** Investigation 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Revelation of Associates Hunch

The Dragon-Blood can use a threshold success from Revelation of Associates Hunch to receive a strong impression of wherever it is the character feels most secure, usually their home, but sometimes a favoured establishment or place of business. If the Dragon-Blood is familiar with the place that is revealed, she recognizes it instantly. Even if she does not know it, she receives an indistinct impression strong enough that she recognizes it immediately if she comes across it later.

Clear Water Prana

Cost: 3m; **Mins:** Investigation 4, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Bloodhound's Nose Technique, Revelation of Associates Hunch

As flowing water erodes dirt to reveal what lies buried beneath, so does the Essence of the Princes of the Earth wash away attempts at concealment to reveal what lies hidden. After a case scene action reveals evidence of another character's presence, she may intuit subtle markers of her quarry to attempt a single profile character action on that character. Clear Water Prana does not identify the subject of the profile character action unless the Exalt has profiled him previously, but she receives a slew of clues as to his identity, and can use other Charms such as Revelation of Associates Hunch to

Sidebar: No Such Thing as Too Many Friends

A good profile character roll using Revelation of Associates Hunch may well reveal more associates than the Storyteller has prepared for the character. If this is the case, she should feel free to inform her players that the Exalt has deduced no more associates of any importance. However, some players might feel short-changed by having their investigative options limited. An alternative solution would be to allow the player an (Investigation + Perception) roll to introduce a fact and invent minor associates of her own. Ultimately the best solution depends on the style of the game.

narrow her field of suspects further.

Dredged Murmurs Hunch

Cost: 1m; **Mins:** Investigation 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Clear Water Prana

Myriad secrets lie submerged in the flow of Creation's energies, beyond the understanding of mortal or god. Not even the mightiest Exalt could hope to comprehend the totality of this wisdom, but at times one might glimpse a tiny fragment that is the key to a greater mystery. Once per story, when faced with a seemingly insurmountable mystery, the Exalt receives a hunch directing her to a scene or individual that holds clues





important to her investigation. These hunches never push her directly towards a perfect solution to the mystery she faces, but set her back on a serendipitous path that might yet lead her to victory. For example, when investigating a murder, she might feel the inclination to stop at a teahouse in which she overhears someone complaining of stolen horse that happened to go missing near the scene of the crime. If she solves an important mystery that hinged on the use of Dredged Murmurs Hunch, she sheds a point of Limit.

Air Investigation

Inconspicuous Analysis Technique

Cost: 3m; **Mins:** Investigation 2, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One Minute.

Prerequisite Charms: None

The Dragon-Blood performs a case scene action, requiring only a minute of casual observation. She does not appear to be actively searching the scene, and can

perform other actions such as combat or conversation without penalty while doing so. Discerning that the Exalt is carefully and methodically studying the area requires a successful read intentions action.

Mind-Casing Scrutiny Meditation

Cost: -; **Mins:** Investigation 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Inconspicuous Analysis Technique

The Exalt can perform a case scene action on any area she has previously visited as though she is present. The Exalt draws on her unflinching memory to reconstruct the scene in her mind and review facts she may not have consciously noted at the time. She need only have been present in the area for one minute to retroactively analyse it with Inconspicuous Analysis Technique.

Eye of the Enlightened Reader

Cost: -; **Mins:** Investigation 3, Essence 1

Type: Permanent

Investigation. Lies revealed through Falsehood Illuminating Attitude count as evidence for this purpose.

LARCENY

Water Larceny

Instant Disguise Prana

Cost: 5m; **Mins:** Larceny 2, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

As water flows and alters its shape and reform as ice and mist, so too can the children of Daana'd freely reform their appearances. The Exalt can improvise a disguise in mere seconds and doesn't require props like make-up or a change of clothing to appear convincingly as another person. If she uses such props, she gains (Essence) non-Charm dice on the disguise roll.

Shadow Gallery Mien

Cost: 4m; **Mins:** Larceny 3, Essence 1

Type: Reflexively

Keywords: Mute

Duration: Instant

Prerequisite Charms: Instant Disguise Prana

The secret to infiltration is often not avoiding to be seen but not registering as a threat. The Water Dragon may activate this Charm whenever her presence somewhere is questioned. She rolls (Manipulation + Presence or Socialise) against Resolve to explain how she is someone whose presence would be unremarkable, such as a cleaner or delivery person. If she wishes, she can use Instant Disguise Prana to reflexively activate it to give herself an appearance to go with her story, and the change will go unnoticed. A target whose Resolve is overcome may only disbelieve her if her presence threatens a major or defining Intimacy of his, paying 1wp in such a case. No Intimacy is necessary to resist if the target knows that an intruder is present.

Mockingbird's Eye Technique

Cost: 4m; **Mins:** Larceny 3, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Instant Disguise Prana

The Dragon-Blood can make a (Perception + Larceny) profile character action after observing a person for five minutes. On success, she negates the -4 penalty on any disguise roll to impersonate that person as though she had been closely observing them for four weeks. Every two threshold successes eliminate an additional point of

situational penalty, such as from the -2 penalty for playing someone of a different body type.

New Voice Technique

Cost: 1m; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: Mute, Branching: Performance

Duration: Instant

Prerequisite Charms: None

Water, among its many qualities, is a mirror. The Exalt can perfectly impersonate any voice she has heard before. Anyone who can hear but not see her will believe that she is the person she impersonates. Only supernatural hearing and similar magical effects have a chance to reveal her imposture; in this case, the Dragon-Blood rolls (Wits + [Larceny or Performance]) with (Essence) non-Charm automatic successes in any contested roll. Alternatively, New Voice Technique can enhance an actual disguise attempt to pass as a specific person, adding an automatic success and reducing the associated penalty by one by adopting an infallibly convincing vocal impersonation.

At Survival 2 +, the Dragon-Blood can also impersonate animal calls.

Observer Awareness Method

Cost: -; **Mins:** Larceny 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Terrestrial criminal has a sixth sense for knowing when she is being watched. Whenever someone within range of her senses opposes one of her Larceny actions with Awareness or Investigation, or directs a profile character action at her, she becomes aware of the fact. She doesn't know exactly who is watching her, but after this Charm is triggered she gains a bonus die to Awareness rolls to detect that character for the rest of the scene.

Deep-Dredged Secrets Pact

Cost: 3m; **Mins:** Larceny 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Observer Awareness Method

When making a bargain or threaten action with someone she is attempting to blackmail with evidence she has acquired, the Dragon-Blood gains her Larceny in non-Charm bonus dice, and resisting the influence in a Decision Point costs an extra point of Willpower. This Charm can be used in conjunction with other Abilities.

Trackless Walk Style

Cost: 5m; **Mins:** Larceny 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Observer Awareness Method

Only amateurs return to the scene of the crime, the Exalted master criminal leaves no evidence to begin with. She may activate this Charm while committing a crime to make a reflexive conceal evidence action, representing how she skillfully avoids leaving any trace of her activities.

Vanishing Mist Style

Cost: 1i + ; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

In combat, the Exalt can spend Initiative to add bonus dice to a disengage action or any action using Larceny. If she spends two or more Initiative on a disengage action, she pays no more Initiative on the action itself if it is successful. Additionally, she may spend Initiative she gains from a distract gambit on Vanishing Mist Style instead of on attacking the distracted enemy. This Charm can be used in combination with those of other Abilities.

Waters of Honesty Method

Cost: -; **Mins:** Larceny 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Whenever the Dragon-Blood is subject to a criminal deception, such as a con game, disguised assassin or cheating card player, she receives a hunch to that effect and can make a reflexive (Perception + Larceny) read intentions action to discern the true intent of the deceiver. Success reveals any lies, cheating or other dishonesty that the target has used against the Exalt. Simple evasions and errors don't trigger Waters of Honesty Method, the deception must be deliberate and with an intent to rob or criminally harm the Dragon-Blood in some way.

Self-Deceiving Sleight

Cost: 3m; **Mins:** Larceny 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Waters of Honesty Method

Such is the Terrestrial's skill at trickery that she can falsify even her own thoughts. The Dragon-Blood

convinces herself that something that she knows to be false is true or the reverse. She gains a temporary major intimacy supporting her new belief for the duration, and any contradictory intimacies that would reveal her true beliefs are temporarily suppressed. The Exalt must act in a manner consistent with her new belief, or the Charm immediately ends and cannot be reactivated until the following day. Against truth-revealing magic, the Exalt uses a roll-off pool of (Manipulation + Larceny) with Essence non-Charm bonus dice.

Artful Theft Spirit

Cost: -; **Mins:** Larceny 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Observer Awareness Method

On any Larceny roll that is opposed by a target's Awareness, the Dragon-Blood can reroll dice using the Larceny excellency without spending Willpower. For each 1 rolled on the Awareness roll, the maximum number of dice the Dragon-Blood can reroll is increased by one.

Escalating Improvisation Ploy

Cost: -; **Mins:** Larceny 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Self-Deceiving Sleight, Trackless Walk Style

When things don't go to plan, the Exalt is ready with a quick substitution. Once per day, while the Dragon-Blood is taking part in some illicit activity and something goes wrong, such as a guard discovering the unmarked jade she is smuggling or running into the satrap's sister whom she is currently impersonating, she may roll her (Wits + Larceny) with a free full excellency and gain a number of bonus motes equal to her successes. These motes can be used only on the Dragon-Blood's Larceny, Stealth and Dodge Charms and vanish at the end of the scene. Escalating Improvisation Ploy can trigger up to (Essence) times in a scene if successive unconnected calamities intrude on the Exalt's plans.

Fog of Identity Trance

Cost: 4m; **Mins:** Larceny 3, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Instant Disguise Prana, Self-Deceiving Sleight

While disguised, the Water Dragon convinces herself that she is really who she pretends to be. Doing so grants



her (Essence) false intimacies, including a defining intimacy appropriate to her new persona. The difficulty to pierce her disguise is raised by her Essence. As with Self-Deceiving Sleight, the Dragon-Blood uses a roll-off pool of (Manipulation + Larceny) with Essence non-Charm bonus dice against truth-detecting magic to discern her true identity, and if she acts against her new Defining intimacy, the Charm ends immediately and cannot be reactivated until the following day. The defining intimacy created by Fog of Identity Trance counts as a true intimacy for the purposes of Limit, and ending the Charm by acting out of character causes her to accrue Limit as if she acted against this defining intimacy.

Naked Thief Style

Cost: 4m; **Mins:** Larceny 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Instant Disguise Prana

Where would a thief be without the tools of her trade? The Water Dragon can conceal any number of small tools and weapons about her person; a slim knife disguised as a hairpin, a set of lockpicks concealed in the seams of a gown, a grapple line in the lining of a sash, a poison vial in the hollow of a signet ring. Only extra-human senses have any hope of discovering the concealed items through observation alone, such as a sniffer dog detecting the presence of curare or a Solar with Keen Sight Discipline spotting a concealed set of lockpicks. Detecting the concealed items with mundane senses requires a thorough physical search of the Exalt's effects. Any valid Awareness or Investigation roll to detect the hidden items is made at a difficulty of her Larceny and suffers a dice penalty of the higher of her Wits or Manipulation.

Glittering Mirage Legerdemain

Cost: 3m; **Mins:** Larceny 4, Essence 3

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Artful Theft Spirit

After stealing an object, the Dragon-Blood crafts a wisp of Essence into an illusory forgery to replace it. This illusion looks almost exactly like the original; revealing the substitution through any means other than touch requires an Awareness roll with supernatural senses at a difficulty of the Dragon-Blood's Larceny. Actually attempting to grasp or use the object causes it to burst like a soap bubble.

Momentum-Filching Feint

Cost: 3m; **Mins:** Larceny 4, Essence 3

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Artful Theft Spirit, Vanishing Mist Style

Through a thousand subtle tricks and misdirections learned over a lifetime of deceit, the Exalt steals the advantage of combat from her foe. The Dragon-Blood makes a special close range **decisive** distract gambit using (Dexterity + Larceny). On success, the gambit costs no initiative; it takes the initiative cost from the target and awards it to the Dragon-Blood rather than taking it from her and awarding it to an ally. As with a normal distract gambit, the Dragon-Blood must use the initiative to attack the same target on her next turn, or it is lost.

Sea and Sky Reversal Method

Cost: 4m; **Mins:** Larceny 4, Essence 3

Type: Supplemental

Keywords: Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Momentum-Filching Feint

By the time the Exalt is finished confounding her foe he will be slapping himself in his own face and picking his own pocket in sheer confusion. On any kind of non-damaging gambit except a grapple, the Exalt rolls her opponent's initiative pool instead of her own. On a success, the cost of the gambit is paid from her opponent's initiative. This Charm can be combined with Charms of other Abilities. Once per scene, unless reset by removing a non-trivial opponent from the fight by non-lethal means.

World-Conjuring Falsehood Spirit

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

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Self-Deceiving Sleight

Lies are the stock in trade of a life of crime, but few master them as well as a Water Dragon. The Exalt makes a (Manipulation + Larceny) roll to introduce a fact. The fact need not be actually true; indeed, it must be false. She fashions a lie that everyone believes; anyone with a Resolve lower than the Dragon-Blood's successes will act as though the introduced fact is the truth for the remainder of the scene and cannot roll to challenge it. The veil of deception extends only as far as the Dragon-Blood's person; she can convince a merchant that the drugs she is carrying are legal tender or the guards that she is the lady of the keep she is intruding in, but she

can't declare that the Perfect of Paragon is an impostor who should be arrested on sight. If anyone being lied to has a particularly strong reason to reject the false information, such as a Dynast who has been told that the ancestral armour the liar is wearing is merely a convincing replica of his own, may spend a point of Willpower to negate the Charm's effect on them after a single minute.

Heart-Stealing Heist

Cost: 1wp; **Mins:** Larceny 5, Essence 4

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Momentum-Filching Feint

Even the very divinity of the Exalt's adversary is not safe from her hand. When using the initiative gained from Momentum-Filching Feint, either by attacking or with Vanishing Mist Style, the Dragon-Blood can spend a point of Willpower to spend a number of motes from her opponent's mote pool equal to the Initiative she stole. These motes can be used on any Charms to enhance the attack or the action enhanced by Vanishing Mist Style, and any remaining afterwards are wasted. Once per scene.

Flowing God-Dragon Stance

Cost: 10m, 1wp (+ 1m); **Mins:** Larceny 5, Essence 5

Type: Simple

Keywords: Mute

Duration: One Scene

Prerequisite Charms: Glittering Mirage Legerdemain, Escalating Improvisation Ploy

It is the nature of water to flow around all obstacles unchanged, and so it is for a Dragon-Blood with this Charm. The Exalt dematerializes, transforming her body and possessions into mist and raindrops. She is still visible, but her appearance is pale and translucent, and she is physically insubstantial, able to move through any obstacle with even the tiniest crack without effort. The Dragon-Blood can only affect or be affected by other dematerialized creatures or by Charms and weapons capable of attacking dematerialized foes. She may reflexively spend 1m at any time to become solid enough for an instant to perform a single Larceny action, at which she receives a non-Charm automatic success. Any items she steals are dematerialized with her. However, when she does this, she becomes material to the attacks of others or the rest of the action.

Wood Larceny

Creeping Ivy Network

Cost: -; **Mins:** Larceny 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Dragon-Blood has a keen sense for the fraternity of crime. She feels an instinct each time she encounters a character that might prove to be some kind of beneficial criminal contact. Those who provide illicit goods and services or who would be willing to do so if asked all trigger this sense. This Charm alone does not reveal any more detailed information, the Dragon-Blood simply gets a feeling that this is someone with whom she can do business.

Subade-by-Dusk Methodology

Cost: -; **Mins:** Larceny 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Creeping Ivy Network

When making a Larceny action against an individual, the Dragon-Blood gains a number of non-Charm bonus dice equal to the intensity of his strongest positive intimacy towards her. Whenever someone loses a major or stronger intimacy towards her as a result of her Larceny actions, she gains a point of temporary Willpower.

Midnight Spring Notoriety

Cost: -; **Mins:** Larceny 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Creeping Ivy Network

Word travels fast in the criminal underworld, and the Exalt knows how to exploit the rumour mill to her advantage. After she has performed a significant and publicly known crime, she can benefit from the reputation it grants her when dealing with fellow criminals, exploiting it as though it is a minor positive intimacy. How long this benefit remains depends on the crime; a robbery of a local lord's gallery will bring her weeks of good graces, while stealing a priceless artifact from the vaults of a Dynastic satrap or an Anathema god-king will make her the toast of the underworld for years to come.

Thousand Hollows Familiarity

Cost: 5m; **Mins:** Larceny 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Creeping Ivy Network



The Exalt is a Prince of the Earth, but she walks among the people, knowing every name and every face. For any given situation, she knows just the person to call on for assistance. Once per session, she may use this Charm to make a special (Intelligence or Charisma + Larceny) roll to introduce facts and describe a one dot contact whom she may approach for information or favours beneficial to her current circumstances. As with all attempts to introduce facts, the contact must be relevant to her background and may be vetoed by the Storyteller. The Terrestrial can ferret up old colleagues, business partners and schoolmates in most regions of Creation, but even she will have trouble finding contacts on a newly discovered desert island.

Fire Larceny

False Friend Approach

Cost: 2m; **Mins:** Larceny 2, Essence 1

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood makes a (Appearance or Manipulation + Larceny) instill action to create or strengthen a positive intimacy towards herself. If she beats her target's Resolve, he suffers a penalty of -2 to oppose any Larceny actions the Dragon-Blood takes during the scene. If he bears a positive intimacy towards the Dragon-Blood, even if it wasn't one created or strengthened by the Charm's influence, the penalty is increased by the strength of that intimacy.

Phantom Fire Misdirection

Cost: 4m; **Mins:** Larceny 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: False Friend Approach

When making a persuade action to convince someone that they must depart the area in the face of a real or imagined hazard, the Dragon-Blood gains her Larceny in non-Charm bonus dice and always counts as exploiting a minor intimacy. This Charm can be combined with other Abilities.

Black Banner Herald Proclamation

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

Type: Simple

Keywords: Brotherhood

Duration: Indefinite

Prerequisite Charms: False Friend Approach

The Dragon-Blood publicly announces her intention to perform a specific crime, such as the theft of a famous

treasure. The claim must be widespread enough that authorities are aware of her intentions, even if they don't take them seriously. She rolls her (Charisma + Larceny) with Essence automatic successes and gains a pool of successes that she can apply to any Larceny, Presence or Stealth action in furtherance of the crime she announced. Succeeding at the crime grants her a point of temporary Willpower, while failing or abandoning her goal by ending commitment to the Charm causes her to lose all temporary Willpower, to say nothing of her ridicule as a failure.

Brotherhood: The Dragon-Blood can share this success pool with her sworn brothers provided she also announced their participation in the crime.

Air Larceny

Puzzle Box Cell Methodology

Cost: 4m; **Mins:** Larceny 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

Air Dragons are known for their ability to concoct elaborate plans, and this serves them as well in thievery as in any other area. The Exalt can make a (Perception + Larceny) case scene action to probe an area for weaknesses, taking fifteen minutes as normal. On a success, the Storyteller should describe key points of entry and egress, structural flaws, hiding places and any other relevant factors. Any Larceny or Stealth action she performs in the area that takes advantage of this information gain (Essence/2 rounded up) non-Charm successes for as long as the effect is maintained.

Resetting Tumblers Technique

Cost: 3m; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Exalt rerolls all 5s and 6s on any Larceny roll to pick a lock until they fail to appear. The first time a die is rerolled, it gains double 9s, the second, double 8s, and the third and subsequent double 7s. Rerolling dice with the Dragon-Blooded excellency counts towards this total. Through this Charm, the Dragon-Blood can contend with even magical locks that cannot normally be picked.

LINGUISTICS

Air Linguistics

Diligent Scribe Techniques

Cost: -; **Mins:** Linguistics 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Rivers of ink flow from the desks of Exalted poets, potentates and bureaucrats. Purchasing Diligent Scribe Techniques provides the Dragon-Blood with three of the listed techniques, and the player may work with the Storyteller to expand the reading and writing techniques available through this Charm. Additional techniques can be purchased for 2xp or a single bonus point.

Cultured Authority Critique: The Exalt is well schooled in the rhetorical tricks that others may use in writing. When reading a piece of writing intended for a general audience that attacks one of her positive intimacies, she raises her Resolve by 1.

Cloud Prince Ascendancy Seal: When making written orders to her official subordinates, the Dragon-Blood may reroll 6s on her Linguistics roll until they fail to appear.

Elegant Calligraphy Method: The Exalt's beautiful calligraphy grants her a non-Charm bonus die on a written social action against a specific person, provided her Linguistics is greater than his base Resolve.

Lightning Eye Discipline: The Dragon-Blood reads swiftly as the wind, able to scan a page in seconds and read even the weightiest tome in a day.

Tireless Penmanship Technique: The Dragon-Blood can write efficiently for many hours without rest. She suffers no fatigue penalties to written actions, and her overall writing speed is doubled.

Cipher Missive

Cost: 3m; **Mins:** Linguistics 2, Essence 1

Type: Supplemental

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: Diligent Scribe Techniques

The Air Dragon conceals her writing in an elaborate cipher, all but unbreakable by lesser minds. The Exalt rolls her (Intelligence + Linguistics) with Essence non-Charm successes to concoct a cipher that can be unlocked with a specific key, a phrase of a dozen words or so. Anyone who knows the key can decipher the message at a rate of a page per hour with little effort. Learning the key though study of the message requires a week of work and an (Intelligence + Linguistics) roll of a Difficulty equal to the Dragon-Blood's successes. This

is a written action which can be hastened by Charms such as Whirling Brush Method.

Craft Icon

Cost: 2m; **Mins:** Linguistics 2, Essence 1

Type: Supplemental

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: Diligent Scribe Techniques

This Charm enhances a written action that takes mere seconds, rendering a message of two or three sentences into a pictographic form that is intuitively comprehensible. The simple images and sigils of the message can be understood by anyone capable of understanding any language. The pictograms adequately convey simple concepts, but are ill-suited for complex communication; any social influence made through this medium suffers a -3 penalty.

Wind-Carried Words Technique

Cost: 5m; **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Diligent Scribe Techniques

The wind serves the Children of Mela, lending them its swiftness and might, and even serving as their messenger. The Dragon-Blood can speak a short message under a minute in length intended for a specific individual while standing under an open sky, and a swift breeze carries it to its destination. This is resolved as a written social influence but cannot be enhanced by any Charms other than the Linguistics excellency. The message flies towards its intended destination at a speed of roughly 300 miles per day. Provided the recipient is not in an area that is entirely airtight, the message is relayed in a whispering voice upon arrival.

At *Linguistics 4 +*, *Essence 3 +*, the recipient of the Dragon-Blood's message has an opportunity to reply. If they address the Dragon-Blood by name under an open sky within ten minutes of receiving the message, they can send a reply back in the same fashion without spending motes.





Favored Quill Mastery

Cost: -; **Mins:** Linguistics 2, Essence 1

Type: Permanent

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: None

The Exalt painstakingly drafts and redrafts her work until it has achieved the desired excellence. When making written Linguistics actions, she increases the maximum number of dice that can be rerolled with the excellency by her Linguistics.

Icy Critic's Eye

Cost: 5m; **Mins:** Linguistics 2, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Favored Quill Mastery

Calligraphy is an art highly valued by Dynastic society. Properly understood, it contains a subtlety and nuance to rival any other field of expression, and an incisive reader can learn much if she knows how to look. The Exalt can study a sample of writing and make an (Intelligence + Linguistics) case person action based on her results. The Dragon-Blood cannot actually perceive a person through his message, but gleans much about him through her analysis; the character of his calligraphy reveals his social class, how well he was educated and where, whether he is a native speaker of the language

and so on. The grain of paper and quality of ink can reveal means, and perhaps even approximate location.

Chill Wind Aura Method

Cost: 2m; **Mins:** Linguistics 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Icy Critic's Eye

Before even reading a document, the Exalt can sense its hostility towards her. The Exalt can make a (Perception + Linguistics) read intentions action on any piece of writing to determine if the writer's intent towards her is in any way malicious. If it is, her Resolve is raised by two against any influence it contains.

Precise Ink Technique

Cost: 2m; **Mins:** Linguistics 3, Essence 2

Type: Simple

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: Icy Critic's Eye

After successfully performing a profile character action with Icy Critic's Eye, the Exalt can precisely replicate the individual's handwriting, allowing her to produce convincing forgeries. Anyone with reason to suspect a forgery can attempt to reveal the deception by comparing the document against a sample of original handwriting and succeeding at a Linguistics or Investigation roll with a difficulty of the Dragon-Blood's (Linguistics + Essence) score at the time of writing.

Paper Stiletto Method

Cost: 7m, 1wp; **Mins:** Linguistics 4, Essence 3

Type: Supplemental

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: Diligent Scribe Techniques, Icy Critic's Eye

A letter is a precision instrument, and when crafted by a master can end or begin a war as surely as a dagger in the back. The Dragon-Blood writes a letter intended for an acquaintance who she knows holds a specific Major or Defining intimacy. This is a written social action to persuade, rolling double 9s. The letter is cunningly worded in such a way as to slip past her target's prejudices and persuade him of a course of action she favours. One Major or Defining intimacy she targets cannot be used to resist the persuasion in a decision point.

Sigil of the Aetherial Prince

Cost: 5m; **Mins:** Linguistics 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Craft Icon

The Dragon-Blood stamps a finished message with an unmistakable sigil of authority. This can be a personal seal, a family crest or the symbol of an organization that the Exalt is affiliated with. The sigil is clearly authentic and it proclaims the veracity of the message beyond doubt. The sigil and any document it is attached to cannot be altered or replicated effectively. The message can still be destroyed, but any effort to forge or doctor the document becomes immediately obvious to a reader, and attempts to copy the sigil itself appear self-evidently fake.

With *Craft 3 +*, the Exalt can stamp a personal sigil on any object she crafts, marking it indelibly as her property. Any attempt made to convince someone that it is not the property of the Dragon-Blood suffers a penalty equal to her Linguistics.

Writ of Wisdom Spirit

Cost: 6m; **Mins:** Linguistics 3, Essence 2

Type: Supplemental

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: Favoured Quill Mastery

The Exalt is a woman of letters known through the land. Her satires topple princes, her treatises are studied by scholars, her epics adored by critics. When writing for a general audience she ignores the -3 penalty for group

influence and can contain both an instill action to create an intimacy and a persuade action to act upon the intimacy in a single document. Both actions are rolled as one influence roll and resisted as one.

Voices on the Wind

Cost: 5m; **Mins:** Linguistics 3, Essence 3

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Wind-Carried Words Technique

The Dragon-Blood can listen in on the faintest trace of words carried through the air to her waiting ears, allowing her to eavesdrop on conversations at seemingly impossible distances. By settling into deep meditation, the Dragon-Blood can listen in on a specific non-airtight area within (Essence) miles of her current location. For the remainder of the scene, the Dragon-Blood hears all that transpires in the area as though she were there. She can only eavesdrop on an area small enough that she would be able to hear within if she were truly present; she cannot spy on an entire palace or market, but she can listen on a specific bedroom or stall. The Exalt can only project her sense of hearing in this way, unenhanced by sensory magic or other effects, including Excellencies.

Victorious Dragon Pennant

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Sigil of the Aetherial Prince

The Air Dragon crafts a glorious banner stamped with her personal sigil and inscribed with her will, proclaiming her primacy over the world. Creating the banner is a lengthy written Linguistics action lasting a full day, containing an instill action to generate an intimacy towards the Dragon-Blood, her family or the organization she serves. Whenever it is carried into combat by the Exalt or her allies, any hostile battle group that can perceive her banner is subject to the instill action reflexively as soon as they join battle. If there are multiple banners created by this Charm visible, battle groups are affected by the one with the highest success pool in its instill action. Additionally, the Dragon-Blood gains a bonus die to rally any allied battle groups who can see her banner.

Cloud-Writing Calligraphy

Cost: 10m, 1wp; **Mins:** Linguistics 4, Essence 3

Type: Simple

Keywords: Written-Only

Duration: Instant



Prerequisite Charms: Wind-Carried Words Technique, Sigil of the Aetherial Prince

The Dragons are the Princes of the Earth; the very sky is their canvas, the winds their brush, the clouds their ink. The Dragon-Blood mimics the motions of writing a message in the air, no more than a few short sentences in length. Over the following hour, the clouds in the sky gather and reshape to mimic her calligraphy. On a clear day her message will be visible for miles around. The message remains for the rest of the day. Other than its unusual format, this is a conventional written social action and can be enhanced with Charms as normal.

Aerial Presence Technique

Cost: (+ 3m); **Mins:** Linguistics 4, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Voices on the Wind

When using Voices on the Wind to scry on a distant location, the Dragon-Blood may spend an additional 3m to project all of her senses through the currents of wind to her destination. Though she doesn't physically move, the Dragon-Blood's perception shifts to the location of the place she is scrying, taking the form of a dematerialized projection. This projection physically resembles the Exalt, though it is always translucent and ghostly, even when perceived by magical senses. In this form, she may move around the area, speak to those inhabiting it, and manifest visibly if she wishes. However, she does not have access to any of her Charms through this medium, not even permanent Charms and Excellencies. If her projection or body is attacked or she attempts to leave the area she is scrying upon, Voices on the Wind ends immediately.

Lightning Banner Proclamation

Cost: 4m, 2a; **Mins:** Linguistics 5, Essence 4

Type: Reflexive

Keywords: Written-Only

Duration: Instant

Prerequisite Charms: Victorious Dragon Pennant, Cloud-Writing Calligraphy

Drawing on her command of language, the Air Dragon makes a proclamation on behalf of herself and her line, drawing her anima into a burning sigil seared into the air behind her, illuminating her in the light of her message. The sigil forms instantly as a written social action with (Essence) non-Charm bonus dice, encoded with any influence action the Dragon-Blood chooses, understood by all regardless of language. Its influence is applied reflexively against all who are present. If used in combat,

the Dragon-Blood gains one Initiative for each opponent whose Resolve is beaten by the roll, to a maximum of her Essence. Once per scene.

Wood Linguistics

Voice of Mastery

Cost: 4m; **Mins:** Linguistics 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One Scene

Prerequisite Charms: None

The Exalt's voice is exceptionally persuasive, almost hypnotic. Her skill at rhetoric is effortlessly applied even in the most casual speech. The Dragon-Blood gains two bonus dice for all spoken social influence during the scene. She can apply her Linguistics specialities to any spoken social influence in any Ability. When she does so, she pays no motes for the first die she rerolls with her excellency.

Hidden Petal Speech

Cost: 2m + ; **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: Brotherhood, Mute

Duration: Instant

Prerequisite Charms: Voice of Mastery

The Terrestrial obscures a message in the rhythms of otherwise innocuous conversation. She can speak on any subject she chooses, but her true, hidden message is conveyed only to her chosen targets, who hear it subliminally as though the Exalt is speaking in their ear in a slow, monotone voice. This Charm costs two motes, plus two for each intended recipient after the first.

Brotherhood: Hidden Petal Speech requires only 1m to communicate with a sworn brother.

Poisoned Tongue Technique

Cost: 5m; **Mins:** Linguistics 3, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Hidden Petal Speech

The Wood Dragon's sinuous Essence reaches out to ensnare words as they travel through the air, growing and twisting them into a blossom of discord. The Exalt focuses on a conversation she can overhear and makes a (Manipulation + Linguistics) roll against the Guile of both the speaker and the listener in response to an attempt at social influence. If she exceeds both, she can alter the context of the conversation, though neither the speaker or listener realize it. Attempts to instill an intimacy of Respect might be interpreted as an attempt to instill an

intimacy of Subservience or Rivalry. A friendly warning to Persuade a course of caution might be interpreted as a Threaten action. The influence proceeds as before, using the original roll. This Charm has no power to alter the function of influence backed by magic beyond an Excellency. A speaker who suffered an extremely adverse reaction such as combat or a declaration of war due to the Exalt's meddling can spend a point of Willpower after the scene has ended to realize that his conversation was somehow tampered with.

Water Linguistics

Speech Without Words

Cost: 3m; **Mins:** Linguistics 2, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One idea conveyed

Prerequisite Charms: None

Through subtle gestures, movements and facial expressions, the Dragon-Blood can communicate messages effectively with her allies without resorting to speech. She can indicate the demands of local etiquette in eating the main course or that there is a man in the gallery with Lintha tattoos and a concealed knife. The Exalt's method of communication is personal and idiomatic, incomprehensible to anyone who does not know her well. Generally speaking, anyone who has known the Exalt for more than a week, has conversed with her on multiple occasions and has had the opportunity to form an intimacy towards her should be party to her communications. Anyone less familiar with her requires a successful read intentions action with a dice penalty of the Exalt's Linguistics to determine that she is communicating at all.

A character who has the Mute flaw can use this Charm without cost.

Thousand Tongues Meditations

Cost: -; **Mins:** Linguistics 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The emissaries of the Water Dragons sail far and wide across Creation, treating with the natives of distant shores and bringing the glory of the Realm to new lands. As with Diligent Scribe Techniques, purchasing this Charm provides the Dragon-Blood with three of the listed techniques, and the player may work with the Storyteller to expand the language and translation

techniques available. Additional techniques can be purchased for 2xp or a single bonus point.

Four Shores Erudition: The Dragon-Blood is a master of languages and can acquire new ones easily. The cost to learn a new Language Merit is permanently reduced to 2xp.

Subsumed Dialect Style: Provided she knows the relevant language group, the Exalt can affect the specific dialects of any region that speaks it natively. A Dragon-Blood who speaks Flametongue can equally well assume the style of a native of An-Teng, Varangia or Harborhead without effort. This reduces social penalties for characters treating the Exalt as a foreigner or outsider by one.

Perfect Dragoman Method: When acting as an intermediary in conversation between two characters that speak mutually unintelligible tongues the Exalt understands, she may translate efficiently enough to eliminate all attendant social penalties.

Hundred Rivers Divergence: When faced with a language that she doesn't understand but that is related to one that she does, the Exalt can attempt a translation on the fly by rolling (Wits + Linguistics) at a difficulty determined by the Storyteller. Translating Low Realm using her knowledge of High Realm would be Difficulty 1, while attempting a translation of an Eastern barbarian tongue using her knowledge of Forest-Tongue would be Difficulty 3. Translating a forgotten and abstruse spirit dialect using Old Realm would be Difficulty 5 or higher. Success allows communication at a -3 social penalty for the remainder of the scene.

Cerulean Banner Aspect: When making written or spoken social actions in a language that is considered particularly prestigious or sacrosanct by her audience, she may spend 2m to lower their Resolve by one. Examples include High Realm among Realm peasants and the Dragontongue language fashionable among Realm high society. Old Realm is held as divine among certain heretical cults of the Threshold, and myriad other obscure princely and priestly tongues are scattered throughout the world. This technique fails against anyone who considers the language commonplace, as with Dynasts speaking High Realm to one another.

Language Learning Ritual

Cost: 5m; **Mins:** Linguistics 3, Essence 2

Type: Simple

Keywords: None

Duration: One Week

Prerequisite Charms: Thousand Tongues Meditation



The Dragon-Blood must spend at least one hour listening to a foreign language being spoken or studying a substantial sample of writing of a dozen pages or more. She can then absorb that language, becoming moderately fluent in both conversation and literacy. The Exalt's command of the language is imperfect, and she suffers a -3 on any social influence made with it. The Charm lasts for up to one week, at which time the knowledge gained fades. At any time the Charm is active, the Exalt can spend experience to truly learn the language as a Merit instantly.

Fire Linguistics

Burnt Secrets Seal

Cost: 3m; **Mins:** Linguistics 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Prying eyes abound in Dynastic society, but canny Exalts have ways of safeguarding their secrets. The Fire Dragon seals her missive with wax melted by the heat of her anima. If anyone save the intended recipient breaks the seal, the message catches fire and burns to ash in an instant.

LORE

Air Lore

Elemental Bolt Attack

Cost: 4m + , 1a; **Mins:** Lore 1, Essence 1

Type: Simple

Keywords: Decisive-Only, Branching: Thrown

Duration: Instant

Prerequisite Charms: None

Feared by the enemies of the Dragon-Blooded across Creation, the "Dragon's Claw" is a deadly blast of coruscating elemental Essence gathered directly from the Exalt's anima and hurled at her foes. This Charm forms a **decisive** attack at an enemy up to short range, targeted with (Dexterity + [Any combat Ability]). Each mote spent after the fourth on Elemental Bolt Attack increases the attack's raw damage by one, to a maximum increase of her (current initiative or Essence) in bonus damage, whichever is lower. The damage roll also benefits from double 10s. This Charm cannot be combined with other Charms except for excellencies

Up to four additional Dragon-Bloods within short range can contribute Reflexively to an Elemental Bolt Attack as it is being formed. Each participant pays an anima level and a single mote to increase the damage by one.

Additional damage added by allies can increase the total damage bonus beyond the attacker's Essence, but not beyond her current initiative. Participating allies do not need to know Elemental Bolt Attack.

At Essence 3 +, the Exalt can pay an additional 2m to increase the range to medium.

Eternal Mind Meditation

Cost: -; **Mins:** Lore 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

In scholarly matters, the Children of Mela have few equals. Whenever the Dragon-Blood can apply one of her Lore specialities, it provides three dice rather than one. This expands the amount of dice she can add with the Lore excellency. Additionally, when she performs scholarly research that conforms with one of her Lore specialities, the amount of time required is divided by (higher of Essence or 2).

Superior Pedagogue Manner

Cost: 2m; **Mins:** Lore 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Eternal Mind Meditation

After successfully challenging a fact, the Dragon-Blood raises her Resolve and Guile by two for the remainder of the scene against any influence by the source of the fact.

Wisdom Beyond Form

Cost: 1m; **Mins:** Lore 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Eternal Mind Meditation

After introducing a fact, the Exalt can use the information she has presented as though it was a speciality in any Ability by spending one mote. For example, if she introduces a fact that the head librarians of the Summersreach wear a Shogunate era jade obol as a talisman, she may spend a mote to apply the fact on a Socialize roll to identify a head librarian or on a Larceny roll to steal the obol. This speciality increases the Dragon-Blood's dice pool limits as normal.

At Lore 4 +, Essence 3 +, using the fact as a speciality also grants a bonus die. Only facts introduced in the current session are eligible for use with this Charm.

Cloud-Nesting Preceptor Attitude

Cost: 3m; **Mins:** Lore 3, Essence 2

Type: Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Superior Pedagogue Manner

The Air Dragon projects the mien of a reputable academic, known and respected by those in her field. Any character with a Lore of 3 + and a Lore background similar to her own counts as having a minor tie of Respect towards her for the duration of the scene. She receives 2 non-Charm bonus dice to any Bureaucracy rolls dealing with academic institutions of the relevant focus.

Incisive Observation Method

Cost: 1m; **Mins:** Lore 3, Essence 2
Type: Simple
Keywords: None
Duration: One turn
Prerequisite Charms: Wisdom Beyond Form

A careful word in the ear from an Air Dragon advisor has averted many disasters through the history of the Realm. The Exalt can use this Charm to give their ally a benefit identical to Wisdom Beyond Form on one roll on the turn by drawing a fact she has introduced during the scene to his attention.

Expansive Erudition Focus

Cost: -; **Mins:** Lore 3, Essence 2
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Eternal Mind Meditation

The learning of the Air Dragons spans the horizons of all fields of knowledge. Whenever the Dragon-Blood is attempting to introduce or challenge a fact in which she can apply a speciality, the amount of dice she can reroll increases by her Lore. These rerolls can be added even to special non-Lore rolls to introduce facts, provided a speciality is applied to the roll. Once per story, she may make a special action to introduce a fact and describe a previously unrevealed area of study she has engaged in. On success, she immediately gains a new Lore speciality.

Glorious Birthright Font

Cost: 3m; **Mins:** Lore 3, Essence 2
Type: Reflexive
Keywords: None
Duration: One scene
Prerequisite Charms: Elemental Bolt Attack

The Exalt kindles her blessed blood into a wellspring of power. Upon activating Glorious Birthright Font, Essence surges from the Exalt's eyes and flickers under her skin as it flows through her veins, and her anima immediately

flares to its full iconic level. For the rest of the scene, her anima intensifies by one level for every four motes of Peripheral Essence she spends, rather than five. This Charm cannot be deactivated voluntarily.

At Lore 4 + , Essence 4 + , Glorious Birthright Font gains the Stackable keyword, and can be activated a second time during a scene, reducing the cost of intensifying her anima to three motes. However, channeling such intense power has a cost, and the Dragon-Blood immediately suffers a level of aggravated damage.

World-Wellspring Refinement

Cost: 1wp; **Mins:** Lore 4, Essence 2
Type: Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Wisdom Beyond Form

Once per day, the Dragon-Blood can introduce a fact to describe how she learned of a particular piece of trivia or technique in her studies that is relevant to the current situation. On one roll during the day, when the Dragon-Blood makes use of this information, she may use her Lore rating in place of any other Ability. This counts as a Lore roll for the purposes of enhancing it with Charms. If the enhanced roll is successful, the Dragon-Blood regains the point of Willpower spent on the Charm. This effect cannot enhance extended rolls.

Elemental Burst Technique

Cost: (+ 1wp); **Mins:** Lore 3, Essence 3
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Elemental Bolt Attack

This Charm upgrades Elemental Bolt Attack. Once per scene, rather than directing the attack at a single opponent, the Dragon-Blood can instead elect to spend an additional point of Willpower and cause the bolt to violently explode. The **decisive** attack is rolled against any number of enemies within close range of one another, dividing the raw damage of the attack evenly between each opponent, then rounding up.

Elemental Empowerment Meditation

Cost: 1wp; **Mins:** Lore 3, Essence 3
Type: Simple
Keywords: None
Duration: One day
Prerequisite Charms: Glorious Birthright Font

The Princes of the Earth can draw energy directly from elemental sources. While in contact with an expression of their Aspect element, such as a gale, a lake, a bonfire or a cave, the Terrestrial may spend a point of Willpower

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and roll (Lore + Intelligence), drawing motes equal to the number of successes. These motes can be used to fuel any Charms that also bear an anima level cost, and are retained for the rest of the day.

Harmonious Soul Trance

Cost: -; **Mins:** Lore 3, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Elemental Empowerment Meditation

After drawing motes from an elemental source using this Charm's prerequisite, the Exalt may begin meditating and negate all deleterious effects she might be suffering

from the elemental source, including loss of air, environmental damage and unstable terrain. She can retain her balance effortlessly in an earthquake, breath freely at the peak of the greatest mountain or the depths of a lake and endure the heart of a raging forest fire without discomfort. The Dragon-Blood can even go without food or water for as long as she retains her meditation, however long it may be. These benefits end as soon as the Dragon-Blood ceases her meditation. Any motes she gained from Elemental Empowerment Meditation only fade a day after her meditation ends.

Elemental Succor Method

Cost: -; **Mins:** Lore 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms:

Harmonious Soul Trance

The Dragon-Blood can restore her own body by using the power of the elements to heal her injuries. Every hour the Exalt spends meditating in an expression of her element using Harmonious Soul Trance counts as (Essence x3) hours at rest for the purposes of healing.

Knowledge is Power

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: World-Wellspring Refinement

Once per day, the Dragon-Blood can reroll all failed dice of any non-extended roll of Lore, Occult, Bureaucracy or Medicine instead of rerolling dice with the Dragon-Blooded Excellency. This Charm is incompatible with World-Wellspring Refinement.

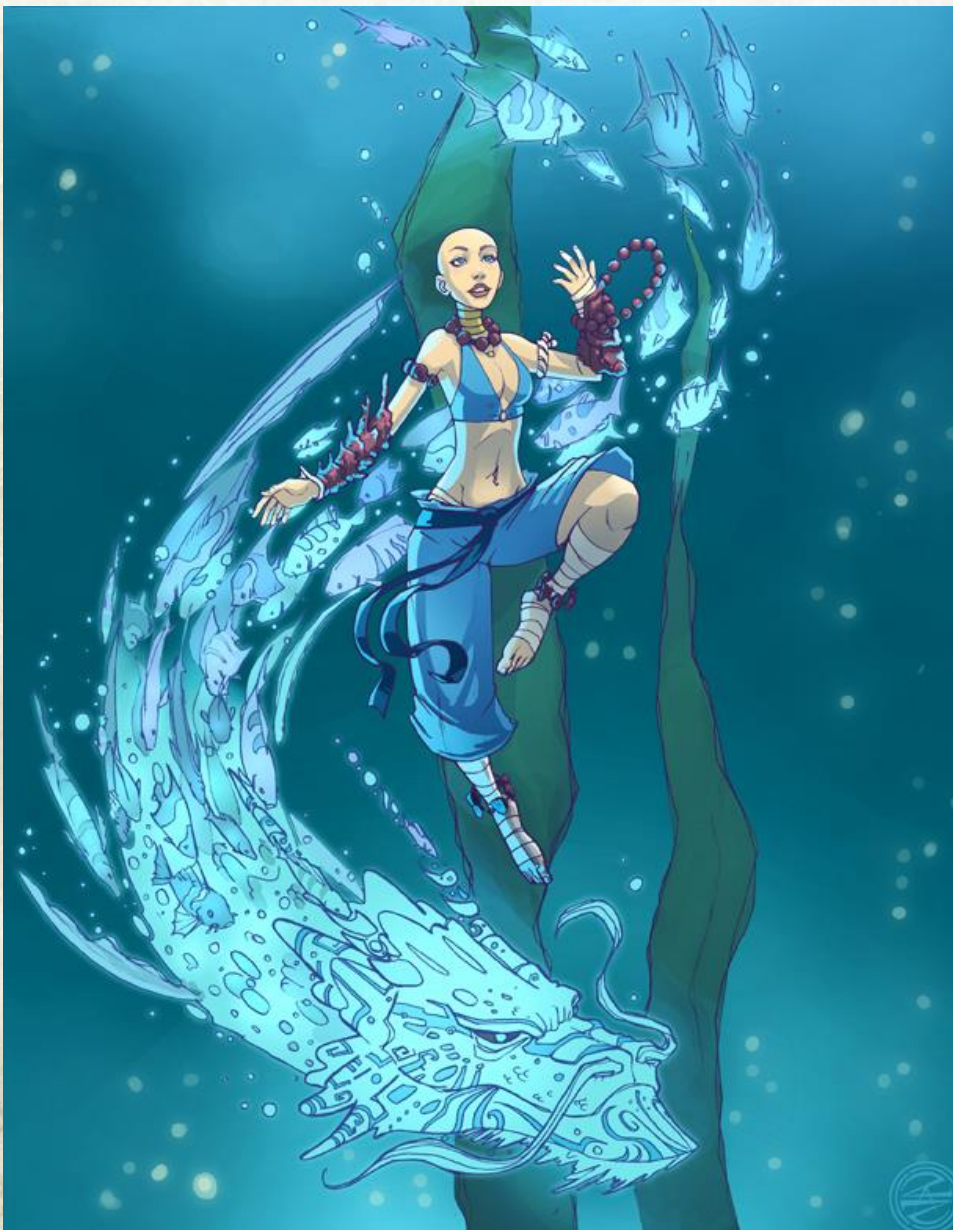
Lash the Dragon's Tail

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

Type: Permanent

Keywords: None

Duration: Permanent



Prerequisite Charms: Elemental Bolt Attack, Glorious Birthright Font

Instead of making a damaging **decisive** attack, the Exalt may use the damage dice of Elemental Bolt Attack to generate one of the following gambits:

- **Terrain-Rebuking Prana: (Difficulty 2):** A localized earthquake, snaring roots, slick ice or some similar hazard knocks the target prone. All opponents within close range of him must succeed on a (Dexterity + Athletics) roll at a difficulty of the Exalt's Essence or suffer the same. They must roll (Dexterity + Dodge) to rise from prone as though there was an opponent at close range.
- **Dragonfire Eruption Attack: (Difficulty 3):** The elemental bolt explodes into a deadly hazard around the target with the profile of a bonfire. The hazard affects the area within short range and lasts a number of turns equal to the threshold successes on the activation roll.
- **Far Horizons Shot: (Difficulty 3/6):** The elements hurl back her opponent with exploding earth, mighty winds or lashing vines. At Difficulty 3, the gambit throws her opponent back to short range. At Difficulty 6, he is thrown to medium range. He takes falling damage appropriate to the range he was thrown and is knocked prone.

Dragon Vortex Attack

Cost: 8m, 1wp, 3a; **Mins:** Lore 4, Essence 4

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Elemental Burst Technique, Lash the Dragon's Tail

The illimitable fury of the elements expels outwards from the Dragon-Blood's body, unleashing a devastating localized cyclone, fire storm, earthquake or similar hazard. For the duration, her anima rises to bonfire/iconic level, and her anima flux increases vastly in scale and potency. Her aura encompasses everything within medium range of herself, and inflicts (Essence) dice of damage rather than one, ignoring Hardness. She ignores the anima cost of Elemental Bolt Attack, and its default range is extended to medium, increased to long with 2m. She can use the gambits of Lash the Dragon's Tail on any **decisive** attack, not only those of Elemental Bolt Attack. However, she must focus her elemental Essence exclusively on maintaining the vortex; she can't use any Charms with an anima cost other than Elemental Bolt Attack for the duration, and she must spend at least

six peripheral motes during each turn to maintain her anima. If she fails to do so, the vortex shrinks and collapses, dimming her anima entirely, and Dragon Vortex Attack cannot be reactivated during the scene.

Additional Terrestrials can contribute to the vortex, provided they are within its area of effect, have their animas at bonfire level and spend at least six peripheral motes during the turn. In return, they gain the same benefits to Elemental Bolt Attack and Lash the Dragon's Tail if they know those Charms. The anima flux damage of the vortex increases by one for each additional participant, to a maximum of the creator's (Essence x2). With a damage of 6 or higher, the radius increases to long range. A vortex created by Dragon-Bloods of different Aspects takes on the anima flux properties of each.

Endless Coils Enlightenment

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: World-Wellspring Refinement

Endless knowledge lies buried in the quiet places of Creation, waiting to be discovered by a diligent savant. Once per story, the Exalt can announce her intention to research up to five points of Story Merits which she might potentially claim, the existence of which she must establish by introducing a fact. For example, she might describe a rumoured demesne of great power, a reclusive mountain tribe hostile to her foes or a lost family treasure. The Air Dragon begins an extended research roll to discover a path she might take to claim her prize. The roll has a terminus of 5, a goal number of (Merit dots x10) and an interval of one week, which can be shortened using Eternal Mind Meditation as normal. If the extended action is successful, the Exalt uncovers details of how she can use the resources available to her to acquire the Merit within the span of the story. She learns the location of a hidden Shogunate Manse and the cipher required to pass its threshold guardians, or the location of a treasure sunken in the depths of a lake that she can bring to the attention of her Water Aspect brother. Whatever the specifics, the Merit is always potentially within her grasp, though it may not be easy to acquire.

The Wind Turns

Cost: 5m, 1wp; **Mins:** Lore 5, Essence 5

Type: Reflexive

Keywords: None

Duration: Instant



Prerequisite Charms: Endless Coils Enlightenment

The rivers flow, the sun rises, the seasons change, but to the Exalted scholar, they carry no new tidings. Once per session, when she is faced with a turn of events that she is ostensibly learning of for the first time, she can introduce a fact to reveal her prior knowledge and the actions she took in preparation. Faced with a shocking betrayal and poisoning by her loyal secretary, she can reveal how she learned of the planned treachery weeks ago and swapped the wine goblets while his back was turned. When she learns of a barbarian invasion at the shores of her satrapy, she can reveal that she already predicted the political circumstances behind the attack and sent word to the mainland for reinforcements. The Exalt can describe up to an hour of actions she might have plausibly taken to act upon her foreknowledge at some time in the last month. This Charm does not actually predict the future or magically alter the past, it represents the Exalt using her great learning and wisdom to predict and avert disaster. Events that are truly spontaneous or unpredictable, like the sudden Exaltation of an Anathema among her entourage, cannot be prepared for using The Wind Turns.

Water Lore

Insight-Gathering Intuition

Cost: 2m; **Mins:** Lore 1, Essence 1
Type: Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: None

Whenever the Exalt gains at least one success in challenging an incorrect fact, she may use this Charm to make a reflexive (Wits + Lore) read intentions action to determine the speaker's motive in presenting the falsehood. With Linguistics 3 + , the Dragon-Blood can even discern the motives behind the authors of written inaccuracies.

Truth-Forgetting Practice

Cost: 3m; **Mins:** Lore 3, Essence 1
Type: Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: Insight-Gathering Intuition

Upon failing on a roll to introduce a fact, the Dragon-Blood can use this Charm to immediately roll introduce a second fact on the same subject that contradicts the first. For example, if she fails a roll to identify a flower as one whose petals provide delectable tea, she may pay

3m to introduce a second fact to correctly identify it as being a deadly poison.

Sunken Trove Methodology

Cost: 4m; **Mins:** Lore 3, Essence 1
Type: Simple
Keywords: None
Duration: One scene
Prerequisite Charms: None

The Water Dragon's flexible mind can ably unravel the secrets of the past. She rolls (Perception + Lore) against a difficulty determined by the Storyteller to learn about the history of an object or structure that falls within the context of her Lore background. Success determines the age and provenance of the item and immediately identifies fakes, forgeries, fabrications and notable alterations, gaining (Essence) non-Charm bonus dice on any roll-off against concealing magic. She gains double 9s on any roll to introduce or challenge facts on the subject for the rest of the scene and also double 9s to identify or avoid any hazards that might be associated with it, like Awareness checks to avoid traps in an ancient manse.

Secret-Submerging Postulation

Cost: 5m; **Mins:** Lore 4, Essence 2
Type: Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Truth-Forgetting Practice

The Exalt can make a roll to introduce a false fact that obscures a truth she is aware of. For example, faced with knowledge that her poorly designed manse is causing an ecological disaster, she can introduce a fact to the local villagers explaining the problem as the work of a sorcerous curse or mischievous elemental. As with a normal fact, the false explanation must fall within the context of her Lore background. Attempts to challenge the fact take a dice penalty of her Lore rating and do not reveal the falsehood unless they exceed her roll.

Earth Lore

Stern Tutor Discipline

Cost: 2m, 1wp; **Mins:** Lore 3, Essence 1
Type: Simple
Keywords: Stackable
Duration: Indefinite
Prerequisite Charms: None

With an hour's tutelage, a Terrestrial can temporarily grant an ally access to one of her specialities in any Ability. The speciality is treated in all ways as though it is the student's own for the duration, and he gains an additional non-Charm bonus die when using the

speciality provided his rating in the Ability is lower than the tutor's own. When the Exalt tutors a student in a Lore speciality, her student can use her Lore background to introduce and challenge facts, even if he lacks the minimum required Lore. A Dragon-Blooded student can also use the Excellency of the relevant Ability provided the tutor also knows it. The Exalt must tutor each student for at least an hour every day to maintain the effect.

Depths of Wisdom Instruction

Cost: (0xp +); **Mins:** Lore 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Stern Tutor Discipline

Depths of Wisdom Instruction permanently improves its prerequisite. After a month of maintaining Stern Tutor Discipline, the Exalt may deepen the efficacy of her tutelage by solidifying the knowledge in her student's mind. The student's effective rating in any Abilities that he is being instructed in raise to the Exalt's rating or 3, whichever is lower, and he gains the speciality he was trained in. For NPCs, the effect is permanent. For player characters, the character must pay the normal experience cost of the increase when the Charm ends or revert to his previous Ability rating. The Exalt can donate her own experience points towards the required amount if she wishes. Regardless of whether the training is made permanent or not, a Dragon-Blooded student whom the Exalt tutors for a month keeps the Dragon-Blooded Excellency of the relevant Ability when the Charm ends even if he would otherwise lack it, provided his rating in the Ability is at least 1.

Will-Honed Blade Meditation

Cost: -; **Mins:** Lore 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: All Evocations of any Artifact

Of all the Dragon-Blooded, the Earth Dragons have the greatest affinity for the subtle art of mastering the Essence of an artifact. Upon learning this Charm, the Exalt selects one artifact she has unlocked all of the

Evocations for. Once per day, she can meditate for a moment with that artifact to coax forth its slumbering power. She gains five bonus Peripheral motes, which can only be spent on activating the Evocations of her artifact.

Jade-Carved Legacy Soul

Cost: -; **Mins:** Lore 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Will-Honed Blade Meditation

The magical sympathy between the Earth Dragon's blessed blood and her panoply reaches its peak, allowing her to permanently reshape her chosen artifact in the fires of her personal legend. She immediately learns a new Evocation of Essence 3 + for the artifact she enhanced with Will-Honed Blade Meditation, with the artifact's former final Evocation as its prerequisite. The player and the Storyteller should work together to create an Evocation that exemplifies the Dragon-Blood's

character through the lens of the artifact's themes. This Evocation is forever part of the artifact, but it is bound to the Exalt's blood and can only be learned by her and her direct Dragon-Blooded descendants. Future generations can add to their family legacy by uncovering their ancestor's secrets of mastery and building on them by using this Charm

Sidebar: Ancestral Artifacts

Characters who wish to enhance their artifacts with unlockable evocations created by their ancestors can do so for one Merit dot each at character creation. If a Dragon-Blood somehow permanently loses an artifact invested with Will-Honed Blade Meditation or Jade-Carved Legacy Soul, she is refunded the experience points she spent, but cannot relearn the Charms for another artifact.

themselves.

MEDICINE

Wood Medicine

Disease-Salving Technique

Cost: 4m; **Mins:** Medicine 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Exalted physician's prescriptions might be unorthodox, but they are rarely ineffective. The Exalt can recommend a treatment for a disease she has diagnosed. Treatment can range from a regimen of cleansing meditation exercises to exotic herbal medicines or any other form of medical treatment. Provided the patient follows her advice and avoids strenuous activity, he gains a non-Charm success on all rolls to overcome the



Morbidity of the illness until it subsides. If the Exalt personally oversees his treatment by making a roll to treat disease (p. 237), she gains the same non-Charm success.

Nature's Healing Bounty

Cost: -; **Mins:** Medicine 2, Essence 1

Type: Permanent

Keywords: Branching: Survival

Duration: Permanent

Prerequisite Charms: None

The Exalt gains (half her Medicine rounded up) in non-Charm bonus dice to any Survival rolls to locate components for natural medicines. Using these natural medicines adds (half her Survival rounded up) in bonus dice to Medicine rolls to treat poison or disease.

Wound-Tending Touch

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

After spending fifteen minutes assessing and tending to a wounded patient, the Exalt makes an (Intelligence + Medicine) roll at the difficulty of double the patient's highest wound penalty. On success, she can prescribe a course of treatment, as with Disease-Salving Technique. Following the treatment, lethal damage can be healed as quickly as bashing damage, and the bashing damage heals at twice the normal speed. These benefits end if the patient undertakes any strenuous activity, including suffering new wounds, or deviates from the Dragon-Blood's prescription.

Harvester of Mercies Spirit

Cost: -; **Mins:** Medicine 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Wood Dragon treats the time she spends treating patients as restful sleep or meditation for the purposes of regaining motes. If a patient who entered her care with Major or Defining illness symptoms or with a -4 or worse injury makes a full recovery thanks to her aid, she gains a point of Willpower, to a maximum of one per day.

Feast of Many-Venomed Earth

Cost: -; **Mins:** Medicine 1, Essence 1

Type: Permanent

Keywords: Branching: Resistance

Duration: Permanent

Prerequisite Charms: None

Tales of hedonistic dynasts sampling small quantities of poison to build up an immunity are surely exaggerated, but their enemies are often nevertheless confounded by how unreliable this method of assassination seems to be against them. When rolling (Stamina + Resistance) to resist a poison, the Dragon-Blood may activate the rerolls of the excellency without spending Willpower and increase the number of dice that can be rerolled by the damage rating of the poison. If she has been exposed to the poison previously, up to three dice can be rerolled without spending motes.

Ten Banes Cauldron Methodology

Cost: 3m; **Mins:** Medicine 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Feast of Many-Venomed Earth

Focusing her meridians into harmony in preparation, the Dragon-Blood consumes a dose of poison. After the poison has run its course or has been resisted, it suffuses her being. Her body becomes poisonous as per the two dot Poisoned Body Merit, except with the poison she consumed rather than snake venom. She is not immune to future doses of the same poison.

At Medicine 5 + , Essence 4 + , she may use this Charm at an increased cost of 6m, 1wp to gain the five dot version of Poisoned Body instead.

Death-Deferring Touch

Cost: 2m; **Mins:** Medicine 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Disease-Salving Technique, Ten Banes Cauldron Methodology

The Dragon-Blood makes an (Intelligence + Medicine) roll at the difficulty of 3 on which she suffers any penalties afflicting the patient. Success delays the next interval of a disease or poison by a number of hours equal to her threshold successes. This can only be used once on each ailment per interval. Less benevolent Terrestrials can use this Charm clandestinely to delay the effects of the ailment on the instant the victim is exposed by succeeding on a Larceny vs Awareness roll. On a success, the victim suffers no penalty and does not even know they are carrying a time-delayed poison or disease until the time has elapsed.

Garden of Woe Cultivation

Cost: 5m; **Mins:** Medicine 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Feast of Many-Venommed Earth

The Exalt can derive lethal poisons from even common shrubs and flowers. Over an hour-long process, she renders down the plant matter and compounds it with her Essence, producing a dose of poison equivalent of Snake Venom, Arrow Frog Venom or some other mundane poison of equivalent or lesser potency approved by the storyteller.

Once per story, at Essence 3 + , Medicine 4 + , Garden of Woe Cultivation can extract a dose of strange and exotic venom from an unusual magical plant, such as those that grow in wood demesnes or the rare blooms found in shadowlands. This venom has traits determined by the Storyteller, but it should always have some kind of magical property. As an example, the Exalt might distill indigo flowers taken from the enchanted gardens of a Fair Folk noble into a soporific toxin with the traits of poison created by the spell Mists of Eventide. The Exalt is always aware of the properties of the poison she creates.

Black Pearl Luster

Cost: 5m; **Mins:** Medicine 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Feast of Many-Venommed Earth

The Dragon-Blooded physician reaches into her patient's body with her Essence, locating fatal impurities in his being and drawing them forth. She can make a roll to treat poison in a miscellaneous action without the benefit of remedies or antivenins and does so in a single action without the normal -2 penalty. If she successfully negates a poison by reducing its Duration to 0, her patient immediately coughs up a hard black pearl of solidified venom. This poisonous gem can be rendered into powder or dissolved in boiling water to return it to a useable state.

Jade Crucible Method

Cost: -; **Mins:** Medicine 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Harvester of Mercies Spirit

When lives are on the line, the Wood Dragon acts as a focus for the efforts of others, pooling their combined

will to snatch as many as possible from the clutches of death. After aiding the Exalt in treating patients for an hour or more, an assistant can grant her one of his Willpower points to further her work, which can increase her beyond her normal Willpower maximum. A Terrestrial assistant can also grant her up to his Essence in motes. These Willpower points and motes can only be used on Medicine Charms or to add a success to a Medicine roll. She may gain Willpower and motes from only one individual per hour, and her assistants must have a Medicine rating of 1 + to be eligible to aid her.

Arbor and Ivy Benediction

Cost: -; **Mins:** Medicine 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Harvester of Mercies Spirit

Of the many characteristics attributed to the Wood Dragons, one of the foremost is compassion. The cost of the Medicine Excellency is permanently reduced by the intensity of the strongest intimacy the Exalt bears towards her patient, or the strongest intimacy that the patient bears towards her, whichever is higher. If both the Exalt and patient bear positive intimacies towards one another, she may activate the rerolls of the Medicine Excellency without

spending Willpower.

Grievous Wound Alteration Energy

Cost: 6m, 1wp; **Mins:** Medicine 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Wound-Tending Touch

Over an hour spent tending to a patient's terrible wounds, the Exalt's healing Essence drives out magical corruption and painfully regrows destroyed tissue. She rolls (Intelligence + Medicine) with a penalty of the victim's highest wound level which is occupied by aggravated damage. Each success converts a level of aggravated damage into lethal damage. Alternatively, she can roll against a difficulty of 5 to attempt to rectify a temporary crippling injury. Success heals and resets shattered bones, repairs nerve damage and rejuvenates failing organs. So long as the injury might eventually

Venom In Her Veins

Wood Aspected Dragon-Bloods have a natural advantage as poisoners in that their animas generate their own venom. Wood Dragons with their animas flaring at Bonfire level can choose to dose themselves with their own anima poison for use with Charms like Ten Banes Cauldron Methodology and Black Pearl Luster.



have healed naturally or been repaired with a course of intensive medical treatment, the Exalt can cure it in an hour. Permanent crippling injuries like blindness and limb loss are beyond the power of this Charm.

Poison-Transmuting Alchemy

Cost: 5m; **Mins:** Medicine 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Garden of Woe Cultivation, Black Pearl Luster

The study of poison is the study of its interaction with the body. Using her medical knowledge, the Exalt adapts a poison to her needs over an hour of careful work compounding, refining and distilling the mixture. The dose of poison she works on changes in one of the following ways.

- Increase the duration interval of a poison from rounds to hours or hours to days. Poisons that have their damage lengthened from rounds to hours deal damage directly rather than dealing initiative damage.
- Increase the duration number to a maximum of her Essence.
- Increase the penalty to a maximum of her Essence or decrease it to a minimum of 0.
- Change the vector between damage, ingestion or touch.
- Downgrade damage from aggravated to lethal or lethal to bashing.

When the Exalt uses Black Pearl Luster on herself to expel a poison, she can use Poison-Transmuting Alchemy once to reflexively alter its composition.

Ministration of Verdant Grace

Cost: 10m; **Mins:** Medicine 5, Essence 4

Type: Simple

Keywords: None

Duration: One Hour

Prerequisite Charms: Grievous Wound Alteration, Energy, Jade Crucible Method

In battlefield medical tents and plague houses, every second counts to save lives, and the the Terrestrial physician rises to the occasion. She rolls (Intelligence + Medicine), with a number of non-Charm bonus dice equal to her qualified assistants with Medicine 1 + , to a maximum of her Essence. Her successes indicate the number of patients she can treat during the hour. She may use any number of Medicine Charms and Medicine actions to make diagnoses and to treat wounds, poison and disease on these chosen patients. Provided she is not interrupted from her work, she can complete as

many actions as are required on her pool of patients within the span of an hour, even if they would ordinarily take longer. While this Charm is active, her anima flux becomes harmless, merely a tingling warmth or refreshing breeze upon her patients. After the hour elapses, she may accept donations of motes and Willpower from up to (Essence) assistants rather than just one by using Jade Crucible Method.

Fire Medicine

Infection-Scouring Prana

Cost: 3m, 1a; **Mins:** Medicine 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

After making a roll to treat a disease, the Dragon-Blood may burn it from her patient's body with the flames of her anima. The patient advances to the next interval of her disease and checks the Exalt's roll against its virulence. If the roll is successful, the disease diminishes by two levels of intensity. However, this technique is not without its drawbacks; the Exalt's burning Essence leaves the patient raw and painful, inflicting a level of lethal damage.

Will-Exhorting Inspiration

Cost: 3m (+ 1wp); **Mins:** Medicine 2, Essence 1

Type: Simple

Keywords: None

Duration: One turn

Prerequisite Charms: None

The Exalt urges her patient to endure, to draw upon her reserves of will to conquer any obstacle. When the patient makes a roll to resist a hazard, disease, poison, magical curse or any other potentially life-threatening affliction and spends a point of Willpower, she also gains three non-Charm bonus dice in addition to the normal success. The Exalt can choose to grant the patient one of her own points of Willpower, which vanishes at the end of the turn if it is not used.

Spark-Kindling Empowerment Technique

Cost: 6m, 1a, 1wp; **Mins:** Medicine 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Will-Exhorting Inspiration

Any sawbones can tend wounds with time and care, but what use is this on the battlefield? The Exalt's allies must be returned to the fray immediately to battle anew! She targets an ally within close range, her anima flows through her hands and into him like a thunderbolt,

flushing away pain and filling him with a burning vitality to carry him through the fight. The Exalt rolls her (Charisma + Medicine), with each success negating the wound penalty of a single health level, starting with the worst. The patient gains initiative equal to the difference between his initial wound penalty and the penalty after the treatment. For example, the Exalt is treating a mortal at his -4 wound level, and rolls 4 successes, she negates the penalties of his -4, -2, -2 and -1 health levels. He is left with a -1 penalty and immediately gains 3 points of initiative. The wound penalties return at the end of the scene. Such hasty treatment carries a price; all wounds temporarily alleviated with Spark-Kindling Empowerment Technique are converted to aggravated damage.

Water Medicine

Madness-Analyzing Stare

Cost: 4m; **Mins:** Medicine 3, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

There is more to the healing arts than rejuvenation of the body. A good physician must also tend to his patient's mind. The Exalt can make a (Perception + Medicine) read intentions action. Success reveals if the target is suffering from any kind of derangement, and can give an educated guess as to its nature and origin, be it natural, magical curse or wyld influence. The Exalt can also determine if the target's actions are influenced by a magical Psyche effect or spiritual possession, provided she exceeds his Guile by the Essence of the individual that caused the effect or the Resolve of the spirit possessing him. Willing targets can voluntarily set their Guile to 0. This Charm cannot identify the Great Curse.

Purity of Mind Method

Cost: 10m, 1wp; **Mins:** Medicine 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Madness-Analyzing Stare

The Dragon-Blood can exert mastery over the illness maladies that plague her patient's mind. With a touch, the tides of madness are washed away, immediately ending any temporary derangements and magics. Possessing spirits are ejected from their victim and appear dematerialized in the vicinity, unable to possess the same target again for the remainder of the scene. Permanent derangements are only sent into abeyance for a scene before they inevitably return, although

regular use of this Charm combined with other therapies may provide a path of treatment that would otherwise be impossible. This Charm cannot disrupt Psyche effects caused by Celestial or Solar sorcery.

MELEE

Fire Melee

Burning Soul Sword

Cost: 4m, 1a; **Mins:** Melee 2, Essence 1

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Exalt infuses her weapon with the power of her anima, sharpening it on her resolve and surrounding it with an expression of her elemental wrath. This Charm enhances the Exalt's Melee weapons. When wielded by the Dragon-Blood, their burning attacks double (Essence) 9s on a **withering** damage roll and a single 10 on a **decisive** damage roll. This effect can enhance non-Melee attacks.

Burning Soul Sword can be used to enhance non-ranged Martial Arts form weapons of a style the Dragon-Blood knows that lack the Melee tag, such as hook swords or war fans, provided she has a Martial Arts rating of 3 + in the style.

Dragon-Graced Weapon

Cost: 3m; **Mins:** Melee 1, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

The Exalt summons a burst of flames that adds (Melee) to the raw damage of a withering attack, or one die to the damage of a decisive attack. At Initiative 11 + , she adds two dice to her decisive damage instead.

Blinding Spark Distraction

Cost: 3m, 2i; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Dragon-Graced Weapon

The Dragon-Blood's weapon strikes a shower of sparks as it parries her opponent's attack, intensifying in an instant to a dazzling flare. After a successful parry, the attacker suffers a penalty to all sight-based actions equal to the number of successes by which his attack failed to meet the Dragon-Blood's Defence, to a maximum of her

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(Melee/2) rounded up. This penalty lasts until the end of the attacker's next turn.

Raging Firestorm Blade

Cost: 6m, 3a; **Mins:** Melee 3, Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Dragon-Graced Weapon

The intense flames of the Exalt's anima condense over the edge of her weapon and release at the moment of contact, cleaving through her opponent in a devastating concentrated explosion. While the Dragon-Blood's anima is at bonfire, she may discharge it to reroll all failed damage dice of a withering attack, or convert (Essence) dice on a decisive damage roll to successes.

Stoking Bonfire Style

Cost: 1a; **Mins:** Melee 2, Essence 1

Type:

Supplemental

Keywords:

Uniform

Duration: Instant

Prerequisite Charms: None

When attacking an opponent of lower Initiative, the Exalt may expend an anima level to reduce the cost of the Melee excellency to 1m per two dice added or rerolled and can reroll 6s until they fail to appear. Once per scene unless reset by landing a **decisive** attack and building back up to 10 + Initiative.

Song of Steel and Embers

Cost: 1m, 1i; **Mins:** Melee 3, Essence 1

Type: Supplemental

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Stoking Bonfire Style

The Dragon-Blood learns to add the ferocity of fire to her weapon's blows, driving her foes back under her brutal

assault. Her attack inflicts two points of onslaught penalty rather than one.

Way of the Dragon

Cost: 1i; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Withering-Only, Perilous

Duration: Instant

Prerequisite Charms: Stoking Bonfire Style

The Fire Dragon's blade is relentless and unhesitating, blurring from one attack into the next. After a successful **withering** attack, she can spend one Initiative to add one bonus die to a pool she can expend on future Melee attacks.

The Dragon-Blood may retain a maximum of (Melee) dice in this pool, and they are lost at the end of the scene, when she resets to base Initiative or when she is crashed. If the attack crashes her opponent, she adds an additional die to the pool and her anima flares up by one level.

When the Dragon-Blood adds Way of the Dragon dice to any Melee attack, provided she rolls a number of 10s equal or greater than (6 -dice added) she can activate the rerolls of the Melee

excellency without spending Willpower.

Fuel for the Pyre

Cost: 2m; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Way of the Dragon

The attacks of the Exalt's enemies only fuel the blaze of her assault. When she successfully parries an attack, she may use this Charm to negate any onslaught penalty it



caused and add one to the dice pool of Way of the Dragon.

Molten Iron Defence

Cost: -; **Mins:** Melee 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Fuel for the Pyre

As the Dragon-Blood's anima builds, her weapon glows cherry-red with the intensity of her resolve, and strife only further kindles her flames. Whenever the Dragon-Blood parries an attack while her anima is at glowing level or above, she gains a mote for each 10 on her attacker's dice pool, to a maximum of half the motes she spent on raising her Defence using the Melee Excellency. If her anima is at bonfire level, she also counts 9s.

Brazen Blade Feint

Cost: 3m, 3i, 1a; **Mins:** Melee 3, Essence 2

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Blinding Spark Distraction

Sensing a weakness in her opponent's defence, the Exalt's unleashes a flashy, dazzling series of attacks, distracting her foe and opening an opportunity for an ally to strike a subtler and more deadly blow. Brazen Blade Feint generates a special distract gambit that grants an ally Initiative equal to successes on the activation roll. The cost of the gambit is replaced by the cost of this Charm. Once per scene, unless reset by landing a **decisive** attack that benefits from a distract gambit.

Crimson Lotus Rebuke

Cost: 4m, 1wp; **Mins:** Melee 3, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-Only

Duration: Instant

Prerequisite Charms: Blinding Spark Distraction, Molten Iron Defence

With swiftness and fury, the Dragon-Blood meets her opponent's attack head on. She can reflexively clash a **decisive** attack, regardless of her position in the turn order. If she is successful, she can use Molten Iron Defence to regain up to half of the motes she spent on her Excellency, regaining one mote for each 9 and 10 on her opponent's attack. The clash attack granted by this Charm counts as her action for the round, and she cannot make another. If she has already acted this round, then it counts as her action for her next turn.

Fire-Breathing Dragon Spirit

Cost: -; **Mins:** Melee 4, Essence 2

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: Crimson Lotus Rebuke

Focusing her wrath, the Exalt channels her fiery aura to augment her attack at the point of contact, ensuring that even her most extended strikes are delivered with lethal force. When the Dragon-Blood's attack rolls a number of successes exactly equal to her opponent's defence or his attack result in a clash, she may activate the rerolls of the Melee Excellency without spending Willpower. Each success on a rerolled die adds one to the raw damage of a **withering** or **decisive** attack. On a **withering** attack, she also gains double 8s on rerolled dice.

Dragon Blade Beneficence

Cost: 3m; **Mins:** Melee 3, Essence 2

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: Burning Soul Sword

While this Charm's prerequisite is active, the Dragon-Blood may enhance a **withering** or **decisive** Melee attack by an ally within short range, igniting his weapon with a spark of her anima. The attack gains the benefits of her Burning Soul Sword, and the Dragon-Blood can spend Willpower and motes to reroll the attack's dice using her Melee excellency provided the attacker himself does not. If the attack's damage roll shows least one 9 or 10 on a **withering** attack or at least one 10 on a **decisive** attack, the Dragon-Blood gains a point of Initiative.

Portentous Comet-Deflecting Mode

Cost: 6m, 1a; **Mins:** Melee 3, Essence 2

Type: Reflexive

Keywords: Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Molten Iron Defence

With explosive force and speed, the Dragon-Blood interposes her blade in the path of an incoming attack, deflecting even the surest strike at the last moment. This Charm is used after she is struck by a **decisive** attack, but before damage is rolled. The Dragon-Blood rolls her Initiative in dice, doubling 10s, or doubling 9s against an opponent with lower Initiative. Each success subtracts a die from the attack's raw damage. If the damage is reduced to zero, the attack counts as having being successfully parried for the purposes of the Dragon-Blood's Charms. In any case, both combatants reset to base Initiative. The Dragon-Blood can add bonus dice

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gained from Way of the Dragon to her Initiative roll, and if she negates all damage she can use Scintillating Chain Momentum to regain Initiative after she resets to base as though she landed a decisive attack if she knows that Charm.

Alternatively, the Exalt may use Portentous Comet-Deflecting Mode when an ally being protected by her defend other action is struck with a **decisive** attack. The defence resolves in the same way, except it rolls and resets her defended ally's Initiative instead of the Exalt's own. The ally must be a willing participant in this defence. The Dragon-Blood may not use Scintillating Chain Momentum to grant her ally Initiative.

Refining the Inner Blade

Cost: 5m, 1a; **Mins:** Melee 3, Essence 2

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Burning Soul Sword

With a moment's concentration, the Dragon-Blood shapes a gleaming weapon from the raw stuff of her anima. This soul weapon takes the form of any mundane weapon with the Melee tag the Exalt desires, and is enhanced with the properties of Burning Soul Sword. It crumbles into ash and vanishes at the end of the scene.

As with Burning Soul Sword, Refining the Inner Blade can create Martial Arts form weapons with an Ability rating of 3 + in the style.

Vanished in the Flames

Cost: 1m; **Mins:** Melee 3, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Refining the Inner Blade

The Dragon-Blood casts a weapon into the substance of her anima. The weapon appears to be consumed by her flames, leaving behind only dissipating ash and embers. At any time the Dragon-Blood may use Refining the Inner Blade to reform the weapon anew, wreathed in the fire of her anima. Its enhancement fades at the end of the scene, but the weapon remains as whole as it was before.

Conflagration of Warding

Cost: -; **Mins:** Melee 4, Essence 3

Type: Permanent

Keywords: Brotherhood

Duration: Permanent

Prerequisite Charms: Portentous Comet-Deflecting Mode

This Charm permanently enhances its prerequisite. When the Dragon-Blood uses Portentous Comet-Deflecting Mode, allies within close range can each contribute up to their Melee in Initiative towards his Defence. Dragon-Blooded allies can add (Melee + Essence) Initiative. The Dragon-Blood herself may contribute Initiative towards her ward if she is using Portentous Comet-Deflecting Mode as part of a defend other action.

Brotherhood: Sworn brothers can contribute the higher of their (Essence x2) or (Essence + Melee) in Initiative to the defence.

Scintillating Chain Momentum

Cost: 2m; **Mins:** Melee 4, Essence 3

Type: Reflexive

Keywords: Decisive-Only

Duration: None

Prerequisite Charms: Fuel for the Pyre

The Exalt's blade moves from attack to attack in a blur, only building in resolve and certainty as the onslaught progresses. After a successful **decisive** attack using bonus dice from Way of the Dragon, the Exalt may use Scintillating Chain Momentum to roll an equal number of dice and add the successes to her base Initiative when she resets.

Ringling Anvil Onslaught

Cost: 6m (+ 1wp); **Mins:** Melee 4, Essence 3

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: Raging Firestorm Blade, Way of the Dragon

Focusing on a single enemy, the Exalt's weapon moves in a blur, raising a fountain of sparks with a wild torrent of attacks, ringing together in one long, continuous note. After a successful **withering** attack, she may make another **withering** attack against the same enemy with a pool of (Melee + threshold success), up to a maximum of (Essence x 2) threshold successes, which cannot have dice added to it by any other magic except for Way of the Dragon. The Dragon-Blood may continue attacking until she misses or crashes her enemy. If she crashes her target she may pay a point of Willpower to follow through with a **decisive** attack at her full dice pool. Once per scene unless reset by achieving Initiative Shift.

Garda Wing Technique

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

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Ringling Anvil Onslaught

Sword glowing in an incandescent arc, the Exalt cleaves through two enemies at once. She makes a single **decisive** attack applied against the Defence of two separate opponents within close range, dealing damage of half her Initiative rounded up to each.

Tempered In Blood

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

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Ringling Anvil Onslaught

After a successful **decisive** attack against a crashed enemy, the Fire Dragon's anima flares to bonfire level and she immediately rolls (Charisma + Melee), adding the result to her Initiative after she resets to base. This counts as Initiative Shift for the purposes of resetting its prerequisite. Once per scene.

Dragonfire Maelstrom Barrier

Cost: (+ 3m); **Mins:** Melee 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Portentous Comet-Deflecting Mode, Crimson Lotus Rebuke

If her anima is at burning level or above, the Dragon-Blood can spend an additional 3m activating Crimson Lotus Rebuke to allow it to clash any incoming source of damage, including unblockable attacks, damaging spells and battlegroup ranged attacks. Her elemental aura sweeps out with her weapon's swing, scattering the attack harmlessly away in a torrent of dragonfire. If she successfully clashes an area attack, any allies who stand behind her are unaffected. Clashing a ranged attack doesn't let the Dragon-Blood strike back, but she gains a number of motes equal to her threshold successes, to a maximum of (Melee), and her anima flares up by one level. Environmental hazards like rockslides can be clashed as ranged attacks using a pool of (Difficulty + 3). Sources of uncountable damage use a flat difficulty of 15. Ongoing environmental hazards or sources of uncountable damage are quelled for the action.

If the Dragon-Blood successfully defends allies from an area attack of any kind using this Charm, she regains the Willpower point spent activating Crimson Lotus Rebuke.

Final Flash Attack

Cost: 10m, 1wp, 3a; **Mins:** Melee 5, Essence 4

Type: Simple

Keywords: Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Crimson Lotus Rebuke, Ringling Anvil Onslaught

A halo of crackling heat and light plays over the Terrestrial's weapon for an instant before she swings, unleashing an incandescent wave of fiery Essence through the ranks of her foes, leaving only black ash in its wake. Using this Charm requires an Initiative level of 15 + . The Exalt rolls (Dexterity + Melee) as a **decisive** attack applied in a line against enemies out to long range, rerolling the full amount of dice allowed by the Melee excellency without spending additional Willpower or motes. This line is wide enough to strike all opponents within one range band of one another. Obstacles in the way of the attack are blasted asunder, suffering the results of a feat of strength equal to the Exalt's attack successes, ignoring strength minimums, and the destruction can reduce or negate cover bonuses at the Storyteller's discretion. Everyone struck by the Final Flash Attack suffers (Essence + 3) damage dice, doubling 10s on the damage roll, and is knocked prone and pushed back one range band away from the Dragon-Blood. Battle groups and titanic enemies that occupy multiple range bands instead suffer damage from her full Initiative with double 9s. The Dragon-Blood resets to base Initiative after the attack. Once per scene.

Ordained Talon of Draconic Fury

Cost: 6m, 1wp, 3a; **Mins:** Melee 4, Essence 4

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Burning Soul Sword, Fire-Breathing Dragon Spirit

The Fire Dragon summons a mighty expression of her wrath; her anima explodes into a torrent of brilliant flames before sweeping around her blade and vanishing, visible only on the very edge of her weapon, rippling with heat and shining white with the all-annihilating intensity of a falling star. While this Charm is active, she adds her current anima level to her raw **withering** damage and doubles all 9s on the damage roll. Using Way of the Dragon after a successful **withering** attack no longer costs Initiative. A **decisive** attack adds raw damage equal to the number of dice from Way of the Dragon that enhanced the attack pool and benefits from double 9s. The Charm ends as she resets to base after a successful **decisive** attack.

If this Charm is used on a weapon enhanced by Burning Soul Sword or created using Refining the Inner Blade, its cost is reduced to 4m, 1wp, 2a.

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World-Bearing Cataclysm Edge

Cost: -; **Mins:** Melee 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Dragonfire Maelstrom Barrier, Final Flash Attack

If the Dragon-Blood successfully uses Dragonfire Maelstrom Barrier to clash a source of uncountable damage or a sufficiently spectacular and momentous ranged attack or hazard, such as a falling mountain, Death Ray spell or Nova Arrow Attack, she may immediately counterattack with Final Flash Attack, ignoring the once per scene restriction and Initiative 15 + requirement. As a general guideline, any area damaging Simple type attack Charm or Evocation with an Essence requirement of 3 + or attack spells of the Celestial and Solar circle should be sufficient to trigger this response.

Water Melee

Water-Shedding Sword

Cost: 1j; **Mins:** Melee 2, Essence 1

Type: Reflexive

Keywords: Uniform, Perilous

Duration: One turn

Prerequisite Charms: None

The fighting style of the Water Dragons is graceful and balanced, able to keep elegant poise even under the direst circumstances. After hitting with a **withering** or **decisive** attack, but before proceeding to damage, the Dragon-Blood can shed a point of Initiative in order to ignore a point of penalty to her Melee Defence for the turn. The penalty reduction is proactive: if she is not currently suffering from a penalty, she ignores the first point of penalty when it appears. This reduction can eliminate the defence penalty of a heavy weapon.

Trickling Steel Technique

Cost: 2m, 1j; **Mins:** Melee 2, Essence 1

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Water-Shedding Sword

With sinuous grace, the Water Dragon slips her weapon through the weakest point of her opponent's armour. She ignores a number of points of armour soak equal to her attack's threshold successes. If the attack is already Piercing, she may ignore the Initiative cost.

Serpent-Blade Strike

Cost: 3m, 1j; **Mins:** Melee 3, Essence 1

Type: Supplemental

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Trickling Steel Technique

The Dragon-Blood's weapon seems to take on a life of its own, snaking through the air and bending impossibly around defences. The attack ignores the Defence bonus of the opponent's weapon and the full defence action. If the weapon is Flexible, this Charm costs only 2m, 1i.

Mirror of Cascading Rain

Cost: 4m; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Water-Shedding Sword

The Dragon-Blood's blade keeps perfect time with her opponent's as they dart back and forth in the deadly dance of swordplay, like raindrops falling against a still pool of water. The Terrestrial may ignore a number of points of penalty to her Defence equal to the onslaught penalty her attacker shed on his turn.

Raindrop-Cutting Counter

Cost: (+ 3m); **Mins:** Melee 3, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-Only

Duration: Instant

Prerequisite Charms: Mirror of Cascading Rain

The Dragon-Blood may end Mirror of Cascading Rain after successfully parrying any attack to reset her current onslaught penalty to zero. If she does so after parrying an attack while suffering an onslaught penalty of -3 or greater before reduction, she may spend 3m to make an immediate **decisive** counterattack with the number of successes by which her attacker failed to meet her Defence in bonus dice.

Twin Rivers Elision Flash

Cost: 3m, 1wp, 1a; **Mins:** Melee 3, Essence 2

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Raindrop-Cutting Counter

The world slows to the beating of a heart, and the swordswoman's blade moves in a flash, striking low... and high. The Dragon-Blood's attack appears to impossibly occupy two spaces simultaneously. One of the attacks is a harmless illusion woven from the substance of the Exalt's anima, but which? The Exalt launches two **decisive** attacks, which are both rolled before proceeding to damage. If both are successful, she must choose one to discard. The attack inflicts a single

point of onslaught, which is only counted after the attacks are resolved.

At *Melee 5 +*, *Essence 4 +*, the Dragon-Blood may spend an additional 3m to generate two illusory attacks, for a total of three attacks.

Style-Countering Meditation

Cost: 0m + , 1i + ; **Mins:** Melee 4, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Raindrop-Cutting Counter

The Dragon-Blood can adapt perfectly to an opponent's combat style. After parrying an attack bolstered by a Supplemental type Charm during the scene, the Exalt has sufficiently analysed her opponent's technique to be able to counteract it with her own. Against future attacks using the Charm, she may pay a point of Initiative and a number of motes equal to the mote cost of the Charm to negate its effects. Due to the complexities and mental demands involved in reading and analyzing a target so thoroughly, this technique suffers from diminishing returns. Each time she uses this Charm during a scene, its Initiative cost increases by one. Style-Countering Meditation cannot be used against the Excellency Charm of any Ability, nor can it be used against spells or Evocations.

Earth Melee

Diamond-Cutting Sword

Cost: 1m; **Mins:** Melee 2, Essence 1

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: None

Earthly Essence courses over the Exalt's weapon, hardening it briefly to an edge that can defy any bulwark. After a successful hit, she rolls (Melee) dice and ignores a number of points of her opponent's Hardness equal to her successes. Diamond-Cutting Blade can be used in a destructive feat of strength using a bladed weapon, such as cleaving an anvil in two with an axe. In this case, she adds (Melee) non-Charm dice to her (Strength + Athletics) total.

Finally, if the Dragon-Blood is faced with an effect that would destroy her mundane weapon (such as Octavian's Invincible Iron Bastion), she may use this Charm Reflexively to briefly endow her weapon with the durability of an artifact and resist the effect accordingly.

Jade Phalanx Style

Cost: 3m; **Mins:** Melee 1, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Earth Dragon is a bastion unto herself, retaining an invincible defence even in the fiercest combat. She may flurry an attack with a full defence or defend other action and suffers no penalty to Defence for doing so. If she has a weapon with the Shield tag, this Charm costs 2m.

Threshing Floor Technique

Cost: 4m; **Mins:** Melee 3, Essence 1

Type: Supplemental

Keywords: Withering-Only

Duration: One tick

Prerequisite Charms: Jade Phalanx Style

The Dragon-Blood leads her allies in a series of destabilizing blows against her enemy, wearing down his defences. Her attack ignores a number of points of her target's soak equal to his current onslaught penalty, as do any attacks her target suffers for the remainder of the tick.

All For One

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

Type: Reflexive

Keywords: Decisive-Only

Duration: One tick

Prerequisite Charms: Threshing Floor Technique

Acting in unison, the Dragon-Blood and her allies strike a deadly combined blow against their foe. She declares use of this Charm at the beginning of a tick on which she and at least one ally are in a position to attack a specific enemy with a **decisive** attack. The Dragon-Blood acts last during the tick. Any ally who makes a **decisive** attack at the target enemy during the tick can announce that he is contributing to the effect of All For One. If he hits the target, his Initiative is recorded and he resets to base Initiative without proceeding to damage. When the Dragon-Blood herself attacks the target at the end of the tick, she gains a non-Charm bonus die for each successful hit that contributed to her attack. She adds all the recorded Initiative from previously successful attacks and doubles 10s on the **decisive** damage roll, doubles one 9 for each failed attempt to contribute to the attack, and doubles an 8 for each successful one.

Thousand-Ton Hammer Smash

Cost: 3m; **Mins:** Melee 4, Essence 2

Type: Supplemental

Keywords: Dual



Duration: Instant

Prerequisite Charms: Jade Phalanx Style

Filling her weapon with pulverizing weight, the Dragon-Blood delivers a mighty blow. She doubles 10s on all **decisive** damage, or doubles 9s on all damage against a prone enemy. The attack becomes Smashing. If the weapon already has the Smashing tag, the attack incurs no Defence or Initiative penalty.

All Things in Time

Cost: 1wp; **Mins:** Melee 4, Essence 3

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Thousand-Ton Hammer Smash

The Dragon-Blood delays her action to act last during the round, but loses no Initiative for doing so. For every hostile character with lower Initiative than her, she gains 2 raw damage to her **decisive** attack when it finally arrives, to a maximum of 10 damage. Characters who delay their attacks to act at the same time as the Dragon-Blood or who also use this Charm or a similar one act simultaneously on the final tick of the action. Once per scene unless reset by using a full defence action for three consecutive turns without being crashed.

Air Melee

Five Winds Edge

Cost: 6m, 1a, 2i; **Mins:** Melee 2, Essence 1

Type: Supplemental

Keywords: Dual, Branching: Brawl

Duration: Instant

Prerequisite Charms: None

The wind answers the call of the Child of Mela, condensing into a pellucid replica of her fist or weapon to flash through the air and strike her foe. Five Winds Edge enhances a Brawl or Melee **withering** or **decisive** attack, allowing it to be made at short range with the weapon profile of a Thrown weapon. A successful Grapple gambit made with this Charm can only Throw/Slam or Release before the magic dissipates.

At *Melee 4 +*, *Essence 3 +*, the Dragon-Blood may pay an additional 2m, 1a to attack out to medium range.

Steel Thunderbolt Draw

Cost: 2m; **Mins:** Melee 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The swordswoman can flurry a ready weapon action with a Melee attack with no Defence or dice pool penalty. If

she wins Join Battle and does so on her first action, she gains bonus dice on her attack equal to the amount by which her Initiative exceeds that of her fastest adversary.

On Wings of Sudden Lightning

Cost: 4m, 1wp; **Mins:** Melee 4, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Five Winds Edge, Steel Thunderbolt Draw

This Charm allows the Dragon-Blood to move a single range band without consuming her movement action and make an attack with any combat ability regardless of her position in the Initiative order. The attack in this instance must be made the moment the Exalt blurs forward, and so this Charm can only be activated at short range. This attack counts as her turn for the round. This Charm can be used to reflexively Clash an attack, provided the attacker is at short range or moved to close range since the Dragon-Blood's last turn. In the latter case, the Dragon-Blood moves to short range behind her charging adversary on a successful clash. Once per scene, unless reset by incapacitating an opponent with a **decisive** clash.

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Air Occult

Secret Realm Insight

Cost: 1m; **Mins:** Occult 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Terrestrial has gleaned a special insight into a world rarely seen by most, a world of wonder, spirits and mysteries beyond the understanding of mortal minds, a new lens through which to view all other knowledge. She can pay a mote to apply a speciality in any Ability as though it is an Occult speciality. For example, she can use her Melee speciality of "Daiklaves" to examine a daiklave's enhancements using Occult. If she applies a true Occult speciality, she can use this Charm to instead add an automatic success to the roll.

World-Pneuma Intuition

Cost: 2m; **Mins:** Occult 1, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None



The passage of immaterial beings disturbs the flow of the spiritual wind to which the Exalt attunes herself. She can hear immaterial spirits and detect their presence within close range. She suffers a -1 dice penalty on any roll that requires her to pinpoint their exact location, or -3 if she is opposing a stealth attempt.

Spirit Detecting Mirror Technique

Cost: -; **Mins:** Occult 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: World-Pneuma Intuition

Mirrors have long been the favoured symbols of sorcerers and charlatans alike, metaphorical windows into the spiritual world. The metaphor has a grain of truth, as spiritually aware Dragon-Blooded can catch glimpses of spirits in reflective surfaces. Whenever the Exalt views the position of a dematerialized spirit through a reflective surface, she catches a hazy impression of its true form and can reflexively activate World-Pneuma Intuition. That Charm is upgraded to allow her to perceive dematerialized entities with clarity through any reflective surface for as long as it is active. While viewing a disguised, shapeshifted or glamour'd spirit or Fair Folk through a mirror while World-Pneuma

Intuition is active, the Exalt gains (higher of Essence or 3) bonus dice on rolls to pierce the deception.

Spirit-Grounding Shout

Cost: 5m; **Mins:** Occult 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: World-Pneuma Intuition

Drawing in a breathful of Essence, the Air Dragon releases a bone-shaking shout, commanding a spirit to show itself. She rolls (Charisma + Occult) against the spirit's Resolve. If successful, the force of the Exalt's entreaty draws the spirit into the material world. It immediately materializes, though it does not need to pay the cost to do so. Willing spirits materialize without requiring a roll.

Elemental-Diffusing Veil

Cost: 3m; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit-Grounding Shout

While her anima is at burning level or higher, the Dragon-Blood can pay 3m to allow a willing elemental at close range to dematerialize. The spirit appears to burn away into nothing under the glare of her anima, but it has

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simply transitioned into an immaterial form. The elemental gains the Materialize Charm with a cost of (15 + [Essence x5]m, 1wp), which it can use once to end the effect and return to the physical realm.

Dragon-Soul Rapport

Cost: 10m, 1wp, 2xp; **Mins:** Occult 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Elemental-Diffusing Veil

The Terrestrial Exalted naturally share a spiritual connection with beings that share their elemental aspect. The Dragon-Blood may touch an Essence 1-3 elemental matching her own elemental aspect and rolls (Charisma + Occult) against the spirit's Resolve. If successful, the elemental becomes the Exalt's familiar and becomes a valid target for effects such as Survival Charms. The first time this Charm is used, waive the experience cost.

Terrestrial Circle Sorcery

Cost: -; **Mins:** Occult 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Dragon-Blood steps through the First Circle and is forever transformed. Upon learning this Charm, the Exalt gains the ability to learn and cast spells from the Terrestrial Circle of sorcery. In addition, the Dragon-Blood learns one shaping ritual and one Terrestrial spell for free. The spell selected becomes the sorcerer's control spell, and may feature in the anima iconography and be referenced in the mechanics of certain Charms.

Indomitable Sorcerer-Prince Mantle

Cost: 1sm+; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Terrestrial Circle Sorcery

If she is attacked while gathering sorcerous motes using a Shape Sorcery action, the Dragon-Blood may sacrifice up to (Essence or 3, whichever is higher) sorcerous motes she has gathered in place of motes from her Essence pool when defending herself with Reflexive Charms.

Sky-Grasping Invocation

Cost: 2m; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Terrestrial Circle Sorcery

After casting a spell, the sorcerer can use Sky-Grasping Invocation to retain some of her gathered power. Record the number of extra spell motes she gathered beyond the needs of her spell using a Shape Sorcery action. The next time she uses a Shape Sorcery action during the scene, she can reroll an equal number of failed dice on her (Intelligence + Occult) roll and the Charm ends.

Storm-Binding Invocation

Cost: 3a; **Mins:** Occult 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Sky-Grasping Invocation

When making a Shape Sorcery action with her anima at bonfire level, the sorcerer can bind the substance of her anima into the spell as it forms, gaining a non-Charm success and (Essence) non-Charm dice. This Charm may cosmetically alter the spell to reflect the Dragon-Blood's elemental Aspect. Her anima is reset to dim.

Spirit Searing Singularity

Cost: 4m; **Mins:** Occult 2, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Spirit-Grounding Shout

The Exalt's elemental anima extends into the immaterial, burning any spirits in the vicinity. While her anima is at bonfire level, immaterial spirits within close range suffer a hazard of (Essence)L per round, with a difficulty of (Occult). Most spirits will leave the Exalt's vicinity as soon as possible or materialize to avoid the worst of the damage.

Embracing the Arcane

Cost: -; **Mins:** Occult 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Secret Realm Insight

Sorcery and magical engineering are inherently dangerous undertakings; the slightest misstep or miscalculation can have spectacular and fatal consequences. The Terrestrial occultist has practiced her discipline to obsession, a perfectionist approach that brooks no failure. Whenever she fails an Occult roll by rolling under the static value of her target or the roll's difficulty, she can activate the rerolls of the Occult excellency without spending Willpower.

Wind-Communing Augury Method

Cost: 4m, 1wp; **Mins:** Occult 4, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: World-Pneuma Intuition,
Embracing the Arcane

Studying the slow dance of clouds and birds, gazing into the hearts of crystals, examining the entrails of sacrificed animals or through whatever other occult process she deals in, the Terrestrial catches a glimpse of future events. Upon using this Charm, the Storyteller reveals a fact without context about a significant event that will happen at some point in the next week. "Your family gathering will end in bloodshed", "There will be a battle in the temple gardens", "Iselsi Okazu will return" and "An Anathema will appear on your plantations" are all valid examples of hints a Storyteller could give. Any non-combat rolls the character makes that take advantage of this information gain (Essence) bonus dice. This can include social influence rolls to convince others to act on her foreknowledge, Lore rolls to investigate the meaning behind her vision, Bureaucracy rolls to organize a response and so on. If the event passes or is averted and the Storyteller determines that the Exalt leveraged her foreknowledge for a favourable outcome, she gains a point of Willpower. Ending the Charm early does not invalidate the prophecy, but the Charm cannot be used again until the predicted event comes about or is averted.

Elemental Internalization Technique

Cost: -; **Mins:** Occult 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Embracing the Arcane

Calling on her deep mystical affinity with the raw substance of Creation, the Exalt masters the secret ways of its spiritual embodiments. With a willing tutor, the Dragon-Blood can learn Eclipse keyworded Charms of elementals that share her aspect. She pays nothing to learn the first, and 10xp for each subsequent Charm. She can only learn these Charms directly from elementals, not from others who have learned them through the Eclipse keyword.

Seven Gates of the Penumbral Kingdom

Cost: 3m, 2a, 1wp; **Mins:** Occult 4, Essence 3

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Spirit-Searing Singularity

The Air Dragon breathes in her spiritual aura, suffusing it into her body until she bestrides the physical and material realm both. For the remainder of the scene, the Exalt and her weapons can touch the immaterial. Her **withering** attacks against spirits, material or not, do (Essence) points of bonus damage, and her **decisive** attacks double 10s on the damage roll. Furthermore, when she has World-Pneuma Intuition active and her anima is at glowing level or higher, spirits at close range appear as smoky silhouettes, negating the normal penalty for determining their exact location. While Spirit-Searing Singularity is active, it affects both material and immaterial spirits.

Outer Understanding Mystery

Cost: -; **Mins:** Occult 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms:
Terrestrial Circle Sorcery

As she plumbs the secrets of occult knowledge, the Exalt's sorcerous mastery grows with her learning. She learns a second control spell

and a new shaping ritual, exactly as though she learned Terrestrial Circle Sorcery a second time.

At Occult 5+, Essence 4+, this Charm can be repurchased for a third control spell and shaping ritual.

Hex-Shattering Rebuke

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit-Grounding Shout,
Embracing the Arcane

With an hour's careful study of a subject, the Exalt ascertains a magical method to counteract and break a curse or other magical affliction. She can break curses of Terrestrial Circle Sorcery, those caused by Dragon-Blooded Charms such as Drowning In Negotiation Style, or those inflicted by spirits or Fair Folk with an Essence

Sidebar: Known Control Spells

Although it functions in most respects as a repurchase of Terrestrial Circle Sorcery, Outer Mystery Understanding presents an issue that Sorcery initiation Charms do not; a player may wish to select a spell she already knows as her new control spell. If this is the case, Storytellers should consider refunding their player the appropriate amount of Terrestrial experience at the end of the story for a spell that has become retroactively "free", or allow the player to select a second, non-control spell when purchasing this Charm.



equal to or lower than than her own. She rolls (Intelligence + Occult) against a difficulty of the Essence of the being that originated the curse plus the minimum Essence of the effect, or 4 for Terrestrial Sorcery. On a success, the curse's effect on the subject is immediately broken. The curse may or may not persist independently of the subject, but he himself is free of any deleterious effects associated with it.

While stronger magic is beyond the power of this Charm to break outright, once per story, Hex-Shattering Rebuke can give the Dragon-Blood a flash of insight, revealing a method to counteract a greater curse, even one inflicted by the mightiest spirits and sorcery. The Dragon-Blood must still succeed at the (Intelligence + Occult) roll, with Celestial Sorcery adding Difficulty 6 and Solar Sorcery adding Difficulty 8, with success revealing a way the Terrestrial can avert the curse within the course of the story. This method invariably involves seeking out unique artifacts or components, bargaining for intercession from powerful mystical beings, travelling to strange, hostile magical realms and other such feats requiring an effort of significant daring and dedication.

Opened Skies Oracle

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Wind-Communing Augury Method

This Charm works similarly to its prerequisite, but instead of the Storyteller providing a fact about the future in the coming week, the Terrestrial introduces a fact about the future in the coming season, rolling (Intelligence + Occult) against a difficulty assigned by the Storyteller and following the normal rules for introducing facts. The Exalt can only introduce facts related to her personal fortune; she can predict that the Deliberative will assign her as the satrap of a wealthy Threshold state, but not that the current incumbent will be assassinated. A Terrestrial seer must work to uphold her own prophesy; the Deliberative might well assign her

the satrapy she desires in recognition of her works in service of the Realm, her politically advantageous new marriage or her ostentatious bribery, but they will certainly not recognize her demands for the satrapy on no merit other than her personal conviction that the fates intend it. As with Wind-Communing Augury, the Dragon-Blood gains (Essence) bonus dice on any non-combat roll made to bring about her design. She may not use Opened Skies Oracle and Wind-Communing Augury Method at the same time. Once per season.

Opened Skies Oracle is predictive rather than proactive in nature; it does not represent the Exalt actually manipulating the currents of fate, but rather that her mastery of the occult allows her to sift through the subtle threads of prophesy to discover the most favourable whispers of the future.

Primal Empowerment Avatar

Cost: -; **Mins:** Occult 4, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms:

Dragon-Soul Rapport

The Dragon-Blood empowers her favoured servant as a worthy champion of her cause. One of the Exalt's elemental familiars increases its Essence to 4, gains (Essence) points of mutations and gains a new spirit Charm

appropriate to its new stature. The Storyteller and player should work together to create a unique Charm that is emblematic of the elemental's relationship with its master.

Wood Occult

Know the Balance

Cost: -; **Mins:** Occult 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

To the Exalt's keen senses, the spoor of powerful magic intrudes tangibly on the balance of the world. When she is tracking the trail of a spirit or other non-human magical being that she knows the identity and nature of,

Sidebar: Prophecy in Play

The future is always in motion, and even among the Sidereal Exalted no oracle is truly infallible. It is always possible that events beyond the character's control or understanding can intrude upon the clarity of her vision and drastically alter its outcome. At any time, a predictive augury made using Wind-Communing Augury, Opened Skies Oracle or similar magic might be superseded by astrological fiat, sorcerous manipulation or the causality-bending powers of greater spirits and other mighty beings. Still, within the context of the game, Storytellers should be very wary of dissatisfying their players by arbitrarily declaring the character's prediction void without having a concrete explanation in mind of why and how it was averted.

she can use her quarry's Essence if it is higher than her own to determine how many dice she can reroll using the Survival, Investigation or Occult excellency, and rerolled dice gain double 8s.

Mystic Lands Emissary Tongue

Cost: 4m; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Know the Balance

The Terrestrial occultist adopts the mien of an emissary to the world of magic, knowledgeable of the alien social mores and expectations of gods, demons and stranger things, ready to negotiate as equals in mutual understanding. For the remainder of the scene, she ignores all social penalties for interacting with the Fair Folk, spirit courts, the dead or any other mystical beings with their own codes of etiquette. All social influence attempts on such creatures gain an automatic success, and if any of them wish to attack her while she is negotiating or attempting to negotiate, they must pay a point of Willpower to overcome their inclination to hear her out.

Spirit Chaining Strike

Cost: 7m, 1a; **Mins:** Occult 3, Essence 1

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Know the Balance

As the Dragon-Blood attacks, she also lashes out with her anima, binding a spirit in chains of the material world. This Charm can be used with a hand-to-hand attack of the Exalt's choice, allowing it to affect immaterial targets. It forms a special **decisive** gambit at a difficulty of the spirit's Essence. On a success, the spirit is forced to materialize and cannot dematerialize until a turn has passed. Each threshold success on the activation roll inflicts a -1 mobility penalty to the spirit until it is able to dematerialize, as snarling roots, growing crystals and other elemental phenomena bind it in place, to a maximum penalty of the Dragon-Blood's own Essence. Additionally, if she rolls the spirit's Essence in threshold successes on the activation roll (for a total of double the

spirit's Essence or more), the spirit is trapped in place for two turns, unable to perform actions.

Salt and Ashes Binding

Cost: 2m; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit Chaining Strike

The living Essence of the Wood Dragons is uniquely effective at warding against creatures of the Underworld. When a ghost or other deathly spirit suffers a penalty from Spirit-Chaining Strike, the Dragon-Blood may immediately pay 2m and roll (Charisma + Occult) with (Essence) non-Charm bonus dice. If the roll exceeds the spirit's (Resolve + Essence), it is immediately

banished into the Underworld, and cannot return to Creation for a year and a day unless compelled by an individual with greater Essence than the Exalt. For obvious reasons, this Charm cannot be used in the Underworld itself.

Spirit-Shredding Attack

Cost: 4m; **Mins:** Occult 3, Essence 2

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Spirit Chaining Strike

This weapon in the Dragon-Blooded arsenal is especially hated and feared by the

spirit hierarchies. A **decisive** attack supplemented by this Charm forces the spirit to shed a number of motes equal to the levels of damage inflicted. A spirit slain by this attack is permanently destroyed, its Essence torn apart and dispersed into the slow cycle of Creation. This Charm can be combined with attacks of other Abilities.

Spirit Bottle Method

Cost: (+3m); **Mins:** Occult 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Spirit-Shredding Attack

Instead of destroying a wayward spirit permanently using Spirit-Shredding Attack, the mystic may choose to spend three motes to seal it within an object anywhere

On Seven Eidolons Pact

This Charm offers an opportunity to secure the service of spirits unavailable even to sorcery, but players and Storytellers should carefully consider its limitations. Spirits do not reckon time as mortals or even the Exalted do, and many will be perfectly willing to wait for the centuries to erode their prison to dust rather than strike an unfavourable bargain. On the other hand, most spirits have better things to do with their time than while away the years on the hope of accidental release, and will be willing to perform certain tasks or agree to tolerable conditions in exchange for their freedom. The limits of a bargain depend on the spirit's power and temperament, but even the weakest and most easily cowed spirits will not submit to unconditional slavery.



within short range. The object must be some sort of open receptacle that can be closed, such as an unstoppered bottle or unsealed puzzle box. Once the receptacle is closed, the spirit is trapped within. The defeated spirit reforms within a day, even if it would normally be incapable of doing so. It is aware of its immediate surroundings but is unable to escape its trap through any means or take any actions except for mental ones that do not affect others. The spirit can communicate with anyone that touches the object, but still may not use Charms. Opening or breaking the receptacle releases the spirit.

Seven Eidolons Pact

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

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Spirit Bottle Method, Mystic Lands Emissary Tongue

When making a Bargain action with an offer of freedom for a spirit trapped using this Charm's prerequisite, the Dragon-Blood gains non-Charm bonus dice equal to her Essence. If the bargain is accepted, spirits with an Essence equal or lower than her own gain a defining principle to uphold the terms of the bargain which cannot be diminished until the bargain is concluded, similar to the sorcerous binding of Demon of the First Circle. For greater spirits, the tie is minor; an ambitious mystic should be cautious in trusting that such powerful entities will obey her designs after the indignity of their imprisonment.

Earth Occult

Minding the Dragon's Eggs

Cost: -; **Mins:** Occult 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Rivers of subtle energy course under the surface of Creation, and the Dragon-Blood can tap into these geomantic flows to gain greater understanding and power over the world. Purchasing Minding the Dragon's Eggs provides the Dragon-Blood with three of the listed techniques, and the player may work with the Storyteller to expand the geomantic techniques available through this Charm. Additional techniques can be purchased for 2xp or a single bonus point.

Jade Hound Method: A Dragon-Blood with this technique can use her Occult rating and specialties in

place of her Survival, Investigation or Awareness if it is higher when she makes any roll to sense, track or discover jade. Whether she uses Occult or not, she gains three bonus dice on any roll to do so.

Jewel and Tower Understanding: With a moment's concentration, the Exalt can sense the routes of the dragon lines and their convergence in places of magical power. She spends one mote and rolls (Perception + Occult), and can sense the direction of any manse within a number of miles equal to her successes, or twice her successes for an uncapped demesne. If she has a hearthstone, she can detect its manse or demesne at a number of miles equal to ten times her successes.

House of Good Fortune: While within an attuned manse, the Dragon-Blood gains two bonus dice on any Occult, Lore, Craft and Medicine rolls.

Lapidary's Glimmering Eye: The Dragon-Blood can analyse any hearthstone she can see, spending one mote and rolling (Perception + Occult) at a difficulty of 3 for a standard hearthstone or difficulty 5 for a greater one. Success identifies the properties of the hearthstone and the aspect of the manse or demesne it originates from.

Dragon's Hoard Technique: The occultist can commit a mote to a hearthstone as though it is an artifact in order to utilize its powers without socketing it into a artifact. She can attune a number of hearthstones up to her (Essence), but can't attune Dependent hearthstones.

Essence-Unveiling Touch

Cost: 3m; **Mins:** Occult 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Exalt is deeply attuned to the natural cycles of the world, and knows its subtle flows and rhythms. For a brief moment, the Dragon-Blood can heighten her awareness and feel the very Essence of Creation coursing over her skin, a slow, tectonic pulse like a cosmic heartbeat. Whenever she is targeted by a spell currently being shaped or an Evocation, she gets an opportunity to reflexively activate this Charm to attempt to ascertain what is happening. She can make an (Intelligence + Occult) roll at a difficulty of the effect's minimum Essence to determine what the effect is and how it works. She also gets an opportunity to activate this Charm whenever she touches a dematerialized spirit or comes into contact with a magical boundary such as a thaumaturgical ward, sorcerous working, spell effect, wyld zone, spirit sanctum, shadowland, demesne or any

other unusual magical phenomena. Upon activating it, she is immediately aware of what she has come into contact with. This Charm never detects or identifies Exalted Charms.

Fivefold Resonance Sense

Cost: -; **Mins:** Occult 3, Essence 1

Type: Simple

Keywords: None

Duration: Meditation

Prerequisite Charms: Minding the Dragon's Eggs, Essence-Unveiling Touch

For as long as the Terrestrial is meditating, she can perceive phenomena that she could sense by touch with Essence-Unveiling Touch anywhere within medium range. While meditating for long periods using Fivefold Resonance Sense, Dragon-Bloods sometimes receive flashes of insight as to the location of deposits of jade and other buried treasures that she might claim. This insight is not reliable enough to be useable on demand, and is up to the Storyteller to arbitrate.

Seeing the Maker's Hand

Cost: 3m; **Mins:** Occult 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Fivefold Resonance Sense

When the Dragon-Blood senses a spirit using Essence-Unveiling Touch or Fivefold Resonance Sense, she may spend 3m to make a reflexive analysis, rolling (Wits + Occult) against the spirit's Guile. On a success, she determines roughly what kind of spirit she is dealing with, whether its Essence is higher than her own and what its current feelings are towards her. Alternatively, she may use this Charm to analyse artifacts, hearthstones, manses, demesnes and spirit sanctums, rolling against the guile of the person most recently attuned. Success determines the relative Essence of the person and their feelings towards the Dragon-Blood, if any, but not their nature. Whether the roll succeeds or fails, the Dragon-Blood can determine the dot rating of an artifact and whether a manse or demesne is greater or standard.

Essence Disruption Attack

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

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Fivefold Resonance Sense

Extending her mystical senses further, the Dragon-Blood reaches out with her mind and tears the living Essence

from her foe. She makes a (Perception + Occult) **decisive** attack against an opponent within short range. She rolls her Initiative as raw damage as normal, gaining double 8s, adding (Essence) automatic successes and ignoring Hardness. Rather than doing damage to her target's health track, each success strips away one of his motes, starting with personal and moving on to peripheral. If the victim is reduced to 0m, he is automatically crashed to 0 Initiative unless he was already lower. The Dragon-Blood gains no Initiative from crashing her opponent, and resets to base as normal.

Entombed Mind Technique

Cost: 6m, 1wp; **Mins:** Occult 4, Essence 2

Type: Simple

Keywords: Psyche, Mute

Duration: Instant

Prerequisite Charms: Essence Disruption Attack

Earth is the most static and quiescent of the elements. This Charm enables a Dragon-Blood to infuse some of that somnolent stasis into another person's mind, putting him to sleep. The Exalt locks eyes with her target's or draws his attention with a glittering gemstone or the gleam of a jade coin while she speaks insidious hypnotic commands that encourage him to lie down and take a well earned rest. Roll a (Manipulation + Occult) persuade action against the target's Resolve. Any fatigue penalties to his Resolve are doubled. If her roll exceeds the target's Resolve, he must pay three Willpower to resist the effect, two if he applied a major intimacy to boost his resolve, one for defining. If he succumbs, he immediately falls into a deep sleep, full of strange dreams of echoing caverns and buried wealth. No amount of noise will rouse him from his slumber, but a sufficiently forceful slap or violent shaking will stir him. Left to his own devices, he will awaken rested and refreshed after a full twelve hours of sleep. Once a target has resisted the effect, he cannot be targeted again for the rest of the day.

Dragon Lair Meditation

Cost: 10m, 1wp; **Mins:** Occult 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Seeing the Maker's Hand

Earth Dragon occultists specialize in coaxing the geomantic flows of Creation to better serve their purposes. Over the course of a full day, the Exalt constructs a magical sanctum, a clearly demarcated area no more than a hundred yards across. Within the bounds of the sanctum, she wields greater power over the



arcane. She gains (half Essence, rounded up) non-Charm bonus dice on all non-extended Occult rolls, Lore rolls to introduce facts related to mystical matters, Craft rolls to repair magical items, Medicine rolls to combat magical or spiritual ailments and any social influence on spirits. Dematerialized spirits with an Essence lower than the Dragon-Blood's may not cross the threshold of the sanctum without her permission. If her sanctum is within a manse or demesne she is attuned to, she gains an additional non-Charm bonus die and her Essence counts as being one higher for the purposes of warding dematerialized spirits. This Charm can be used once per story, but using it a second time immediately nullifies the power of the first sanctum.

Fire Occult

Ghost-Fire Blade

Cost: 1m, 1a; **Mins:** Occult 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Exalt wreaths her weapon or fist in ghostly flames and strikes through the veil of the material at a wayward spirit. This Charm supplements a single attack to strike a spirit which has not materialized. Without means to detect the spirit, the attack is made at a -3 penalty. Ghost-Fire Blade can be used in combination with Charms of other Abilities.

Smoldering Brand Infliction

Cost: 3m, 1wp; **Mins:** Occult 3, Essence 1

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Ghost-Fire Blade

The cruel spectral fire of the Dragon-Blood's attack sears spiritual flesh painfully. If a **decisive** attack enhanced by this Charm does enough damage to increase a spirit's wound level, the pain increases the wound penalty by -1. Alternatively the Dragon-Blood may make a difficulty 4 gambit with this Charm to brand the spirit with a glowing sigil, visible in whatever shape the spirit takes. The sigil is a simple pictogram of the Exalt's design. As long as the spirit carries it, it suffers a -1 penalty to all actions from the unceasing pain. The brand persists for a year, and cannot be healed before that time except by magic from

beings with an Essence greater than the Dragon-Blood's. On a spirit with Essence three points greater than the Exalt or more, the brand heals on its own after only a day. In any case, the Exalt can remove it on her whim at any time. The Exalt can inflict multiple brands if she is feeling especially sadistic, but the penalty is not cumulative.

PERFORMANCE

Wood Performance

Memorable Performance Technique

Cost: 1m; **Mins:** Performance 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

When she draws on that which she holds most dear, the Exalt's technique is truly outstanding. Whenever the Dragon-Blood makes a performance that in some way utilizes one of her own intimacies, she may activate the rerolls of the Performance excellency with a mote instead of a point of Willpower. If her intimacy is major, the rerolled dice gain double 9s, if it is defining, double 8s. What qualifies as utilizing an intimacy can be interpreted liberally; she could be instilling a shared principle in others, dancing with the subject of a tie, or just making a speech about the subject of her intimacy.

Talented Improvisation

Cost: 3m (+2m); **Mins:** Performance 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One song

Prerequisite Charms: Memorable Performance Technique

There are more ways to make music than any mortal could master, but the Dragon-Blooded hone their talents with ease. The Exalt can pay 3m to enhance all Performance rolls made for the duration of a musical or dance based performance, rerolling 6s on rolls until they fail to appear. If she lacks an applicable speciality she may pay an additional 2m to gain a speciality in the instrument or mode of song or dance while the performance lasts. At the end of each story, she may learn one speciality that she used in this way during the

What's in a song?

Charms with a duration of one song are suitable for use with any music-based performance, including singing, playing an instrument or dancing. Most actions aside from movement and Performance based social influence will end these Charms. However, Dragon-Blooded Performance Charms and actions enhanced by them do not interrupt an ongoing performance unless they state otherwise.

course of the story as a true Performance speciality without having to pay experience, provided that her performance overcame some difficult obstacle or granted a significant advantage.

Scattered Petals Flourished

Cost: 1m; **Mins:** Performance 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One song

Prerequisite Charms: Memorable Performance Technique

A performance enhanced by this Charm ignores the penalty for group influence, and the Dragon-Blood's anima flux becomes harmless for the duration. If her anima is at Burning level or higher, she can reflexively alter its shape into a phantasmagorical display of light and colour that compliments her performance; spectral dance partners sculpted from clouds of luminescent pollen, kaleidoscopic patterns of flower petals that shift in time to her music and other such wondrous manifestations. If her performance ends and her anima is at bonfire level, she may choose to immediately reduce it to dim to spare her audience its unveiled sting.

Three String Sword Prana

Cost: 2m, 1i; **Mins:** Performance 2, Essence 1

Type: Simple

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Memorable Performance Technique

When she wills it, the Dragon-Blood's can wield music like a weapon, blasting her enemies with waves of sound, shattering bones with a shriek or pulverizing her foe with phantasmal blades and fists. She makes a **withering** or **decisive** attack using a pool of (Dexterity + Performance) on any target out to medium range, using the lethal, archery (medium) and powerful tags. Withering attacks use the damage and accuracy profiles of a Medium weapon and add Charisma to damage rather than Strength. She must use an aim action as normal in order to make an attack at medium range.

Blossom Hides Thorns

Cost: 2m, 1wp; **Mins:** Performance 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Talented Improvisation, Three String Sword Prana

The Dragon-Blooded are social creatures, enamored of culture and art, but they are also creatures of violence, passion and cunning artifice. Enrapturing an unwary

opponent with her captivating presence, she launches a deadly surprise attack. This Charm can only be used outside combat, and supplements any Performance based influence action. If she joins battle immediately afterwards, any attack she makes on her first turn against opponents whose Resolve she beat with her Performance roll is made unexpected, as though she is attacking from stealth.

Vibrating Strings Defence

Cost: 2m (+1m); **Mins:** Performance 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Three String Sword Prana, Scattered Petals Flourished

With a sharp whistle or a strum of her sanxian, the Dragon-Blood concentrates her music to strike away an incoming blow with a phantom blade or shield of sound. She can make a (Dexterity + Performance) based Parry against an incoming attack, with a +1 non-Charm Defence bonus against a ranged attack. If she made a Performance based influence action or an attack using Three String Sword Prana on her previous turn, she gains a +1 Parry bonus and gains a point of Initiative on a successful defence. If she is currently performing an aim action against an opponent, she can pay an additional mote to extend her defence to anyone that opponent attacks within medium range, creating a reflexive defend other action which can only utilize her Performance based defence.

Grace of Roses Attitude

Cost: 4m; **Mins:** Performance 2, Essence 1

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: None

The Wood Dragon moves with grace and allure, drawing every eye, enticing attention and inviting obsession. Her Appearance increases by one for the purposes of interacting with anyone who bears a positive intimacy towards her or is currently under the effect of an inspire action, even if this would increase her Appearance above five. This effect is compatible with other Charms that create conditional positive intimacies, like Midnight Spring Notoriety or Cloud-Nesting Preceptor Attitude. If she has made a successful inspire action or an instill action to create a positive intimacy towards herself during the scene, she also gains a bonus die on any social influence against the target.



Bountiful Expression Method

Cost: 3m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Grace of Roses Attitude

Every one of the Dragon-Blood's movements carries a wealth of meaning, each smile, each glance, each turn of the head beckons understanding of her intent. She may make any instill action using Performance, regardless of complexity or the apparent impossibility of the task; she can instill a tie of envy or resentment towards someone who is not even present with the grace of her dance or instill a principle of philosophical understanding through the piping of her flute alone. Her target gains no Resolve bonus for resisting influence made through gestures and body language, and she suffers no penalty for instilling intimacies in those with whom she shares no languages.

Dance of Flashing Swords

Cost: 3m; **Mins:** Performance 3, Essence 2

Type: Simple

Keywords: None

Duration: One song

Prerequisite Charms: Bountiful Expression Method

Brawling in the streets is rarely welcomed by the authorities, even when those doing it are the companions of one of the Princes of the Earth. During an ongoing battle, the Dragon-Blood begins a performance that weaves a subtle narrative to biases onlookers as to what is really going on. She makes a (Manipulation + Performance) inspire action. Unless presented with compelling evidence to the contrary, onlookers whose Resolve the Dragon-Blood overcomes will believe whatever framing her performance puts on the events taking place; she can convince people that a fight is a piece of street theatre, a good-natured drunken altercation between friends, a fated duel between brothers that must not be interfered with, or whatever other bias her music introduces. With a successful persuade action by someone who was not affected, those under the influence of this Charm can spend a point of Willpower to shake off its effects.



Nest of Songbirds Technique

Cost: 3m; **Mins:** Performance 3, Essence 2

Type: Reflexive

Keywords: None

Duration: One song

Prerequisite Charms: Talented Improvisation

Any allies who accompany the Dragon-Blood in her performance gain a non-Charm bonus die on all Performance rolls, provided their Performance is lower than the Dragon-Blood's own. If she also uses Talented Improvisation, they benefit from the reroll 6s effect, and she may spend 2m for each participant to grant the each a temporary speciality as per that Charm. Finally, if her fellow performers are also Dragon-Blooded, they gain the Performance excellency for the duration if they would normally lack it.

Wall of Voices Method

Cost: 2m; **Mins:** Performance 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Three String Sword Prana

As her enemies approach, the Dragon-Blooded musician casts them back with an insuperable wall of sound. She may oppose a Rush action with a pool of (Dexterity + Performance). If she is successful, her target is knocked prone.

Brief Mercy Interlude

Cost: 1m; **Mins:** Performance 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Three String Sword Prana

The Dragon-Blood may flurry an aim action with a Performance based social influence without any penalties. If Three String Sword Prana benefits from this aim action on her next turn, it costs no Initiative.

Radiant Harmony Song

Cost: 1m; **Mins:** Performance 3, Essence 2

Type: Simple

Keywords: None

Duration: One song

Prerequisite Charms: Talented Improvisation, Bountiful Expression Method

Any social influence attempts to reach a peaceful or diplomatic solution by anyone present gains (Essence) bonus dice, while any aggressive influence such as a threaten action or an attempt to goad someone into combat likewise takes a penalty of (Essence) dice. If the Exalt herself offers any aggression, the Charm ends and cannot be reactivated during the scene. The first

opponent to Join Battle against the Dragon-Blood or her allies must pay a point of Willpower to overcome the influence of the song. If this should happen, Radiant Harmony Song inflicts the (Essence) penalty on the Join Battle rolls of the aggressor and then ends.

Resplendent Victory Song

Cost: 4m; **Mins:** Performance 3, Essence 2

Type: Simple

Keywords: None

Duration: One song

Prerequisite Charms: Talented Improvisation, Bountiful Expression Style

The Dragon-Blood strikes an inspiring ballad or march that heartens her friends to battle. All allies gain a bonus die on all combat actions for the duration of the performance. Allies who stunt incorporating their actions into the performance in some way instead gain two bonus dice. Allied battle groups additionally gain a +1 bonus to their Might for the duration.

If the Exalt is using Radiant Harmony Song and an opponent breaks her attempt at peaceful accord by joining battle against her or her allies, she may activate Resplendent Victory Song reflexively as Radiant Harmony Song ends, and gains a non-Charm success on the Join Battle roll.

Resurgent Paradise Song

Cost: 1m (5i); **Mins:** Performance 4, Essence 3

Type: Simple

Keywords: None

Duration: One song

Prerequisite Charms: Radiant Harmony Song

As the Wood Dragon performs, flowers burst into bloom, grasses visibly grow, saplings sway and stretch in time with the music like serpents entranced by a snake charmer. While performing this song, the Dragon-Blood may create areas of difficult terrain and light cover encompassing one range band within long range of herself by manipulating plant life, with each requiring roughly a minute of work. In combat, growing an area of cover or difficult terrain requires a miscellaneous action and five points of Initiative. Additionally, while this song is active, it upgrades the following Charms:

Three String Sword Prana can be used to make grapple gambits, attacking with snarling branches and grasses. Grapples made in this way roll (Charisma + Performance) on the control roll. The victim or an ally within close range of him can make a miscellaneous action to pull him free, reducing the remaining rounds of control by one.



Vibrating Strings Defence counts cover created by this Charm as heavy when it is used to defend.

Brief Mercy Interlude can be used to flurry an aim action with a miscellaneous action to create cover or difficult terrain rather than a social influence action.

Resurgent Paradise Song cannot be used at the same time as Resplendent Victory Song.

Rhythm-Breaking Coda

Cost: 3m; **Mins:** Performance 2, Essence 3

Type: Reflexive

Keywords: Counterattack, Decisive-Only

Duration: Instant

Prerequisite Charms: Wall of Voices Method, Vibrating Strings Defence

After successfully defending against an attack with Vibrating Strings Defence or countering a rush with Wall of Voices Method, the Dragon-Blood may make an immediate (Dexterity + Performance) **decisive** counterattack using the profile of Three String Sword Prana.

Soul-Stirring Performance

Cost: 6m, 1wp; **Mins:** Performance 4, Essence 3

Type: Supplemental

Keywords: Psyche

Duration: One scene

Prerequisite Charms: Dance of Flashing Swords, Radiant Harmony Song

The artistry of the Wood Dragon is so inspiringly beautiful that her audience doesn't even notice the subtle hypnotic suggestions coded into its movements and rhythms. A successful inspire action backed by this Charm creates a temporary minor emotional intimacy of the Dragon-Blood's choice. For the remainder of the scene, she can make special (Manipulation + Performance) persuade actions through music or dance to exploit this intimacy, gaining (Essence) bonus dice. Under most circumstances, the targets of this influence will never be aware that the Dragon-Blood attempted to persuade them at all. Only if they resist the persuasion with a Defining intimacy and spend a point of Willpower will they realize that the performer is attempting to manipulate them. Otherwise, the target will believe that whatever task they were persuaded to do was their own idea all along. The intimacy created by this Charm exists only for the purposes of these special persuade actions and cannot be strengthened, weakened, altered, exploited for other actions, analysed with a Read Intentions action, used to raise Resolve or for any other purpose; indeed, the target doesn't even know it is there. It vanishes at the end of the scene.

At *Performance 5+*, *Essence 4+*, Soul-Stirring Performance extends its duration to Indefinite. The magical intimacy remains for as long as the Dragon-Blood commits motes to the Charm, allowing her to make hypnotic persuade actions at a later time.

Awakened Land Chorus

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

Type: Reflexive

Keywords: None

Duration: One song

Prerequisite Charms: Resurgent Paradise Song

As the Dragon-Blood plays, nature joins her in chorus. Small animals and birds chirp and warble, flowers chime like tiny bells, great trees thrum basso notes of strings and woodwind. These elements play accompaniment to her dance or voice, or answer her own music in antiphonal response. During the song, she can communicate in a limited fashion with plants and wild animals, and can make any kind of Performance based social influence towards them. These actions gain (Essence) non-Charm bonus dice and always count as exploiting a minor intimacy of the Dragon-Blood's choice, depending on what role she casts for herself in the song. Wild animals and plants are limited in what they can do and what information they can reveal, but such feats as entreating an orchard to give up its bounty out of season, asking an ancient tree about a sage who once meditated in its grove or convincing a flock of birds to help build a shelter are examples of tasks within reach of this Charm.

Forest Shields the Valley

Cost: 5m; **Mins:** Performance 5, Essence 4

Type: Reflexive

Keywords: None

Duration: One song

Prerequisite Charms: Soul-Stirring Performance Method

Well versed in manipulation herself, the Dragon-Blood can calibrate her performance into a countermelody that subtly undermines the manipulations of others. All allies within range of the performance gain a +1 bonus to their Resolve. Anyone who attempts a Performance based social influence against them suffers a dice penalty of the Dragon-Blood's own Performance. Additionally, use of any magic with the Psyche keyword against those defended suffers a dice penalty of the Exalt's (Essence). These penalties stack, so a magical Performance influence with the Psyche keyword suffers a penalty of (Performance + Essence).

Red Autumn Encore

Cost: 1wp; **Mins:** Performance 5, Essence 4

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Rhythm-Breaking Coda

While crashed, the Dragon-Blood can use Red Autumn Encore to supplement an inspire action against the person that crashed her. If it is successful, she immediately resets to base and rolls Join Battle with (Charisma + Performance). If she wishes, she can use Rhythm-Breaking Coda to launch a **decisive** attack against her opponent. Once per scene.

Earth Performance

Living History Saga

Cost: -; **Mins:** Performance 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Dragon-Blood is well versed in history and tradition, the better to master the art of storytelling. She can use her (Intelligence+Performance) rating to introduce facts, describing an enlightening story or anecdote of history that sheds light on the current situation. If she uses this information as the basis of a Performance action to tell a story, she can use the rerolls of the Performance excellency without spending Willpower, and can utilize any applicable Lore specialities as though they are Performance specialities.

Herald of Heroes Method

Cost: 2m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm supplements a Performance based influence to instill a positive opinion towards an individual the Dragon-Blood knows by telling a story about her acquaintance's virtue, deeds or character. The deftness of her anecdote and the sincerity of her entreaty lower the audience's Resolve by one. If the Dragon-Blood shares the intimacy she is attempting to instill, she adds the strength of that intimacy to the number of dice she can reroll with the Performance excellency.

Of Past and Future Triumph

Cost: 5m; **Mins:** Performance 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Living History Saga, Herald of Heroes Method

The Dragon-Blood tells a parable about the subject of one of the audience's intimacies, enumerating their character and the actions that they have taken. The intimacy can be a tie towards an individual or organization, or a principle that colours their opinion towards the individual being described. Her tale takes the form of a ([Charisma or Intelligence] + Performance) persuade action which rerolls 6s until they fail to appear. In a decision point, the intimacy she is exploiting counts as being one level stronger than it is. The task she is persuading her audience to accomplish must be related to the story she tells about the subject of the intimacy; either aiding or conforming to the example of a positive intimacy or acting against a negative intimacy. For example, she could tell a tale about the merciful nature of Sextes Jyllis to a group of Threshold farmers with a minor tie towards the Immaculate Order and gain a bonus towards convincing them to not seek retribution against the legionnaires who stole their livestock. Likewise, she could tell the same group a tale of the depredations of the Anathema to aid her in threatening them to give up the Lunar witch who lives in the hills.

The Dragon-Blood's descendents always count as having a positive intimacy towards her for the purpose of this Charm when she tells a story of her own actions.

Fire Performance

Roaring Dragon Method

Cost: 1m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: Branching; War

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's voice booms over the chatter of crowds and the clamour of the battlefield, ideal for commanding a legion or a debating floor. This Charm can supplement any vocal action made with any Ability, including but not limited to all vocal social influence and the Command action. She eliminates any penalties for background noise and can be heard clearly at long range. If used to enhance a threaten action within normal vocal range, she increases the number of failed dice that can be rerolled with the excellency by one.

Fire in the Belly Attitude

Cost: 4m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant



Prerequisite Charms: None

When making a roll to inspire a group with a rousing speech, the Dragon-Blood can reroll 5s and 6s until they fail to appear. However, she also targets herself with her own inspire action; she cannot help but be swept up in the passion of the moment.

Firebrand Agitator Technique

Cost: 3m, 1wp; **Mins:** Performance 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Fire in the Belly Attitude

Fire is passionate and destructive, and Fire aspected orators utilize both qualities. The Dragon-Blood makes a ([Charisma or Appearance] + Performance) inspire action to passionately inveigh against someone or something. If she is successful, she whips her audience into an angry mob that descends upon the target of her ire, smashing the property of her business rival, putting a heretic priest to the sword, burning copies of a profane book or whatever other destructive act the Dragon-Blood's speech prescribed. If the Exalt successfully inspired herself with Fire in the Belly Attitude while using this Charm, the mob falters and disperses if she does not lead the violence herself.

Water Performance

New Voice Technique

Cost: 1m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: Mute, Branching: Larceny

Duration: Instant

Prerequisite Charms: None

Water, among its many qualities, is a mirror. The Exalt can perfectly impersonate any voice she has heard before. Anyone who can hear but not see her will believe that she is the person she impersonates. Only supernatural hearing and similar magical effects have a chance to reveal her imposture; in this case, the Dragon-Blood rolls (Wits + [Larceny or Performance]) with (Essence) non-Charm automatic successes in any contested roll. Alternatively, New Voice Technique can enhance an actual disguise attempt to pass as a specific person, adding an automatic success and reducing the associated penalty by one by adopting an infallibly convincing vocal impersonation.

With Survival 2+, the Dragon-Blood can also impersonate animal calls.

PRESENCE

Fire Presence

Auspicious First Meeting Attitude

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

Type: Reflexive

Keywords: Stackable

Duration: One scene

Prerequisite Charms: None

A good first impression is vital for a Terrestrial courtier, and they know how to deliver. This Charm can only be used during the scene the Dragon-Blood meets someone for the first time. For the remainder of the scene, she gains half her Presence rounded up in bonus dice to any instill actions to create or strengthen positive intimacies towards herself or on read intentions actions against her target. Additionally, she gains a temporary speciality detailing her knowledge of the individual, which can be applied to any social influence in any Ability as though it were a regular speciality for the remainder of the scene. The bonus dice and speciality only function against a single individual, but the Dragon-Blood can activate Auspicious First Meeting Attitude multiple times in the same scene to garner favourable attitudes of several new friends. Auspicious First Meeting Attitude is reset after a season spent without contact with an individual, after which it can be used anew when they are reunited.

Overwhelming Presence Approach

Cost: 2m; **Mins:** Presence 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's impassioned arguments are difficult to ignore, even for the most seasoned and jaded courtiers. When the target of an instill, persuade or threaten action suffers a Resolve penalty from emotions that resonate with her influence or from ties to the Dragon-Blood herself, the penalty is increased by one.

Unbearable Taunt Technique

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Overwhelming Presence Approach

The Dragon-Blood insults and berates her opponent, drawing his attention away from her compatriots. She rolls (Manipulation + Presence) against her target's Resolve, increasing the Resolve penalty from any

applicable negative intimacies he bears towards her by two. On a success, the target suffers a -2 dice penalty on any actions taken against anyone except the Dragon-Blood, and his Resolve is lowered by one against influence from anyone else. This penalty lasts for the scene, or until the Dragon-Blood disengages from or otherwise voluntarily moves away from her target; insulting the target and then running away is not conducive to the effect of this Charm. Incapacitating or otherwise removing the Dragon-Blood from combat also ends the Charm. Outside of combat, the penalty lasts for the scene unless the insulted party gains some kind of significant social victory over the Dragon-Blood. In any case, using this Charm in a social situation is certain to earn dislike, similar to a threaten action. Only one Dragon-Blood can influence a target with Unbearable Taunt Technique at the time.

At Presence 4+, Essence 3+, Unbearable Taunt Technique becomes Stackable, allowing the Dragon-Blood to taunt multiple opponents over successive uses of this Charm.

Scorched Bastion Impulse

Cost: -; **Mins:** Presence 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Overwhelming Presence Approach

When the Exalt's mind is put to a subject, there are no passions great enough to stand against her own. The number of dice the Dragon-Blood can reroll using the Presence excellency is increased by the number of points of Resolve the target of her influence gains from an intimacy.

Prince of Destruction Attitude

Cost: 2m; **Mins:** Presence 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

To challenge the Princes of the Earth openly is to invite catastrophe. The Dragon-Blood may reroll 6s on any intimidate roll until they fail to appear. If she has recently caused a scene of impressive destruction that the target is aware of, she also rerolls 5s.

Battle Crucible Method

Cost: -; **Mins:** Presence 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Prince of Destruction Attitude

The force of the Fire Dragon's personality is a weapon to be wielded like any other. Whenever she convinces a bystander to enter an ongoing battle on her behalf through a persuade or bargain action or intimidates an opponent into fleeing or otherwise ceasing hostilities with a threaten action, she gains two points of Initiative. She can only gain this bonus once per turn.

Banner of the Conqueror

Cost: 2m; **Mins:** Presence 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Battle Crucible Method

Upon crashing an opponent with a **withering** attack or causing damage with a **decisive** attack, the Dragon-Blood can use this Charm to make a reflexive social influence action, adding the 10s on her damage roll in bonus dice. The social influence can be a threaten action on her target to stay down, a rallying cry for citizens to join her against their oppressors, or whatever else feels appropriate for the moment. She may only use this Charm once per turn, even if she crashes or damages multiple opponents.

Spectacular Coterie Procession

Cost: -; **Mins:** Presence 3, Essence 2

Type: Reflexive

Keywords: None

Duration: One day

Prerequisite Charms: Auspicious First Meeting Attitude

What wonders are at the command of the Princes of the Earth! When the Exalt enters a populated area for the first time at the head of a procession that displays her great wealth or power, she may use Auspicious First Meeting Attitude for free for the remainder of the day, and it may also enhance any inspire action and persuade actions that rely on her reputation. Furthermore, any social influence she attempts can draw on her evident magnificence as though it were a minor tie. Potentates will be thrilled to host her in their palaces, merchants will happily extend her credit and so on. Her own accoutrements and those of a handful of companions are insufficient to create the social impact this Charm represents; she must arrive at the head of a horde of demons, a spectacular carnival, a finely drilled legion, a ship bearing exotic wares from across the seas or similar attention-grabbing displays. This Charm can be used in a given city or similarly sized region once per season.

Glowing Coal Radiance

Cost: 3m, 1a, 1i; **Mins:** Presence 3, Essence 2



Type: Reflexive
Keywords: Uniform, Perilous
Duration: Instant

Prerequisite Charms: Prince of Destruction Attitude,
Overwhelming Presence Approach

The elemental fury of the Dragon-Blooded is such that lesser beings are cowed by their mere presence. The Terrestrial can only use Glowing Coal Radiance if her anima is currently Burning or brighter. Used in response to an attack or threaten action made in combat, this Charm inflicts a dice penalty equal to the lower of her Essence or Presence, or the higher if her Initiative is 5 or more higher than her opponent's. Outside of combat, the penalty to a threaten action is always the higher of her Essence or Presence.

Incandescent Glory Mantle

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

Keywords: None
Duration: Indefinite

Prerequisite Charms: Auspicious First Meeting Attitude, Overwhelming Presence Approach

While the Exalt's anima is at glowing or brighter, the cost of the Presence excellency is reduced to one mote per two dice added or rerolled. At bonfire level, the mote costs of her Presence Charms except for the excellency are reduced by one, to a minimum of one mote.

Hearth Warms the Soul

Cost: -; **Mins:** Presence 2, Essence 2
Type: Permanent

Keywords: None
Duration: Permanent

Prerequisite Charms: Incandescent Glory Mantle

While Incandescent Glory Mantle is active, the Dragon-Blood's anima flux does not burn anyone unless she wishes it so. Additionally, anyone in the presence of the Dragon-Blood counts emotional intimacies towards her as being one level stronger for the purpose of defending against any social influence except for her own.

Moth to the Candle

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

Keywords: None
Duration: One scene

Prerequisite Charms: Unbearable Taunt Technique,
Banner of the Conqueror

The Dragon-Blood's fiery spirit can be utilized as a weapon to draw her enemies into traps or to lure them away from overmatched allies. Instead of using Banner of the Conqueror to make a normal social influence action after attacking, the Dragon-Blood can spend 4m

to use a special reflexive version of Unbearable Taunt Technique. She can taunt the target of her attack or any other enemy nearby. In addition to its normal effects, the target of a successful taunt is compelled to immediately move towards the Dragon-Blood and engage her at close range on his next turn, making disengage, rush and move actions as appropriate. If he resists the urge to do so, he loses an amount of Initiative equal to the Dragon-Blood's Presence from the distraction. Once per scene, unless reset by defeating an enemy against whom the Exalt bears a major or defining negative intimacy.

Incendiary Dragon Shout

Cost: 4m; **Mins:** Presence 4, Essence 3

Type: Supplemental
Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Scorched Bastion Impulse,
Glowing Coal Radiance

As the Fire Dragon speaks words of threat and condemnation, her anger is so palpable that the very air catches aflame. Incendiary Dragon Shout supplements a threaten action made in combat. The influence simultaneously becomes a **withering** attack using the same number of successes and gaining a damage bonus equal to the Dragon-Blood's Essence. Flammable objects in the target's vicinity may catch fire. If used in conjunction with a reflexive threaten action made with Banner of the Conqueror, Incendiary Dragon Shout costs an additional point of Willpower. It is incompatible with any other effect that allows the Dragon-Blood to make reflexive threaten actions.

Enkindled Word Inspiration

Cost: -; **Mins:** Presence 4, Essence 3

Type: Permanent
Keywords: None

Duration: Permanent

Prerequisite Charms: Incandescent Glory Mantle

The Dragon-Blood inspires those around her to pursue her worthy cause. While Incandescent Glory Mantle is active and the Exalt's anima is at glowing or higher, allies within close range of her gain its benefits. Dragon-Blooded allies also gain access to the Presence excellency if they would otherwise lack it. Additionally, when allies make any Presence based influence that aligns with one of the Dragon-Blood's major or defining intimacies and their Presence is lower than the Dragon-Blood's own, they gain an additional non-Charm bonus die on their roll. The Presence Charm discount Incandescent Glory Mantle offers at bonfire level does not stack if several Dragon-Bloods use this Charm.

Stage-Stealing Splendour Method

Cost: 1wp; **Mins:** Presence 4, Essence 3

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Glowing Coal Radiance, Incandescent Glory Mantle

This Charm can be used once per day when the Dragon-Blood becomes the center of attention due to her own actions. She might slay an enemy champion at the head of an army, dramatically unmask herself to reveal her true identity or leap through a window to foil the assassination of a beloved ruler. As a rule of thumb, any conspicuous and dramatic public feat that earns a two or three point stunt should qualify, though exceptions should be considered for particularly character appropriate moments. For the remainder of the scene, the Exalt gains double 9s on all her Presence rolls. Additionally, Auspicious First Meeting Attitude is reset for everyone who witnesses the Dragon-Blood's actions, and she can use it against them during the scene at a reduced cost of 2m.

Warlord's Convocation

Cost: 10m, 1wp; **Mins:** Presence 5, Essence 4

Type: Simple

Keywords: Brotherhood, Dual

Duration: Instant

Prerequisite Charms: Stage-Stealing Splendour Method, Enkindled Word Inspiration

Once per story, the Dragon-Blood can make a rousing speech enumerating her deeds and demonstrating that she is worthy of loyalty. She must describe some feat she has performed that has protected or significantly benefitted her audience within the span of the current story. She makes a (Charisma + Presence) instill action with (Essence) non-Charm bonus dice that creates or strengthens a tie of loyalty towards her, suffering no penalty for group influence. However, the Dragon-Blood does more than impress her worthiness on those who are present; word of mouth soon carries her message to



all those who owe her fealty. The Exalt's influence is repeated against anyone who has benefitted from her deeds as word spreads; if her inspired leadership brought glory to her legion, news spreads through the ranks within hours. If she saved a Threshold city from the diabolical schemes of a Lunar sorceress, within a week everyone knows the name of their saviour. The Storyteller should assume most characters of the relevant group the Dragon-Blood comes across will feel loyalty towards her unless they have a particular reason to resist. Like all intimacies, the loyalty created by this Charm will fade if not nurtured, but repeated uses of this Charm over successive stories can gather a fanatically loyal following.

Brotherhood: The Dragon-Blood can make a speech on the deeds of one of her sworn brothers instead of herself. This still counts against the once per story limit.

Unquenchable Soul Endowment

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

Type: Supplemental

Keywords: Psyche

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Duration: Instant

Prerequisite Charms: Incendiary Dragon Shout

This Charm supplements an attempt to persuade an individual to undertake a task based on an intimacy she has instilled. If she beats the target's Resolve, even if he resists the influence, he feels a spark of magical inspiration that kindles a flame in his soul. Even if he does not want to perform the task, he is instinctively aware of what will happen to him if he does not. He is infected with a magical ailment known as the Soul's Fire, and it will inspire him to perform his appointed task with distinction even as it consumes him from within. The Soul's Fire is modeled as a disease with a morbidity of the Dragon-Blood's Essence and an interval of one day for mortals or one week for magical beings. It begins at a symptom level equal to the intimacy that was utilized in the persuade action. The ailment is inextricably linked with this intimacy; while the character is infected, the intimacy cannot be strengthened or diminished except by treating the disease or allowing it to worsen. The strength of the intimacy always equals the strength of the disease.

At minor symptom level, the Soul's Fire seems like nothing more than a stubborn fever. At major level, the victim is prone to irrationality and heightened emotion. Only at defining level does the malady reveal its magical character; the victim's body temperature rises above what should be possible to survive, his eyes shine madly and wisps of smoke exhale on his breath. Although the character shows these symptoms, he does not weaken; indeed, any actions he performs that conform with the intimacy linked with the disease or the task he was persuaded to perform gain a bonus die. Only in its final, fatal stages is the Soul's Fire debilitating; a character who dies from this ailment spontaneously combusts, burning to ash from within, but harming nothing around himself. If the victim manages to complete the task before this happens, the Soul's Fire immediately vanishes. The intimacy remains at its current level, but can be diminished or strengthened by normal means.

Blood Speaks to Blood

Cost: -; **Mins:** Presence 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Warlord's Convocation

When targeting an intimacy of loyalty towards herself while making an instill, persuade or threaten action, the Dragon-Blood can use Overwhelming Presence Approach for free. Against blood relatives,

Overwhelming Presence Approach is always free, regardless of what it targets. Additionally, if she encourages an individual to perform a task through a free use of Overwhelming Presence Approach in this fashion, he gains points of temporary Willpower equal to the intensity of the intimacy or emotion exploited by the influence; one for minor, two for major, three for defining. This bonus Willpower can increase the subject above his maximum, but can only be used to enhance a roll that furthers the task or resists influence that would deter him. An individual can have a Willpower bonus from only one use of this Charm at a time.

Wood Presence

Bird-of-Paradise Nests in Springtime

Cost: 4m, 1wp; **Mins:** Presence 3, Essence 1

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

On activating this Charm, the Dragon-Blood rolls (Appearance + Presence) with her Essence in bonus dice. Anyone who makes an attack or a read intentions action against her during the scene is subject to an inspire action using the rolled successes, inspiring an emotion appropriate to the context of the interaction. Typically, observers are inspired to attraction or fascination, while an attacker feels fear, though this may vary as appropriate. As with a normal inspire action, this Charm's effect can only influence each person once per scene.

Many Branches Shelter Stance

Cost: 2m; **Mins:** Presence 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Without even the merest movement on her part, the Dragon-Blood's attendants know when she wishes them to act. In response to an attack, the Dragon-Blood can use this Charm to give an ally within close range an opportunity to make a reflexive defend other action on her behalf. If none of her allies choose to do so, the motes are wasted.

Tending the Heart's Bloom

Cost: 4m; **Mins:** Presence 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

When making an instill action to create or strengthen an emotional tie towards a character other than the

Dragon-Blood, each 10 on the initial roll allows her to reroll an additional die with the Presence excellency, and she can activate rerolls without spending Willpower. If she knows that the subject of the instilled intimacy shares a similar tie towards the influence's target, all rerolled dice gain double 8s.

Turning Seasons Spirit

Cost: 3m; **Mins:** Presence 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Bird-of-Paradise Nests in Springtime, Tending the Heart's Bloom

All things are transitory, life and death turn in cycles. Forests are burned and reborn from ash, civilizations fall to be replaced anew. What are fleeting convictions in the face of these truths? This Charm enhances an attempt to overturn an influence, reducing the Resolve bonus to +1 and negating the need to spend Willpower to make the attempt.

Black Vesper Rebuke

Cost: 3m; **Mins:** Presence 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Many Branches Shelter Stance

The Dragon-Blood pinpoints an emotional weakness of her opponent and exploits it for a moment of fatal hesitation. The Dragon-Blood rolls her (Manipulation + Presence) against her target's Resolve, adding the intensity of the strongest intimacy of his that she knows in non-Charm bonus dice. If she beats her target's Resolve, the next attack made against him by an ally before her next turn is a surprise attack.

Passion Transmuting Nuance

Cost: 7m, 1wp; **Mins:** Presence 4, Essence 3

Type: Simple

Keywords: Psyche

Duration: One scene

Prerequisite Charms: Turning Seasons Spirit

Love turns, with little indulgence, to indifference or disgust. Even the bitterest enmity can be transmuted to fondness by the strange alchemies of the heart. The Dragon-Blood needs only a moment of conversation, rolling her (Manipulation + Presence) against her target's Resolve. This non-specific effect cannot lower the target's Resolve by exploiting an Intimacy, nor can the target invoke an Intimacy to raise his defense. If she is successful, she can temporarily redefine the context of any one emotional tie she is aware of. Her target can be

made to hate his true love, become hopelessly infatuated with a bitter rival, hold the person to whom he is most loyal in bitter contempt, or other such drastic alterations. The intensity and subject of the tie remain the same, but anything else is within the power of the Dragon-Blood to tamper with. The target can spend a point of Willpower in order to overturn the effects of this Charm for a single action, but it otherwise lasts for the scene. This temporarily altered tie grants the bonus for Tending the Heart's Bloom if the Exalt chooses to instill a similar tie in its subject.

All things being equal, the target of Passion Transmuting Nuance will revert to his original intimacy when the Charm ends. However, things are not always so simple; words cannot always be unsaid, and the new experience of altered emotions can give cause for even the most devout zealot or starry-eyed young lover to doubt their conviction.

Earth Presence

Grinding Millstone Argument

Cost: 4m; **Mins:** Presence 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm enhances an instill or persuade attempt against a character with an unmodified Resolve lower than half the Dragon-Blood's temporary Willpower, rounded down. The Willpower cost to resist the influence increases by one. Once per scene.

Unyielding Stone Resolution

Cost: 5m, 1wp; **Mins:** Presence 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Grinding Millstone Argument

The Earth Dragons are stubborn and persistent, and they always get their way. Once per scene, the Dragon-Blood can use Unyielding Stone Resolution to reset any one failed instill, persuade or bargain action she has made against a specific target previously in the scene, allowing her to repeat her influence without meeting the normal requirements for retrying social influence. If she used Grinding Millstone Argument in her failed influence, it is also reset and can be used again.

RESISTANCE

Earth Resistance



Armour-Hardening Concentration

Cost: 3m; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Dual

Duration: One turn

Prerequisite Charms: None

In response to an attack, the Dragon-Blood's armour becomes heavier and more rigid as she floods its substance with earthly Essence. This Charm is used after an attack is rolled, but before damage. Against a **withering** attack, mortal armour increases its soak by two for the turn, while artifact armour increases soak by three. Against a **decisive** attack, she can increase her armour's Hardness by three. However it is used, the Dragon-Blood's armour mobility penalty is increased by one for the turn as her weightier armour restricts her movements.

At Resistance 3+, Essence 2+, the Exalt can harden her clothes with Armour-Hardening Concentration if she is not wearing armour. This gives her an armoured soak of 3 for the action and does not increase mobility penalty. She still cannot increase her Hardness while unarmoured.

Impervious Skin of Stone

Cost: 4m; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

This Charm grants a Dragon-Blood's skin the toughness of unyielding stone, glancing aside even the sharpest of blades. Against a **withering** attack, she gains (Resistance + 1) soak. Against a **decisive** attack, (Resistance) levels of lethal damage are converted to bashing.

Anvil Body Method

Cost: 2i or 3m/1m; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: Dual, Perilous

Duration: Instant

Prerequisite Charms: Impervious Skin of Stone

When the Dragon-Blood is struck by a **withering** attack she can spend 2i to gain one mote for each two failed damage dice. These motes form a special pool that can only be used in fueling her Resistance Charms or the evocations of armour artifacts. This mote pool disperses after the scene. Activated after being struck by a **decisive** attack, Anvil Body Method can be activated for 3m to gain 1i for every two failed damage die. If the **decisive** effect is activated using motes gained by the **withering** effect, it costs only 1m.

Ox-Body Technique

Cost: -; **Mins:** Resistance 1, Essence 1

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

The bodies of the Exalted are much more durable than those of mere mortals. To help simulate this, an Exalt may buy extra health levels with this Charm. The purchasing choices are based on the character's Stamina rating:

At Stamina 1 and 2: Two -2 health levels.

3 and 4: One -1 and one -2 health level.

5: One -0 and one -2 health level.

The Dragon-Blood may purchase Ox-Body Technique (Resistance) times. If she increases her Stamina after purchasing Ox-Body Technique, her health levels automatically change to reflect the new rating.

Strength of Stones Technique

Cost: 2m; **Mins:** Resistance 2, Essence 1

Type: Simple

Keywords: Branching: Athletics

Duration: One scene

Prerequisite Charms: None

Like the element they emulate, the Children of Pasiap are pillars of strength and endurance. The Exalt meditates for a moment and allows earthen Essence to flow into her body and harden her muscles. Her Strength increases by one and she gains a bonus die on any Stamina dice pools.

At Resistance 4+, Essence 2+, Strength of Stones Technique gains the Stackable keyword and can be activated once more to increase both bonuses to +2.

Dragon Stands Defiant

Cost: 1wp; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: Ox-Body-Technique, Impervious Skin of Stone

When faced with a source of unsoakable withering damage, the Dragon-Blood can use this Charm to apply (Essence +1) soak against it. Alternatively, Dragon Stands Defiant can be used against a source of uncountable damage. Rather than dying, the Dragon-Blood takes enough bashing damage to fill her remaining health levels and suffers no further damage, even if the uncountable damage is ongoing. Crushed by a mountain

falling from the sky, she is found breathing under many tons of rubble. Blasted by the Essence-ignition of a detonating volcano manse, she is thrown half a mile clear of the vapourizing structure and lands in relative safety at the foot of the mountain. By whatever unlikely feat of endurance she avoids death, she is battered but alive.

Indestructible Battle Mantle

Cost: 5m, 1wp; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Armour-Hardening Concentration

The scales of a dragon can turn aside all but the mightiest blows. The raw damage of a **decisive** attack is reduced by half the Dragon-Blood's hardness gained from armour or Jade Protection Form, rounded up.

At Resistance 5+, Essence 4+, Indestructible Battle Mantle can be activated with a duration of one turn for an additional 3m.

Diamond is Unbreakable

Cost: 2m+, 1wp; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Indestructible Battle Mantle

In response to a **withering** attack that has crashed her, the Dragon-Blood may activate Diamond is Unbreakable to recover a point of lost initiative for every two motes she spends, to a maximum of increasing her Initiative back to 1. If this restores her back to 1 Initiative, her attacker gains no crash bonus.

Smiling Dragon Rebuke

Cost: 2m; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Counterattack, Dual

Duration: Instant

Prerequisite Charms: Impervious Skin of Stone

When the Dragon-Blood is struck by an attack and takes no damage to her health levels or initiative, she may immediately use this Charm to make a reflexive threaten action against her attacker. If the attack was **decisive**, she gains her Resistance in non-Charm bonus dice on the attempt. If she applied no Defence against the deflected attack for whatever reason and beats her opponent's Resolve on the threaten roll, she can roll her Stamina in dice and steal Initiative from her attacker equal to the successes.

Jade Protection Form

Cost: 2m; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Dual

Duration: One turn

Prerequisite Charms: Impervious Skin of Stone

Against a withering attack, this Charm forces the attacker to reroll two successful damage dice. Each reroll counts as a failure for the purposes of Anvil Body Method in addition of its rerolled result, and rerolled successes cannot exceed the original roll. The Dragon-Blood gains a point of Initiative for each 1 on rerolled **withering** die. Against **decisive** attacks, the Exalt is granted a hardness equal to her Stamina.

Essence Stratification Method

Cost: 5m, 1a; **Mins:** Resistance 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Jade Protection Form

Essence washes over the Dragon-Blood's skin, hardening into thin layers of stony armour that fit her like her own skin. When struck with sufficient force, these layers crack and flake away, leaving the layer beneath undamaged. Use of this Charm creates a number of temporary -0 health levels equal to the greater of her Essence or three. At the end of the scene, these health levels vanish along with whatever damage they have suffered. Once per scene.

At Resistance 5+, Essence 4+, Essence Stratification Method resets when the Dragon-Blood suffers damage to a -2 health level. This second activation grants three temporary -2 health levels, regardless of the Dragon-Blood's Essence.

Pillar of Creation Stance

Cost: 5m; **Mins:** Resistance 4, Essence 3

Type: Simple

Keywords: Perilous

Duration: Until broken

Prerequisite Charms: Jade Protection Form

The Dragon-Blood roots herself in a solid stance and freezes in place, hardening to a statue of jade. To use this Charm, she must be standing on the ground. Her soak increases by her (Stamina + Resistance) and her Hardness increases by (Stamina + Essence). She is immune to any effects that would move her from her present location, and rolls (Stamina + Resistance) with Essence non-Charm dice in the event of a roll off. The only way to circumvent this defence is an attack of such magnitude that it destroys the ground beneath her feet. Taking any actions that require movement, even reflexive actions like parrying or dodging, immediately ends the Charm.



If the Dragon-Blood is currently using the Athletics Charm Pillar Stands Unbroken, the cost of this Charm is reduced by 3m, and vice versa.

Heart of the Mountain

Cost: 8m, 1a; **Mins:** Resistance 4, Essence 3

Type: Reflexive

Keywords: Decisive-Only, Perilous

Duration: Instant

Prerequisite Charms: Essence Stratification Method

The Dragon-Blood stands unflinching in the face of a terrible blow, channeling her earthly Essence into her flesh to endow it with the invulnerability of the land itself. Rather than parrying or dodging a **decisive** attack, the attacker must instead best a special Defence of half the Exalt's Initiative rounded up, plus her Essence. This defence is not subject to penalties of any kind. An unsuccessful attack rebounds away forcefully from the Dragon-Blood's impermeable body and counts as having been defeated by her Hardness. The Dragon-Blood resets to base Initiative after using this Charm, but can roll (Resistance) dice and gain that many points of Initiative if her defence was successful. Successfully blocking a **decisive** attack with Heart of the Mountain allows the Exalt to assume Pillar of Creation Stance reflexively if she knows it.

Mantle of Elemental Invulnerability

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Jade Protection Form

By attuning herself fully to the elements, the Dragon-Blooded becomes highly resilient to any threat they poses. The Dragon-Blood becomes immune to environmental hazards with a Difficulty equal or lower than her Essence unless the Storyteller judges that the hazard is sufficiently magical or abstract so as to be entirely non-elemental in nature. A Dragon-Blood could resist a sorcerous storm of crimson ice summoned from the realm of demons, but not the soul-consuming gaze of a terrible lord of the Fair Folk. Additionally, if she suffers a purely elemental attack while under the protection of this Charm, such as a levinbolt hurled by an angry god, a blast from a firewand or an Elemental Bolt Charm from a fellow Dragon-Blood, she gains additional soak equal to her (Resistance + Essence) and additional **decisive** soak equal to her Essence.

Perfected Scales of the Dragon

Cost: 4m, 3a, 1wp; **Mins:** Resistance 5, Essence 3

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Mantle of Elemental Invulnerability

The Exalt draws her raging anima into her skin, donning the fivefold aegis of the Elemental Dragons and hardening her flesh to a jade-hard gleam that effortlessly glances aside the strikes of lesser warriors. She gains her Essence in soak. The damage rolls of **withering** attacks against her do not benefit from double 10s, and if reduced to a minimum damage of one by soak they are negated entirely. While Perfected Scales of the Dragon is active, the mote cost of Heart of the Mountain is reduced to 7m and it costs no Anima levels.

If the Dragon-Blood wears no armour, she gains further benefits for as long as Perfected Scales of the Dragon is active and she remains unarmoured. The cost of activating Mantle of Elemental Invulnerability is waived, and the duration of Jade Protection Form is extended to one scene.

At Essence 5+, Perfected Scales of the Dragon's duration is extended to indefinite. If the Dragon-Blood is unarmoured, the durations of Jade Protection Form and Mantle of Elemental Invulnerability are also extended to indefinite as long as Perfected Scales of the Dragon remains active and she remains unarmoured.

Scale-Shedding Stance

Cost: 5m, 1hl; **Mins:** Resistance 5, Essence 4

Type: Reflexive

Keywords: Dual

Duration: One scene

Prerequisite Charms: Essence Stratification Method, Pillar of Creation Stance

While Essence-Stratification Method is active, the Dragon-Blood can sacrifice one of her temporary health levels to activate Pillar of Creation Stance as a Reflexive Charm in response to an attack or other source of damage.

Roar of the Earth

Cost: 5m; **Mins:** Resistance 5, Essence 4

Type: Reflexive

Keywords: Counterattack, Decisive-Only

Duration: Instant

Prerequisite Charms: Heart of the Mountain

Upon successfully defending against a **decisive** attack using Heart of the Mountain, the Dragon-Blood can use this Charm to transfer the shock of the impact through her impermeable body and into the ground. The ground within close range and each terrain feature that stands

upon it suffers damage as though it were the initial target of the attack as the ground cracks into an impact crater under the deferred force. Each opponent within range is immediately knocked prone and suffers withering damage equal to the Dragon-Blood's Essence. If the defended attack would have had a raw damage of 20 dice or more, the radius of the impact is expanded to short range, and enemies are also thrown one range band away from the Dragon-Blood. At the Storyteller's option, the deflection of particularly momentous attack might have effects beyond this, perhaps triggering a full earthquake.

Unbound Earth Meditation

Cost: -; **Mins:** Resistance 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Perfected Scales of the Dragon

The Exalt's form is enduring beyond compare, surely straining against the threshold of Immaculate enlightenment. While Perfected Scales of the Dragon is active, the Dragon-Blood respire the pure Essence of Creation to sustain herself. She no longer needs to eat or even breath, though she can do so if she wishes, and she cannot speak without breath. The mote cost of each Resistance Charm is reduced by one, to a minimum of one.

Wood Resistance

Feast of Many-Venomed Earth

Cost: -; **Mins:** Resistance 1, Essence 1

Type: Permanent

Keywords: Branching: Medicine

Duration: Permanent

Prerequisite Charms: None

Tales of hedonistic dynasts sampling small quantities of poison to build up an immunity are surely exaggerated, but their enemies are often nevertheless confounded by how unreliable this method of assassination seems to be against them. When rolling (Stamina + Resistance) to resist a poison, the Dragon-Blood may activate the rerolls of the excellency without spending Willpower and increase the number of dice that can be rerolled by the damage rating of the poison. If she has been exposed to the poison previously, up to three dice can be rerolled without spending motes.

Bowing Sapling Form

Cost: 2m; **Mins:** Resistance 2, Essence 1

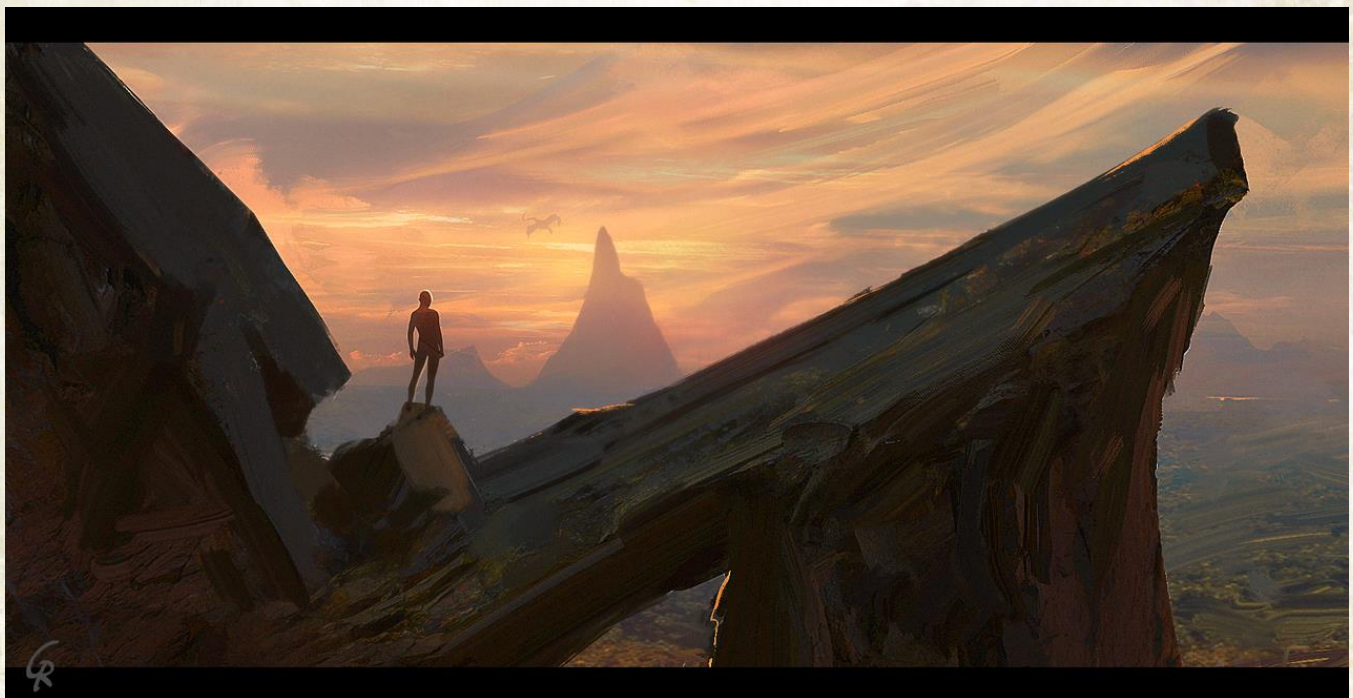
Type: Reflexive

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: None

It seems impossible to keep the Wood Dragon down; after every attack she just returns to form, as vigorous as ever. After the Dragon-Blood takes damage from a **withering** attack she rolls the total amount of damage taken plus her Resistance. For each success, her Initiative counts as being one higher than its true value for the



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purposes of determining her turn order on her following turn. This Charm can only be used once per turn.

Green Leaves Resurgence

Cost: 5m; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: [Bowling Sapling Form](#)

At the end of a scene during which she took damage to her health levels, the Exalt can use this Charm to recover lost health. She rolls her (Resistance + Essence) in dice, healing a bashing health level for every success. For every 10, she may use one of her successes to heal a lethal level instead. This Charm can be used while the Exalt is unconscious.

Storm-Sheltering Stance

Cost: 2m+, 1i; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: [Bowling Sapling Form](#)

When performing a Defend Other action, the Dragon-Blood may increase her charge's Defence, paying 2m per point of Defence and a single point of Initiative. She may spend up to (Resistance + Speciality) motes, regardless of what kind of Defence she enhances. This counts towards the Charm dice cap of her ward's Defence, but may exceed it as a non-Charm bonus.

Root-Binding Method

Cost: 1a; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: [Storm-Sheltering Stance](#)

When an attack successfully strikes a charge the Dragon-Blood protecting with a defend other action, she can expend on anima level in order to activate any one Reflexive Resistance Charm she knows with a duration of one turn or shorter, which takes effect exactly as though the defended party activated it. She can even activate Charms which normally must be used before the attack roll.

Fire Resistance

Unquenchable Flame

Cost: 1m, 1i; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Perilous, Withering-only

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood wears adversity proudly, unwilling to let the gnat-stings of her opponent's blows bring her down. For each 1 or 2 on her opponent's attack roll, her soak is increased by one, to a maximum of her current onslaught penalty. If she gains 3 or more soak from this Charm, her opponent does not gain the 1 Initiative bonus for successfully striking her.

Unconquerable Heart Resolve

Cost: 4m, 1wp; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: [Unquenchable Flame](#)

The bright fire of a Dragon's heart can be extinguished, but it will never be easy. This Charm can be activated when the Dragon-Blood takes damage sufficient to increase her wound level. Until the end of her next turn, she ignores all wound penalties. Additionally, she gains (half her Charisma rounded up) in bonus dice to attack and social influence actions. Once per scene, unless reset by expositing a major or defining intimacy she is currently acting upon as a miscellaneous action.

Aura of Invulnerability

Cost: (3m, 1a) per health level; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: [Unquenchable Flame](#)

The boundless self-confidence of the Prince of the Earth can be backed up with pure physicality, as the Dragon-Blood's natural force of personality bolsters her body. When she suffers damage from a **decisive** attack, she can use Aura of Invulnerability to deny one level of damage per level of anima and three motes spent. If this defence is sufficient to negate the damage entirely, the Exalt's anima immediately flares back to its prior level.

Salamander Basks in Strife

Cost: -; **Mins:** Resistance 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: [Unconquerable Heart Resolve](#)

When the Dragon-Blood uses Unconquerable Heart Resolve, the mote costs of all other Resistance Charms she uses during the turn are reduced by a number of motes equal to the penalty she negated, to a minimum of one mote. If she activates Unconquerable Heart Resolve on her last health level, the Willpower cost is waived.

Last Flame of Glory

Cost: 6m; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Unconquerable Heart Resolve

When the Dragon-Blood takes damage sufficient to remove her final health level, the damage instead stops at her final health level and does no further damage, leaving her defiant at the edge of death. Using Last Flame of Glory restores a number of points of temporary Willpower equal to the number of times Unconquerable Heart Resolve has been activated during the scene, including in the same instant as Last Flame of Glory. Once per scene.

Fire in the Blood

Cost: 3m, 1wp, 1a; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Counterattack

Duration: One Turn

Prerequisite Charms: Aura of Invulnerability

When wounded by a **decisive** attack made by an enemy within close range, the Dragon-Blood can channel her pain and outrage into her spilled blood, igniting it like lamp oil as it gushes forth. She makes an unblockable **withering** attack against her opponent, rolling Resistance plus the number of health levels in damage she suffered from the instigating attack. The attack has a base damage of (Stamina + Essence).

Garda Pyre Revival

Cost: 3i; **Mins:** Resistance 4, Essence 3

Type: Simple

Keywords: Perilous

Duration: One Turn

Prerequisite Charms: Last Flame of Glory

Once per scene, the Dragon-Blood can roll (Charisma + Resistance) with a full excellency and her current wound penalty in non-Charm bonus dice and regain motes equal to her success. If she has used Last Flame of Glory previously in the scene, she also heals one health level and gains a point of temporary Willpower after the roll.

Air Resistance

Whirlwind Shield Defence

Cost: 2m, 1a; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: One turn

Prerequisite Charms: None

The Exalt surrounds herself with a personal whirlwind, driving back waves of arrows and javelins. This Charm can

be activated in response to a ranged attack against the Dragon-Blood or any ally within close range. The Dragon-Blood and all allies within close range are treated as possessing light cover against ranged attacks for the remainder of the turn.

At Essence 3+, Resistance 4+, the Exalt can use Whirlwind Shield Defence at an increased cost of 5m, 2a to provide heavy cover against ranged attacks.

RIDE

Wood Ride

Elemental Halo's Mercy

Cost: 1m; **Mins:** Ride 1, Essence 1

Type: Reflexive

Keywords: None

Duration: While mounted

Prerequisite Charms: None

The baleful effects of the Dragon-Blooded anima banner are often fatal to mortal beasts. This Charm is activated upon mounting a creature, granting it immunity to the Dragon-Blood's anima flux. The mount is instead infused with a portion of its rider's elemental vitality; whenever the mount attacks while the Dragon-Blood's anima is at bonfire level, it gains a +1 bonus to attack and to raw damage.

Scattered Pearl Hoof Falls

Cost: -; **Mins:** Ride 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Mortal beasts have no hope of matching the Exalt's steed in swiftness and vigour. When making a mounted rush or disengage action, or when making a roll for the interval of a race, the Dragon-Blood can add her mount's speed bonus to the maximum number of dice that can be rerolled using the Ride excellency, and rerolled dice gain double 9s.

Heaven-Gracing Leap

Cost: 2m/4m; **Mins:** Ride 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood and her mount can leap horizontally a full range band, which counts as her movement for the action. If Great Heart Companion is active, the Dragon-Blood can use this Charm to assist her mount's movement on its turn.



At Ride 4+, Essence 3+, the Dragon-Blood's mount can leap two range bands horizontally by using Heaven-Gracing Leap as a Simple Charm costing 4m.

Tread Rooted in Life

Cost: 4m; **Mins:** Ride 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Upon using this Charm the Dragon-Blood's mount sheds all penalties of fatigue, hunger and dehydration, it is immediately renewed as though it has enjoyed a lengthy period of rest and recuperation. Repeated uses of this Charm allow the Exalt and her mount to maintain a galloping speed for extended periods.

Ironbark Hide Technique

Cost: 3m; **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: Dual

Duration: One tick

Prerequisite Charms: None

In response to a **withering** or **decisive** attack against her mount, the Dragon-Blood's Essence washes over the beast's hide, fortifying it against harm. The steed gains the Exalt's Ride in armoured soak and hardness for the tick.

Dance of the Jade Bridle

Cost: 2m; **Mins:** Ride 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Elemental Halo's Mercy

The Dragon-Blood is able to mount even the most strange and exotic beasts and control them as though they are a thoroughbred riding horse. She commits two motes to an animal. Provided the creature is at least twice her size and physically capable of bearing her, she can mount it, using a speed bonus of her (Essence/2) rounded up. Wild mounts still require training before being safely ridden. Particularly exotic animals might require specially constructed harnesses, saddles or howdahs in order to properly mount them; there is nowhere comfortable to sit on a siege lizard. The Dragon-Blood can use this Charm on animals that can normally be ridden, raising their speed Bonus to (Essence/2) if it would normally be lower. This Charm always functions on the Dragon-Blood's familiar, regardless of whether it is an animal or spirit.

At Ride 4+, Essence 3+, the animal gains this bonus permanently when the motes have been committed for

a season. The enhancement only functions for the Dragon-Blood herself.

Great Heart Companion

Cost: 1m, 1wp; **Mins:** Ride 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Elemental Halo's Mercy

The Wood Dragon's command over beasts gives her a deep spiritual connection with her steed that few can match. Normally, if a rider wishes to let her mount attack, it uses up her attack action for the turn. With this Charm, activated when the player rolls Join Battle, the Exalt's mount gains an Initiative track with a starting value equal to her own, and may make attacks on its own turn. In addition, when the Dragon-Blood commands her mount to perform a Ride-based movement action, it no longer uses up the Exalt's movement action for the turn.

Twinned Spirit Tread

Cost: 1i per die; **Mins:** Ride 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Great Heart Companion

While Great Heart Companion is active, the Dragon-Blood can sacrifice her mount's Initiative to add dice to any Ride based movement roll at a rate of one Initiative per die. She can also sacrifice a single point of Initiative to add a die to any attack she makes while mounted. She cannot reduce her mount's Initiative below 1 in this fashion.

Raging Dragon Steed

Cost: 1m+; **Mins:** Ride 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Great Heart Companion

The Dragon-Blood can use her Ride excellency to enhance the attacks and defences of her mount, paying 1m for each two dice added on an attack or 1m per point of Defence. If your mount is performing a Defend Other action, you can only improve its Defence by one.

Beast and Master Method

Cost: 2m; **Mins:** Ride 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Using this Charm, the Dragon-Blood can reflexively Defend Other attacks made against her mount, or allow

her mount to reflexively Defend Other attacks made against her. If the Exalt's steed is crashed or incapacitated as a result of an attack it takes for its master, she can reflexively dismount with no ill effects.

Prince of Steeds Attitude

Cost: 1m; **Mins:** Ride 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Great Heart Companion

Those princely creatures that bear the Exalted into battle naturally hold dominion over lesser beasts. This Charm enhances a Command action directed at a cavalry battlegroup while the Exalt herself is mounted. Her steed assists her by relaying the instructions to its fellows. The Exalt can use her Ride rating in place of War if it is higher, and apply any Ride specialties as though they are War specialties. Additionally, the roll gains an automatic success.

Autumn Gale Dance

Cost: 1a+; **Mins:** Ride 3, Essence 2

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: Scattered Pearl Hoof Falls

The Dragon-Blood may expend anima levels to increase her mount's speed bonus at a rate of one anima level per point of speed. The bonus lasts for the turn. If Elemental Halo's Mercy is active, the Dragon-Blood's anima does not subside until the end of the turn.

Wild Rider Style

Cost: 4m; **Mins:** Ride 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Great Heart Companion

This Charm supplements an action made to mount a steed. Until she dismounts, she suffers no penalties of any kind for riding a steed without proper tacking and barding. She can control a mount perfectly well without stirrups and reins, and suffers no discomfort or injury for riding bareback.

Dragon Horseman Prana

Cost: -; **Mins:** Ride 4, Essence 3

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Autumn Gale Dance

The Exalt rides like a daredevil, emboldening herself and her steed through improbable feats. When the Dragon-

Blood succeeds on a Ride roll of difficulty 5 or greater or makes a successful gambit of difficulty 5 or greater while mounted, she rolls (Charisma + Ride) with a full free excellency and gains an equal number of motes. These motes can only be used only to offset the cost of activating Ride Charms. Motes gained in this fashion may retroactively lower the cost committed to active Ride Charms, lowering the committed cost and returning the discounted motes to the Dragon-Blood's mote pool. The motes fade at the end of the scene, and any necessary commitment returns. Once per scene.

Ash Upon The Mountains Strike

Cost: 5m; **Mins:** Ride 4, Essence 3

Type: Reflexive

Keywords: Clash, Decisive-Only

Duration: Instant

Prerequisite Charms: Twinned Spirit Tread, Beast and Master Method

While Great Heart Companion is active, the Dragon-Blood's steed can respond to any attack against its master by lashing out wildly, ruining the attack. The mount can reflexively clash any close range **decisive** attack against the Dragon-Blood. Success inflicts no damage, but immediately knocks the target prone and counts as a successful disengage action. This counts as the mount's action for the turn, and if it has already made an action this counts as its action for next turn.

Two Hearts Triumph

Cost: 1wp; **Mins:** Ride 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Ash Upon the Mountains Strike

Together, the Wood Dragon and her trusty animal companion may succeed where alone they might not. This Charm can only be used while Great Heart Companion is active. When the Dragon-Blood's steed resets to base initiative after a successful **decisive** attack, she may spend 1wp to capitalize on the rush of victory and revitalize herself and her steed. She rolls a number of dice equal to her Ride plus her mount's speed bonus, unmodified by any other magic. Both the mount and the Dragon-Blood gain a number of points of Initiative equal to the successes. Once per scene.

Water Ride

Tempest-Riding Technique

Cost: 3m; **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant



Prerequisite Charms: None

The Dragon-Blood sweeps across the battlefield like a wave, paying no regard to the clumsy swings of her enemies. She can flurry a Ride-based Rush or Disengage action with an attack without penalty.

Quicksilver Saddle Style

Cost: 2m **Mins:** Ride 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Water Dragon adapts to the bucking of her mount just as she rolls with every wave and becomes nearly impossible to dislodge from her saddle. While this charm is active, the Dragon-Blood is practically immune to anything that might dismount her against her will. She can sleep in the saddle or stay mounted effortlessly on the back of a bucking horse, gaining (Ride) non-charm successes to any rolls to do so. Against a dismount gambit, the Water Dragon may cancel her commitment to this charm to raise the Difficulty of the gambit by (Essence).

Spear-Taunting Method

Cost: 3m, 2i **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Quicksilver Saddle Style

Those that try to strike the Water Dragon find their target slip through their grasp and are left behind. The Dragon-Blood may activate this charm when she successfully defends against an attack from close range, reflexively rolling to disengage with as many non-charm bonus dice as her Defence beat the incoming attack, to a maximum of her mount's current speed bonus.

Can't Catch the Tides

Cost: 3i **Mins:** Ride 3, Essence 2

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Spear-Taunting Method

As a master equestrian, the Dragon-Blood uses the speed and dexterity of her mount to her best advantage. An attack against her suffers a dice penalty equal to her mount's speed bonus.

Earth Ride

Ebony Spur Technique

Cost: 1m; **Mins:** Ride 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Spurring her mount into a charge, the Dragon-Blood focuses its momentum into a single impact. This Charm may enhance an attack made against an opponent within close range, but only if the user has moved one range band on this turn towards her target. If the attack is successful, the target is knocked prone.

Earthquake Steps Approach

Cost: 3m; **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Until stopping

Prerequisite Charms: Ebony Spur Technique

The Dragon-Blood's mount seems to grow heavier with every step without its speed diminishing; as it advances, the ground shakes and cracks all around it. This Charm may be initiated when the Dragon-Blood's mount moves one range band. Terrain within close range of her is considered difficult terrain for anyone but herself and her mount, and she creates an environmental hazard with a damage of 1B/turn and a difficulty of 1 within the same radius. Every time the Dragon-Blood successfully moves one range band while this Charm is active, this damage and difficulty each increase by 1, up to a maximum of the Dragon-Blood's Ride ability. If the hazard's difficulty becomes 3 or higher, its range, as well as the radius of terrain made difficult, expands out to short range of the rider. If the rider spends one turn without successfully moving one range band, this Charm terminates.

Irresistible Penetrating Charge

Cost: 4m; **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Earthquake Steps Approach

When the Dragon's mount is in the fullness of its charge, no obstacle may stop it. It will shatter walls, it will knock towers down, and it will break open the castles of the mighty. This Charm may be used when the user's movement would be impeded by an obstacle such as a wall or a palisade, or when her movement brings her in contact with a large structure such as a siege engine. She may reflexively perform a Feat of Strength to destroy the obstacle or structure, using her mount's dice pool but allowing her to use her own Charms to enhance it, and gaining her mount's speed bonus in non-Charm bonus dice. If it is successful, the obstacle or structure is

destroyed (or simply breached in the case of massive walls) and she continues her progress unopposed.

Charge of One Hundred Generals

Cost: -; **Mins:** Ride 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Irresistible Penetrating Charge

The righteous charge of the Prince of the Earth cannot be stopped by the terrified mortals in its path. Bodies fly from her blows as she moves implacably. This Charm allows its user to move through a battle group without being slowed down. Furthermore, battle groups she attacks have their Drill counted as one level lower for the purposes of their defense, and any rout check caused by her attacks is made at +2 difficulty.

Falling Avalanche Trample

Cost: -; **Mins:** Ride 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Irresistible Penetrating Charge

Driven into a frenzy, the Dragon-Blood's mount stomps over its hapless target, each falling hoof one stone in a great landslide. This Charm may be used after the Dragon-Blood caused a target to be knocked prone, and allows her mount to immediately deliver a **decisive** attack against the fallen enemy, using its dice pool but allowing the user to enhance it with her own Charms. If successful, the rider and the mount's Initiatives are reset.

Air Ride

Cloud-Harnessing Style

Cost: 1m, 1i (+1wp); **Mins:** Ride 2, Essence 1

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: None

The Air Dragons have a natural affinity for creatures of the air. While the Dragon-Blood is falling from a height of medium range or greater, she may use this Charm to summon her flying mount to her location. The mount moves towards her as quickly as it is able. If it is able to intercept her, she reflexively mounts it and arrests her



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fall. If the Dragon-Blood is unhorsed from a flying mount in midair, she can use this Charm and expend an extra point of Willpower to have her mount circle back around and catch her without any ill effects.

SAIL

Water Sail

Deck-Striding Technique

Cost: -; **Mins:** Sail 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Dragon-Blood is as confident on deck as any old hand who ever sailed the seas. She can reflexively rise if she ever falls prone due to failing a balance check while on board a ship, tumbling effortlessly to her feet. Additionally, when performing ship-based stunts such as swinging from rigging or climbing the mainmast during a storm, she can choose to use her Sail in place of her Athletics, and gains the higher of the ship's unmodified Speed or Maneuverability bonuses in non-Charm bonus dice when doing so. Finally, if she performs a stunt that recalls her nautical experience in any situation, she can use one of her Sail specialties as though it is a Speciality of another Ability.

Illustrious Banners Unfurled

Cost: 1m; **Mins:** Sail 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Deck-Striding Technique

Whenever the Dragon-Blood is on board or within sight of her ship, or if no more than an hour has passed since she publically disembarked from it, she can use this Charm to gain (half her Sail rounded up) bonus dice to social influence that asserts her authority or a bonus point of Resolve against any attempts to undermine her authority. When the Exalt uses this Charm, word of her arrival carries quickly, and everyone she meets who might plausibly have heard of her seems to know her by reputation. This power is primarily narrative and its scope, as well as the opportunities and drawbacks it presents, are up to the Storyteller to arbitrate.

Pirate-Masquerading Method

Cost: 4m; **Mins:** Sail 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

When moving through hostile seas, it is sometimes necessary for the Water Dragons to use their wiles to proceed. The Dragon-Blood can make a special Disguise action taking one hour, rolling (Intelligence + Sail) to disguise her vessel. She flies false flags, directs the crew to adopt appropriately convincing uniforms, disguises and practices, and generally veils her ship in trickery. As with a normal Disguise action, she can even accept a penalty to her roll to attempt to disguise her vessel as a particular ship. Aside from functioning on her ship and crew rather than herself, Pirate-Masquerading Method functions in most ways as an ordinary Disguise action; observers who examine the ship closely can make a (Perception + Awareness) check against a difficulty of the Dragon-Blood's successes to uncover the deception. This Charm can fool passing ships and can even deceive ports into allowing her to make anchor, but anyone who comes aboard will quickly discover the truth unless the Dragon-Blood has other methods of deception to call upon.

Storm-Casting Stance

Cost: -; **Mins:** Sail 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

No storm the Exalt's ship might face is so mighty as the one that rages in her Essence. While she is aboard a ship that she owns, her crew and ship are undamaged by her anima flux. Additionally, while her anima is burning, both she and her crewmates on board reduce any dice penalties from foul weather and high winds by two.

Fine Passage Negotiating Style

Cost: -; **Mins:** Sail 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Storm-Casting Stance

When making a Sail roll to avoid a maritime hazard such as rocky outcroppings or reefs, the Dragon-Blood can add 1s on the initial roll to the maximum number of dice she can reroll when spending Willpower with the Dragon-Blooded excellency. Additionally, when rolling to avoid wrecking her ship due to tempestuous weather, the Dragon-Blood enjoys this bonus and can reroll the dice without spending Willpower.

Study Bulkhead Concentration

Cost: 5m, 1wp, 3a; **Mins:** Sail 3, Essence 2

Type: Reflexive

Keywords: Pilot

Duration: Instant

Prerequisite Charms: Storm-Casting Stance

While the Dragon-Blood's ship is damaged by any means while her anima is at bonfire level, she can use this Charm to negate up to (Essence) levels of hull damage by absorbing it into her anima instead. Once per day.

Gutter Dog Master Style

Cost: -; **Mins:** Sail 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Deck-Striding Technique

Even the meanest press-gang sweepings of convicts and gutter trash can be pressed into the service of the glorious Realm navies if circumstances require it. The Dragon-Blood gains the +2 bonus to her Sail rolls for a skilled crew if her crew's average sail rating is as low as 2+. If it is 4+, she gains a +3 bonus.

Reef-Bounding Daredevil Spirit

Cost: -; **Mins:** Sail 4, Essence 2

Type: Reflexive

Keywords: Pilot

Duration: Instant

Prerequisite Charms: Fine Passage Negotiating Style

Once per day, when the Dragon-Blooded captain succeeds at a risky sailing maneuver with a difficulty of 5 or greater, she may roll (Wits + Sail) unmodified by Charms and regain a number of motes equal to her successes. These motes are lost at the end of the day or when the Dragon-Blood leaves her ship.

Dragon Crew Meditation

Cost: 1m; **Mins:** Sail 4, Essence 3

Type: Supplemental

Keywords: Pilot

Duration: Instant

Prerequisite Charms: Gutter Dog Master Style

Even the mightiest of dragons did not conquer the world alone. This Charm allows other members of the Dragon-Blood's crew to contribute their diverse skills to the smooth running of the ship. Provided the crew member stunts contributing to the completion of a task in a relevant way, the Dragon-Blood can use his Attribute ratings in place of her own for any (Attribute + Sail) roll. For example, with the assistance of a quick-witted first mate coordinating the crew, she can use his Wits rating in a (Wits + Sail) roll to skirt around a reef. Any roll made using the contribution of another crew member can reroll 6s until they fail to appear. Dragon-Blooded



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crewmates who contribute their Attributes to the captain's roll can also donate up to (half of the captain's Sail rating rounded up) in motes for the purposes of enhancing the roll with the Sail excellency.

Wise Waters Foresight

Cost: 10m, 1wp; **Mins:** Sail 5, Essence 4

Type: Simple

Keywords: Pilot

Duration: Indefinite

Prerequisite Charms: Dragon Crew Meditation

The Water Dragon prepares herself for a coming naval engagement, studying naval charts and weather reports and feeling the ever-changing nature of her element, then using her skills to engage the enemy when circumstances most suit her. She makes an opposed (Wits or Intelligence + Sail) roll against the leader of the enemy fleet, on which she can reroll dice with the Sail excellency without paying Willpower. If she wins, she may dictate facts about time, place and weather of the upcoming battle as long as the Storyteller deems them plausible. For example, she could decide that it will take place in a thick mist, in a region with many dangerous reefs, that the wind will be in the back of her fleet as she approaches from the west and so on. She may dictate one fact for succeeding and an additional fact for every two threshold successes on the opposed roll.

Waves Like Clouds Voyage

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

Type: Simple

Keywords: Pilot

Duration: Indefinite

Prerequisite Charms: Reef-Bounding Daredevil Spirit

The ship is enveloped by a sheath of Essence, extending five yards from the hull. It slowly sinks beneath the surface, suspended in a miraculous air bubble. Even wind follows the Dragon-Blood's ship beneath the waves, filling the sails with a gentle breeze and allowing her voyage to continue unimpeded underwater. The ship can maneuver in three dimensions and can dive even to the blackest depths of the ocean unimpaired. However, anyone who leaves the ship's protective bubble will have to deal with the environmental effects of the deep sea unaided. This Charm ends when the Dragon-Blood directs her ship back to the surface, and cannot be reused until a day has passed. Submerging and resurfacing in naval combat counts as an automatically successful concealment maneuver.

Wood Sail

Bark-Regrowing Style

Cost: 3m; **Mins:** Sail 2, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

Under the Prince of the Earth's stewardship, a ship is no mere construct of dead wood, but a living, breathing thing. Coaxing this life outward, the Dragon-Blood allows her ship to heal as would a person. Every day that this Charm is active and during which the user spends more time on a ship than out of it, it recovers one level of hull damage in addition to any repairs made to it.

Wood Remembrance Approach

Cost: 4m; **Mins:** Sail 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

To the experienced sailor, a ship is like a person unto itself, one with its history, its quirks, its flaws and its merits, all coming together into an intricate picture. By putting her hand to a ship, the Dragon-Blood may intuit a sense of its peculiarities. The player learns the ship's traits, and should additionally be provided a sense of any particular or unique feature it has, or prominent aspects of its history. For instance, the character may learn that a war galley was engaged in a nautical battle with an Anathema, or that it has belonged to House Peleps for over two decades, or that the ship's captain keeps a hidden cache in the floor of his cabin.

Flotsam Admiralty Method

Cost: 3m, 1wp; **Mins:** Sail 3, Essence 2

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Wood Remembrance Approach

Any port in a storm; any branch when drowning. This Charm may be used on any floating object the Dragon-Blood can touch which is at least as big as her arm; this object instantly becomes seaworthy enough to carry her to safety, tracing through the waters with speed. If the object is small (such as a normal person could not stand on top of it), the user simply needs not make any Athletics roll to avoid drowning or exhaustion at sea, and can be confident to reach a shore as long as she does not die of thirst or starvation first. If the object is large enough that the user may stand on it, this Charm's effects are improved. The piece of flotsam effectively becomes a ship with the statistics listed below, which can even be used to engage in naval combat. Stories abound

of Dynasts thought to have gone down with her ship, only to come back out of the sea riding three planks and hurling lightning.

Flotsam Raft:

Role: To bear the Dragon-Blood.

Speed: Current +1

Maneuverability: -1 **Hull:** -2/Incapacitated

Cargo: Only the Dragon-Blood can steer the flotsam vessel using her magic, but up to half a dozen others can sit on or be buoyed by the raft as passengers.

Jetsam Maelstrom Torrent

Cost: 6m, 1wp; **Mins:** Sail 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Wood Remembrance Approach, Bark-Regrowing Style

A dying ship deserves an elegy; it is almost as if a friend were fallen. It is the Dragon-Blood's great generosity, then, which allows her to give this friend one last chance to accompany her in battle. This Charm may be used when a ship which the Dragon-Blood sailed or commanded has been destroyed. Stirring the sea into a frenzy and animating the splinters of its wreckage with vengeful will, she creates an environmental hazard with damage 3L, difficulty 5, which only affects ships and enemies in the water (her own sailors being spared). Individual victims resist with Stamina + Resistance, but ships resist with their captain's (Wits + Sail), and damage is applied directly against their hull.

Air Sail

Seven Seas Wind-Luring Chanty

Cost: 5m; **Mins:** Sail 2, Essence 1

Type: Simple

Keywords: Branching; Survival

Duration: One hour

Prerequisite Charms: None

With a whistle, the Dragon-Blood calls up a favourable wind to aid her sails and hinder her foes. If she chooses to fill the sails of her vessel, it gains +1 speed for the next hour. This benefit can also be bestowed on any ship the Dragon-Blood can see within long range. This bonus can grant a ship limited mobility even if it would otherwise be becalmed. Alternatively, the Terrestrial captain can inflict a countervailing wind upon a ship, inflicting a speed penalty of -1. She can conjure only a single bonus or penalty at a time.

Seven Seas Wind-Luring Chanty can be used whenever the Dragon-Blood is under open sky to summon a swift breeze in a direction she chooses. It is not potent enough

on its own to offer non-naval benefits and penalties, but might be used to clear a smoke screen or for some other inventive purpose.

Fog-Shroud Method

Cost: 4m; **Mins:** Sail 2, Essence 1

Type: Simple

Keywords: Pilot

Duration: Instant

Prerequisite Charms: Seven Seas Wind-Luring Chanty

The Dragon-Blood calls a bank of fog up from the waves, obscuring the position of her vessel. She can make a concealment action even in open waters, gaining up to three non-Charm bonus dice on the attempt depending on the current level of precipitation; +0 for a clear, cloudless day, +1 for overcast, +2 for rain or mist and +3 for a driving storm and/or thick fog. The conjured fog bank dissipates when the ship reveals itself for its next stratagem.

Stalking Sea-Ghost Style

Cost: 5m, 1wp; **Mins:** Sail 2, Essence 1

Type: Reflexive

Keywords: Pilot

Duration: Instant

Prerequisite Charms: Fog-Shroud Method

The Exalt's ship vanishes from view, obscured in billowing fog. All is tense and silent until it reappears from an unexpected location, decisively outmaneuvering the foe. If the Dragon-Blood successfully conceals her ship using Fog-Shroud Method, she can immediately declare a second stratagem. In addition to the bonus dice from concealment, she can reroll dice using the Sail Excellency without spending Willpower, and rerolled dice enjoy double 8s. Once per scene.

Five Winds Forecast

Cost: 5m; **Mins:** Sail 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Seven Seas Wind-Luring Chanty

Attuned as she is to the winds, the Air Dragon can predict their flow. She can determine what weather her ship will encounter during the course of sailing its route. She knows the exact bearing and measure of the wind, when rain will fall, when fog will roll in, and so on. This Charm will anticipate even the most unpredictable natural weather, but it cannot predict supernatural occurrences such as Dragon-Blooded Survival Charms or the machinations of a Storm Mother. The Exalt gains one non-Charm bonus die to any naval maneuvers that stunt taking advantage of her foreknowledge.



This Charm can also be used when the Dragon-Blood is not aboard a ship. It offers no additional benefits beyond predicting the day's weather when used in this way.

Storm-Outrunning Technique

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Seven Seas Wind-Luring Chanty

The Air Dragons sail into the teeth of the storm, its wind and fury are theirs as well! While this Charm is active, the Dragon-Blood's ship never suffers any penalty to its Speed from foul weather. Instead, she gains a bonus proportionate to the severity of the storm, from +1 for a routine squall to +3 for a full typhoon. The ship can still suffer damage and penalties to other traits from the weather.

Tempest-Summoning Clarion Call

Cost: 8m, 1wp; **Mins:** Sail 4, Essence 3

Type: Simple

Keywords: Pilot

Duration: Instant

Prerequisite Charms: Storm-Outrunning Technique

The sky darkens, lightning crackles, waves rise and foam. The Dragon-Blood calls down a terrible storm upon her own vessel, hurling it along its path with mad abandon. Over the course of an hour, the storm builds to mighty fruition, granting a full +3 bonus to Speed when using Storm-Outrunning Technique. For the following hour, the cost of all other Air Sail Charms are reduced to 1m. The consequences of calling down such a tempest are up to the Storyteller to determine.

Earth Sail

Lodestone Reckoning Method

Cost: 1m; **Mins:** Sail 2, Essence 1

Type: Simple

Keywords: Branching: Survival

Duration: Instant

Prerequisite Charms: None

A ship is a little piece of land set adrift, and with this Charm an Earth Aspect can guide it home. With a moment of contemplation, the Earth Dragon becomes aware of the direction of the Elemental Pole of Earth with the accuracy of the finest compass. If she is at sea, she also becomes aware of the direction of the nearest landmass. This information grants a non-Charm bonus die to navigation rolls to chart locations and map a course to land.

SOCIALIZE

Fire Socialize

Loquacious Courtier Method

Cost: 1m; **Mins:** Socialize 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Exalt is well versed in a broad range of social techniques and conversational topics. She can spend a single mote to apply a speciality in any Ability to a Socialize roll or to her Guile as though it is a Socialize speciality. Alternatively, this Charm can be used in conjunction with other Abilities to apply a Socialize speciality to a social influence roll of any Ability.

Quelled Embers Attitude

Cost: 1m; **Mins:** Socialize 2, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

Sometimes, even Fire Dragons must restrain their natural inclination to make a scene. This Charm adds the Mute keyword to any Socialize Charms used during the same instant.

Seizing-The-Tongue Technique

Cost: 2m; **Mins:** Socialize 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Loquacious Courtier Method

The Dragon-Blood effortlessly deflects curious eyes and inquisitive conversation, protecting less savvy allies from scrutiny. The Exalt can use this Charm whenever an ally within short range is targeted by a read intentions action. She swiftly approaches the target and engages him in conversation, either interrupting his interlocutor or drawing attention away from the object of his curiosity. Instead of rolling against the original target's Guile, the attempt is made against the Dragon-Blood's. If the ally assisted by Seizing-The-Tongue Technique is a fellow Dragon-Blood, he may reflexively pay the motes that his protector uses to raise her Guile with the Socialize excellency when she applies it in his defence.

Loyalty Reading Meditation

Cost: 3m; **Mins:** Socialize 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

No courtier will survive long in the cutthroat world of Dynastic politics without knowing who to trust. Any intimacies that the character has that would incur a penalty to his Resolve also apply against his Guile when the Dragon-Blood makes a read intentions action to determine a positive tie.

At *Socialize 3+*, *Essence 3+*, the Dragon-Blood can also root out disloyalty; Loyalty Reading Meditation can also be used in detecting negative ties.

Burning Mind Insight

Cost: 2m; **Mins:** Socialize 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite

Charms: Loyalty Reading Meditation

When the Dragon-Blood makes a successful social influence against an individual's Resolve using any Ability, she can reflexively make a read intentions action with a number of non-Charm bonus dice equal to the successes by which she beat the target's Resolve. Success reveals the intimacy that the target used to bolster his Resolve.

Sweeten-The-Tap Method

Cost: 3m; **Mins:** Socialize 2, Essence 1

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: None

The Dragon-Blood is the soul of merriment, and the warmth of intoxication feels all the more pleasurable in her presence. When anyone in the Dragon-Blood's vicinity makes a non-combat roll that suffers any penalty

for intoxication, she may choose to selectively increase that penalty by -2. She can also selectively increase an intoxication penalty to Resolve or Guile by -1. Inebriation can be a valuable tool to grease the wheels of social interaction, but it has its downsides; any social roll that might lead to the threat of violence on a failure or botch suffers the -2 penalty in the Dragon-Blood's presence whether she wishes it or not.

Hearth-Basking Invigoration

Cost: 5m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite

Charms: Sweeten-the-Tap Method

The Dragon-Blood burns with the joy of life, all the sweeter for the company of others. This Charm can be activated at any party or other social gathering; anything from a night of rowdy drinking belowdecks on a corsair vessel to a tense Realm formal dinner with five courses and hidden poisons, provided at least five people are gathered with the nominal objective of socializing. The Exalt's Appearance

and Guile increase by one for the remainder of the scene. This bonus can bring her Appearance above five. If the Dragon-Blood is the hostess of a gathering that she organized, this Cham costs only 2m.

Warm-Faced Seduction Style

Cost: 2m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Hearth-Basking Invigoration

While Hearth-Basking Invigoration is active, the Dragon-Blood can always use Appearance as the Attribute in any



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non-written social influence rolls. Additionally, when she beats a target's Resolve with a seduction attempt but the effort is resisted, she may treat the attempt as an automatically successful read intentions action to identify the intimacy that was used to counter her advances.

Blinded by the Fire

Cost: 3m/5m; **Mins:** Socialize 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Quelled Embers Attitude

This Charm is used in response to a failed read intentions action to determine the Dragon-Blood's motives. The target believes he succeeded, but sees only whatever strong emotion the character is currently feeling. If the Dragon-Blood is currently subject to emotions sufficient to constitute a major intimacy such as those generated by an Inspire action, this Charm costs 3m and the emotions are revealed by the read intentions action. Otherwise, the Charm costs 5m, and she can reveal whatever emotions she wishes.

Smoke-Fanning Method

Cost: 2m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Loquacious Courtier Method, Loyalty-Reading Meditation

The Dragon-Blooded are the true Princes of the Earth, and those who do not acknowledge them as such should learn their place. The Exalt announces herself and her loyalties for all to hear. Anyone with a positive intimacy towards a culture or organization that she aligns herself with gains an intimacy of respect, fear or obedience towards her as appropriate. She gains two bonus dice to any attempts to instill such an intimacy with social influence of any Ability.

Auspicious Merrymaking Technique

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

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Seizing-the-Tongue Technique, Hearth-Basking Invigoration

The Dragon-Blood organizes a social gathering of at least five people. She defines a key agenda or feature of the gathering; to curry favour with the new Satrap, to gain information on the secrets of Champoor and so on. This agenda is cunningly worked into every aspect of the party's design, and everyone who attends is treated as

having a minor principle towards facilitating its completion for the duration; for example, "Help Cathak Yanre discover the secrets of Champoor". This agenda is not immediately evident, but can be discovered by anyone who directs a read intentions action at the Dragon-Blood during the event and successfully determines her motives for organizing the gathering. The agenda cannot be discovered by analysing the motives of other partygoers. If a character is acting against the Dragon-Blood's agenda, her use of Loyalty-Reading Meditation causes the agenda principle to inflict a -3 penalty to the target's Guile rather than -1.

Blood Cries for Blood

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

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Smoke-Fanning Method, Hearth-Basking Invigoration

When the dragons roar for vengeance, swords flash from their scabbards. The Exalt angrily denounces the object of one of her negative intimacies for all to hear, describing the nature of her grievance and calling bystanders to rally against her foe. She makes an immediate (Socialize + Charisma or Manipulation) persuade action to all present to encourage them to take up arms in her defence, ignoring the penalty for group influence, rolling double 9s and gaining a number of non-Charm bonus dice equal to the intensity of her negative intimacy. All trivial characters who are persuaded to attend the Dragon-Blood's cause immediately form an impromptu battle group of Average drill, and she can make a reflexive Command action to direct them. The battle group dissipates at the end of the scene.

Gleaming Firefly Attitude

Cost: 6m; **Mins:** Socialize 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Burning Mind Insight, Auspicious Merrymaking Technique

The Dragon-Blood is used to being the center of attention, and with a nonchalant glance can tell just how much attention is being paid. She makes an (Appearance + Socialize) read intentions action against the Guile of all present to determine their feelings towards her. She can enhance this roll with Loyalty-Reading Meditation to have any intimacies towards her inflict a penalty to Guile equal to their strength.

Violence-Belaying Declaration

Cost: 5m; **Mins:** Socialize 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Auspicious Merrymaking Technique

The Dragon-Blood makes a call to immediately cease hostilities, rolling (Charisma + Socialize) against the Resolve of the combatants, ignoring the penalty for group influence and gaining a number of non-Charm bonus dice equal to the number of targets with positive intimacies towards her, to a maximum of her Essence. On success, the combatants are inclined to lower their weapons and tempers. The first affected individual who proceeds to make an attack in spite of this inclination immediately loses Initiative equal to the Dragon-Blood's Socialize, which she gains. The effect is broken on anyone who is attacked by someone unaffected.

Dancing With the Dragons

Cost: 5m; **Mins:** Socialize 4, Essence 4

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Blood Cries for Blood

As masters of the world, the dragons know when and how to pressure their subjects to get what they want. When making an instill, persuade or threaten action against a character that bears a positive intimacy towards a culture or organization she represents, that intimacy is counted as being one level stronger, and any dice rerolled by the relevant Excellency benefit from double 8s. The Dragon-Blood can also target the temporary intimacy created by Smoke-Fanning Method. If the influence is successful, any influence rolls the target makes against the Dragon-Blood for the remainder of the scene do not double 10s. Once per scene.

Implacable Progenitor Mien

Cost: -; **Mins:** Socialize 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Violence-Belaying Declaration

The Dragon-Blood never has to pay Willpower rerolling excellency dice for social influence in any ability against a target with a major or defining positive intimacy towards her or an organization she leads. Her direct descendants always count as having such an intimacy. Additionally, the first time in the scene any such person wishes to attack her or openly disobey her while in her

presence, they must pay a point of Willpower or reconsider in the face of her authority.

Wood Socialize

Speaking from Treetops

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood can use this Charm upon witnessing a Presence or Socialize influence attempt that she disapproves of. She inveighs against the act, describing how it is an unmannerly violation of etiquette. She rolls (Socialize + Charisma or Manipulation) against the Guile of the individual who originated the social influence. If she is successful, the influence fails, and all present acknowledge that the individual made an embarrassing breach of etiquette. Once per scene, unless reset by the opponent somehow avoiding embarrassment for his gaffe or otherwise socially outmaneuvering the Dragon-Blood.

Hummingbird Plucks the Vine

Cost: 4m; **Mins:** Socialize 3, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Speaking from Treetops

The gentility and grace of the Wood Dragon courtier shows her opponents to be that much more boorish and ill-mannered in the comparison. After an individual makes some kind of faux pas, either by his own devices or through Speaking from Treetops, the Exalt can make an (Appearance + Socialize) group influence against the Resolve of those present, ignoring the normal penalty for group influence. Those affected are inclined to side with the Dragon-Blood against her opponent for the remainder of the scene, and are counted as having a temporary minor intimacy to that effect.

At Socialize 4+, Essence 3+, anyone affected who already has a negative intimacy towards the target or an intimacy that would cause them to shun the target because of his faux pas instead gains a major temporary intimacy.

Friend To All Nations Attitude

Cost: 4m; **Mins:** Socialize 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One Scene

Prerequisite Charms: None



The path of a Dragon-Blood may lead her across the known world and beyond. Diplomacy is a vital tool in dealing with the peoples of those far-flung nations that otherwise might not recognize the wisdom of the dragons. While this Charm is active, negative intimacies towards foreigners and outsiders are considered one level weaker when dealing with the Dragon-Blood. Furthermore, the Exalt will never suffer a hostile reaction purely because of her affiliation with a nation or organization; even though she is an officer in a legion that has recently ransacked a town's crops and press-ganged its youth, its people will not hold her accountable unless they know she was personally responsible.

Smoothing-Over-The-Past Technique

Cost: 3m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Friend To All Nations Attitude, Hummingbird Plucks the Vine

Negotiations are a sensitive matter, and trivialities like who slept with whose wife and who hired which assassin must sometimes be put aside for the greater good. The Dragon-Blood can make a (Manipulation + Socialize) social influence action against an individual's Guile, suffering no penalties for the target's disposition towards her. On success, the Dragon-Blood negates any such penalties on any social influence for the rest of the scene, and any negative intimacies the target has towards the Dragon-Blood on the basis of her past actions are considered one level weaker. The target does not forget the Exalt's past deeds or his enmity towards her, but he is persuaded that those considerations must temporarily be set aside in favour of the matter at hand.

Bouquet of Brambles Invective

Cost: 2m; **Mins:** Socialize 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Smoothing-Over-the-Past Technique

Like hidden thorns, the Wood Dragon's words sting and tear even as she appears as mannerly and composed as ever. She compares her successes on a threaten action against the Guile of those present. For those whose Guile she exceeds, the Dragon-Blood appears to be making perfectly innocuous and polite conversation. Should her words aggravate violence from her target, it will appear to observers as though it is entirely unprovoked. This Charm can be used in conjunction with other Abilities.

What Was and What Is

Cost: 8m, 1wp; **Mins:** Socialize 4, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Smoothing-Over-the-Past Technique

A good negotiator can define a perspective, but a great one can define a reality. This Charm can be used when the Dragon-Blood succeeds at a significant social goal over an individual while Smoothing-Over-the-Past Technique is active against him. She makes another (Manipulation + Socialize) social influence, this time against the target's Resolve. If she is successful, the target forgets about one of the Dragon-Blood's past deeds of her choice.

Water Socialize

Guide the Rolling River

Cost: 3m; **Mins:** Socialize 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The art of the rumour is an important skill in Dynastic society. A subtle lie can save a reputation, and a well placed truth can destroy one. While conversing with an individual, the Dragon-Blood can subtly shape his opinions on a subject. This is a (Manipulation + Socialize) social influence to instill an intimacy by mentioning overheard rumours, gossip and other scraps of information that might lead the target to form the desired conclusion. If the Dragon-Blood's (rolled successes + Essence) exceed her target's Guile, he does not realize what the Dragon-Blood attempted to do and he will believe he formed the intimacy of his own accord.

Jade Defence

Cost: -; **Mins:** Socialize 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

Pragmatic cynicism of the good intentions of others protects even novice Realm courtiers from deception. After succeeding at a read intentions action to determine the motives of a character, the cost of using the Socialize excellency to increase her Guile is reduced to one mote per point against that character for the remainder of the scene.

Seven Whispers Counsel

Cost: 3m; **Mins:** Socialize 3, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Jade Defence, Guide the Rolling River

With a whisper in the ear, the Water Dragon guides with wise counsel and expands her own influence. She advises an individual on the advantages of acting in accordance with a particular principle, which does not need to be one she holds. As long as the subject the Dragon-Blood advised acts in accordance with this principle, he gains a +1 bonus to Guile and gains a bonus die for any social influence, and +2 for Socialize rolls. If the subject acts directly against the intimacy, the Charm ends. However, if he achieves a significant social goal while under the influence of this Charm, she gains the principle as a true minor intimacy.

Coursing Current Method

Cost: 4m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Guide the Rolling River, Seven Whispers Counsel

The Dragon-Blood senses the subtle flows of interaction between all present. The court, as much as water, is her element. She makes a single Read Intentions action to determine motives against everyone present, learning what they hope to gain from their present interaction. She automatically beats the Guile of an individual she has advised with Seven Whispers Counsel, provided he is interacting with someone else, and she likewise automatically learns if anyone is pursuing an intimacy that she instilled with Guide the Rolling River.

Wary Yellow Dog Attitude

Cost: -; **Mins:** Socialize 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Jade Defence

The Exalted courtier is always on the lookout for betrayal. As well as reducing the cost of the Socialize excellency in raising Guile, Jade Defence reduces the cost of any excellency the Dragon-Blood uses to raise her Defence against any attack by the target of one of her read intentions actions on the first round of combat. Additionally, if one of her read intentions actions uncovers an imminent threat of violence, she cannot be surprised by it, and reduces the cost of all excellencies to raise her Defence against any attack on the first round of combat as well as her Join Battle roll when that threat

manifests. For example, if her read intentions action uncovers that a Delzahn courtier is distracting her while an assassin gets into position, she cannot be surprised by the assassin's attack and gains a bonus to join battle and Defences on the first round against any attack. However, if she is instead surprised by the sudden appearance of a Lunar Anathema, she will be just as surprised as the Delzahn courtier.

Brother-Against-Brother Insinuation

Cost: 1wp; **Mins:** Socialize 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Guide the Rolling River

After instilling mutually negative intimacies between two individuals present using Guide the Rolling River, the Dragon-Blood can spend a point of Willpower to instantly catalyse a conflict between them. Depending on the intimacies the Dragon-Blood instilled, this might be anything from a loud and distracting argument to a raucous brawl that consumes the entire gathering. This Charm fails if either of the intimacies have been lost in the interim. Once per scene.

STEALTH

Air Stealth

Subtle Whisper Stride

Cost: 1i+; **Mins:** Stealth 2, Essence 1

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: None

The Exalt cloaks herself in silent winds, spending Initiative to negate an equal number of points of penalty to a Stealth roll for moving in combat or going to ground. If she remains undetected at the end of the round, she regains the Initiative she spent on this Charm, to a maximum of her Essence.

Storms and Zephyrs Kata

Cost: 3m, 1a+; **Mins:** Stealth 3, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Subtle Whisper Stride

The Dragon-Blood wraps her anima about herself like a cloak, and with a burst of rushing air, she vanishes. She can attempt to reestablish stealth in combat even if she lacks the required cover. Her anima resets to dim, and for each level of anima she sheds, the attempt gains an automatic success.



Tempest-Quelling Stance

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Storms and Zephyrs Kata

When using Storms and Zephyrs Kata, the Dragon-Blood can expend two additional motes to extend its effect to up to (Stealth + Essence) allies if they hide at the same time or during the same combat round. During the Stealth attempt, they may treat their Stealth rating as being equal to the Dragon-Blood's own if it would otherwise be lower. Their anima levels, if any, immediately vanish, and they can use each expended level to add an automatic success to their own Stealth rolls as per Storms and Zephyrs Kata. Finally, fellow Dragon-Bloods can use the Dragon-Blooded Stealth Excellency on the roll if they would otherwise lack it.

Distracting Breeze Meditation

Cost: 2m; **Mins:** Stealth 2, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Air Dragon calls on the subtle wind to brush aside the eyes and ears of her adversaries. The wind can be directed to tickle the ear of a listener, cause a torch to gutter or go out, or blow papers off a desk. The Charm targets a single individual who opposes a Stealth attempt with her Awareness roll, inflicting a penalty equal to the stunt level awarded to the Dragon-Blood's use of the Charm. The Stealth attempt need not be the Dragon-Blood's own. Inventive uses of this Charm might offer greater distractions, like knocking over a precariously balanced candle onto a desk of flammable papers.

Only The Wind

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Distracting Breeze Meditation

When her Stealth roll is beaten by the Awareness of a single individual, the Exalt can use this Charm to activate the rerolls of the Stealth Excellency to improve her roll, increasing the maximum number of dice that can be rerolled by 3 and doubling 9s on all rerolled dice. If this bonus is sufficient to beat the Awareness roll of her lone observer, he believes he saw or heard something comparatively harmless, like a trick of the light or rats in

the walls. This Charm applies the Mute keyword to motes spent on rerolling dice with the excellency.

Wings Spread In Shadow

Cost: 2m; **Mins:** Stealth 2, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Distracting Breeze Meditation

After successfully crashing an opponent with an unexpected **withering** attack, the Dragon-Blood can reflexively attempt to re-establish stealth without the usual -3 penalty for attempting stealth in combat.

Mist Dragon Approach

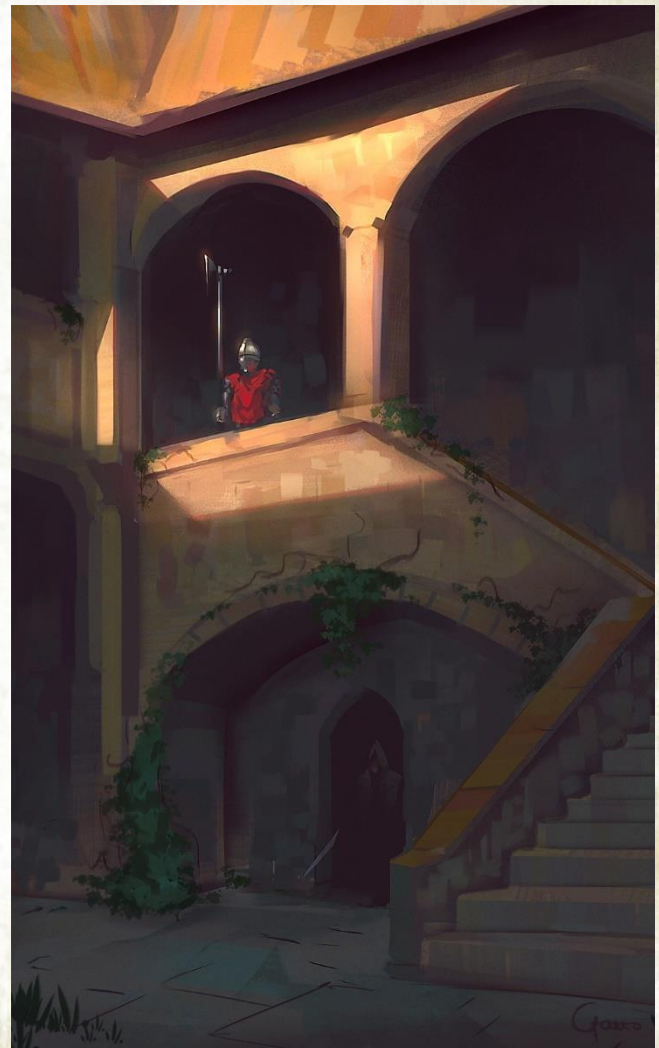
Cost: 3m; **Mins:** Stealth 3, Essence 1

Type: Supplemental

Keywords: Mute, Decisive-only

Duration: Instant

Prerequisite Charms: Wings Spread in Shadow



After incapacitating an opponent with an unexpected **decisive** attack from concealment, the Exalt gains an additional amount of Initiative equal to the number of rounds she remained concealed before her attack when she resets to base, to a maximum of her Stealth in bonus Initiative.

Black Talon Riposte

Cost: 3m, 1i; **Mins:** Stealth 3, Essence 2

Type: Supplemental

Keywords: Counterattack, Decisive-Only

Duration: One turn

Prerequisite Charms: Tempest-Quelling Stance

After breaking stealth to perform a defend other action on an ally, the Dragon-Blood can make an unexpected **decisive** counterattack in response to the first attack that she helps defend against, whether or not she is successful. This counts as an attack made from concealment.

Blue Skies Tempest Strike

Cost: 4m, 1a; **Mins:** Stealth 3, Essence 2

Type: Supplemental

Keywords: Withering-Only

Duration: Instant

Prerequisite Charms: Storms and Zephyrs Kata, Wings Spread in Shadow

Through the glittering haze of her anima, the Air Dragon strikes from an unexpected angle. This Charm supplements a close range **withering** attack using any Ability against an opponent of lower Initiative. The attack becomes a surprise attack. Once per scene unless reset by incapacitating an opponent with an unexpected **decisive** attack.

Soundless Action Prana

Cost: 3m; **Mins:** Stealth 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Subtle Whisper Stride

The Air Aspect moves in perfect harmony with the air around her, suppressing the sound of her movements. Any action supplemented by this Charm has its sound entirely suppressed. She can throw a rock through a window or break down a door in complete silence. Unless she is at risk of being spotted or sensed in some other manner, she can perform most actions supplemented by Soundless Action Prana without breaking stealth. This Charm can supplement any action, including actions made in conjunction with Charms of other Abilities.

Zone of Silence Stance

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

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: Soundless Action Prana

The Dragon-Blood's aura of silence expands outwards, choking sound from the very air. At any time, the Exalt can use this Charm to stifle any noise within close range. A vase knocked from the mantelpiece shatters on the stone floor in silence, a guard's alarm as he spots the masked intruder goes unheard. The target of Zone of Silence Stance cannot make any sounds during the following turn.

At Stealth 5+, Essence 4+, the Dragon-Blood can spend an additional 3m to quell sounds up to short range.

Deadly Mirage Ambush

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

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Mist Dragon Approach, Blue Skies Tempest Strike

This Charm enhances any unexpected **decisive** attack made from concealment. The raw damage of the attack is increased by a number of threshold successes up to a maximum of the amount of successes by which her Stealth roll beat the nearest Awareness roll. Once per scene unless reset by landing a second **decisive** attack from concealment and building back up to Initiative 10+.

Twice-Vanishing Phantasm

Cost: 3m, 1i; **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Perilous, Mute

Duration: Instant

Prerequisite Charms: Deadly Mirage Ambush

This Charm can be used immediately after the Dragon-Blood successfully conceals herself during combat. On one Stealth roll during the same scene, she can reroll 5s and 6s until they fail to appear and reroll dice using the Excellency without spending Willpower. Once per scene unless reset by entering stealth again in combat without the benefit of this Charm's bonus.

Dragon Shroud Technique

Cost: 2a, 4m, 1wp; **Mins:** Stealth 5, Essence 4

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Deadly Mirage Ambush

The howling winds surrounding the Air Dragon transmute into swirls of silent mist and a shadowy penumbra that cloaks her every movement. For the



remainder of the scene, the Dragon-Blood does not inflict damage with anima flux. However, her anima no longer penalizes her stealth attempts. Instead, she can enter stealth without nearby cover or environmental benefits when her Anima is at glowing or higher, and she gains her current anima level in non-Charm dice to any stealth attempt. Whether she is in stealth or not, ranged attacks or Awareness rolls made from short range or greater against her or targets within short range of her suffer a penalty of her current anima level. Allies within close range of her benefit from the extra stealth dice.

Hidden Maelstrom Cloak

Cost: (+1a, +5m); **Mins:** Stealth 5, Essence 5

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Dragon Shroud Technique,
Tempest Quelling Stance

By spending an additional one anima level and five motes when activating Dragon Shroud Technique, the Dragon-Blood extends her shadowy anima outwards to shroud the battlefield in darkness. On activating the Charm, she immediately rolls to enter stealth with a full three non-Charm dice as though her anima were at bonfire level. Any number of allies within short range enter stealth using the same roll. Through this Charm, the Dragon-Blood can conceal even a single battle group, ship or structure from sight.

Wood Stealth

Stalking Hunter Attitude

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

Type: Reflexive

Keywords: Branching: Survival

Duration: One day

Prerequisite Charms: None

The Exalt moves like a shadow through the wilderness, unknown and untraceable. When travelling over long distances under the protection of this Charm, the difficulty to follow her trail or track her is increased by her Stealth rating. This protection extends to a group of up to (Essence x10) individuals that travel with her.

Hidden Thorn Ambush

Cost: 5m, 1wp; **Mins:** Stealth 2, Essence 1

Type: Simple

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: Stalking Hunter Attitude

The patient hunter is at home in jungles, deserts and slums and always knows how to turn her environment to her advantage. The Wood Dragon uses this Charm to

prepare an ambush, describing how she turns her environment against the enemy, setting up a concealed sniper spot, using thorny bushes or overthrown carts to hem her target in and so on. Then, she waits, maintaining her commitment to this Charm. The Wood Dragon may reroll with the Stealth Excellency without spending Willpower during the resulting combat. In addition, she is assumed to always possess enough cover to attempt stealth on her prepared battlefield and may describe a trap she feasibly could have prepared to activate at a time of her choosing during the ambush. The trap is a one-time environmental hazard with a damage of 3L or 5B, a Difficulty to spot of (Stealth+Essence) and a Difficulty to resist of (Higher of Essence or 3) This Charm ends in any case once the scene in which the trap was sprung has ended.

Many-Tangled Grove

Cost: 5m; **Mins:** Stealth 3, Essence 1

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Hidden Thorn Ambush

While within the ambush zone created by Hidden Thorn Ambush, the Dragon-Blood can conceal her allies in ambush. When she conceals herself in preparation for the ambush, she can spend an additional 5m and conceal up to (Essence) allies with the same roll. Only one group can be concealed using this Charm at a time. This Charm cannot be used in combat; once the trap is sprung, she can no longer assist her allies in this way.

Water Stealth

Obvious Insignificance Method

Cost: 2m; **Mins:** Stealth 2, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood vanishes into a crowd, gone from view in the blink of an eye. Provided she conceals herself in a group of ten or more people, she goes unnoticed even if she is an obvious foreigner among a homogenous society, and cannot be picked out of a crowd on the basis of her appearance. This concealment fails only if she draws undue attention to herself, such as openly bearing jade artifacts (unless she is among a gathering of similarly-clad dynasts), igniting her anima or engaging in extravagant martial arts duels. The concealment will also be breached if a character specifically looking for her has reason to interact with her directly. Finally, certain Charms may aid in detecting the Exalt. Roll the

Dragon-Blood's ([Wits or Dexterity] + Stealth) against her opponent's relevant (Attribute + Ability) or Resolve, if the attacking Charm is based on the opponent's Integrity.

The Shadow Follows

Cost: 6m; **Mins:** Stealth 3, Essence 1

Type: Reflexive

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: Obvious Insignificance Method

The Water Dragon knows how to go with the flow, drifting here and there without seeming to have a target. Using this Charm, she may follow a target without being detected. Once she activates this Charm, she may follow her target, drifting in and out of crowds and concealing her appearance as appropriate in pursuit of her quarry. While within a crowd that would hide her, she is hidden as per the prerequisite as long as she follows her target. When her target leaves the protection of the crowd, she can continue her pursuit by rolling Stealth with double 8s, ending the Charm.

Earth Stealth

Quiet Earth Stance

Cost: 2m; **Mins:** Stealth 2, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

This Charm can be used after a minute of remaining motionless. The Dragon-Blood's breathing stills, her involuntary motions cease, and even her heartbeat slows to an imperceptibly slow thrum. As long as she maintains her stillness, her supernatural quiescence inflicts a -1 dice penalty on any attempts to detect her. For attempts to detect her by sound, this penalty increases to her Stealth rating. Naturally, this Charm is immediately broken if the Dragon-Blood moves or takes any action which requires motion.

SURVIVAL

Wood Survival

Nature's Healing Bounty

Cost: -; **Mins:** Survival 2, Essence 1

Type: Permanent

Keywords: Branching: Medicine

Duration: Permanent

Prerequisite Charms: None

The Exalt gains (half her Medicine rounded up) in non-Charm bonus dice to any Survival rolls to locate

components for natural medicines. Using these natural medicines adds (half her Survival rounded up) in bonus dice to Medicine rolls to treat poison or disease.

Stalking Hunter Attitude

Cost: 3m; **Mins:** Survival 2, Essence 1

Type: Reflexive

Keywords: Branching: Stealth

Duration: One day

Prerequisite Charms: None

The Exalt moves like a shadow through the wilderness, unknown and untraceable. When travelling over long distances under the protection of this Charm, the difficulty to follow her trail or track her is increased by her Survival rating. This protection extends to a group of up to (Essence x10) individuals that travel with her.

Forgiveness-of-Nature Prana

Cost: -; **Mins:** Survival 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Wood Dragon is a friend of the wilderness, and all who dwell there know her as such. All wild animals are treated as having a minor positive intimacy towards the Dragon-Blood of a context determined by the Storyteller. If a wild animal should join battle with her regardless, whether because of hunger, provocation or magical influence, she gains a non-Charm success on the join battle roll. This Charm does not function against domesticated animals, familiars, animal-like spirits or beings native to the Wyld and Underworld. Additionally, upon learning this Charm, the Exalt's familiars become permanently immune to her anima flux.

With Essence 2+ and Occult 3+, this Charm functions against wild elementals of animal intelligence.

Quarry Revelation Technique

Cost: -; **Mins:** Survival 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Forgiveness-of-Nature Prana

The Dragon-Blooded hunter's keen senses recognize the spoor of her prey in the arrangement of the grass, the displacement of the air, the very Essence of its passage. She gains double 8s on any dice rerolled using the Survival excellency on a (Perception + Survival) roll to track quarry. If she has an applicable speciality on the roll, she can also reroll an additional die at no mote cost. Quarry Revelation Technique allows the Dragon-Blood



to contend with perfect trail-concealing magic such as Trackless Passage and Trail Concealing Measure.

Tongues of Bird and Beast

Cost: 2m; **Mins:** Survival 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Forgiveness-of-Nature Prana

When communicating with any animal, the Dragon-Blood eliminates the penalty for communicating purely through expression and pantomime. Her intent is clearly understood as though she spoke in a language the animal understands. The Dragon-Blood can likewise understand the simple languages of animals, although they often have little interesting to say.

As with its prerequisite, at *Essence 2+ and Occult 3+*, the Dragon-Blood can communicate with wild elementals of animal intelligence.

Soul-Enlightening Dragon Discipline

Cost: 6m; **Mins:** Survival 3, Essence 1

Type: Simple

Keywords: None

Duration: One week

Prerequisite Charms:

Tongues of Bird and Beast

Such is the benevolence of the wise Dragons that they teach those souls far beneath them on the coils of enlightenment to better serve, and thus ascend towards a greater station. The Dragon-Blood is always treated as having the required specialities for training an animal in a Latent ability, and the interval is reduced to one week. She gains dice as though she has a minor intimacy to any animal, or a defining intimacy for one of her familiars or the familiar of a fellow Dragon-Blood.

Wild Master's Call

Cost: 5m; **Mins:** Survival 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Tongues of Bird and Beast

The Dragon-Blood is a friend to the natural world, and can always rely on it for assistance. The Exalt can call a wild animal to assist her however she needs. A wolf will arrive to bring her food when she is starving, a deer will silently lead her back to civilization when she is lost. If she is in danger, she can summon an animal to assist her in combat, although they never fight to the death. Animals travel to the Exalt's location at their own pace, and the Storyteller decides what kind of animal responds to the call, when they arrive and how they assist, as suitable for the locale.

The Exalt can always choose to call her familiar with Wild Master's Call, regardless of their relative locations. Her

familiar intuitively understands where she is, what she needs and how it can best assist her. Trapped in a burning building, her faithful hound will free her or drag rescuers to her side. Locked in a desert prison, her cunning cat might bring her the key from a guard's belt, while her siege lizard mount might smash down the walls of her cell and carry her to freedom.

Titan-Felling Spirit

Cost: 1wp; **Mins:** Survival 3, Essence 2

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms:

Quarry Revelation Technique

The Dragon-Blood is a consummate hunter, and knows how best to unbalance her prey and bring it down. When making a **withering** or **decisive** attack against an opponent with the Legendary Size Merit, she may pay 1wp to ignore its benefits. If she inflicts six or more levels of **decisive** damage against a creature of Legendary Size, her target is knocked prone.

Faithful Servant Methods

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

Type: Reflexive

Keywords: None

Duration: One action

Prerequisite Charms: Soul-Enlightening Dragon Discipline

Sidebar: A Few More Maneuvers for Faithful Servant Methods

Bite the Demon's Tail: When the Exalt disengages from an enemy, her hound charges her opponent and makes a grapple gambit.

Two Talons as One: When the Exalt makes a successful Distract gambit to give Initiative to her mospid, it performs a Disarm gambit to grab the opponent's weapon and carry it away.

Monkey's Elder Brother Proclamation: When the Exalt enters Earth Dragon Form, her monkey familiar makes a Performance based inspire action to bring fear to her enemies by playing drums.

Furious Dragon-Steed Stance: When the Dragon-Blood makes a Threaten action from the back of her simhata, her familiar makes one also.

Living Fortress Style: When the Dragon-Blood makes an Aim action, her Yeddin performs a Defend Other action on her.

When the Exalt learns this Charm, her player should design three cooperative maneuvers that the Dragon-Blood has trained in executing with her familiar. These maneuvers constitute any action made by both the Dragon-Blood and one of her familiars.

When the Dragon-Blood performs the requisite action and her familiar performs the corresponding action on its next turn, she may spend up to her (Survival +1) in motes to add bonus dice to the action, as though she is using an excellency on behalf of her familiar. In the case of a Defend Other action, she enhances her familiar's defence for the whole action at a rate of one per two motes spent. For example, a Dragon-Blood could train her horse to perform a **withering** attack when she does so from horseback. When she makes her own attack and then her familiar does the same on its next turn, she may enhance the attack by spending motes to add to her horse's attack dice pool.

The Exalt can learn additional maneuvers for 2xp each. If a familiar dies, she can re-allocate any maneuvers she had trained with it to a different one.

Tiger-Dragon Ascension

Cost: (+2xp); **Mins:** Survival 4, Essence 3

Type: Permanent

Keywords: None

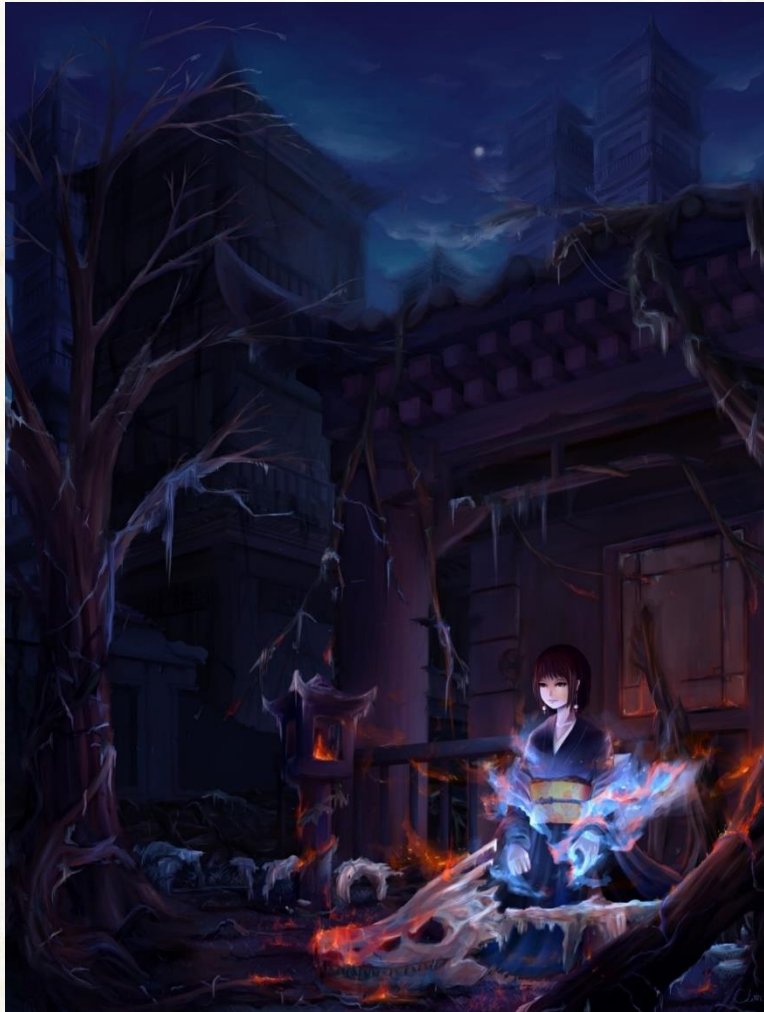
Duration: Permanent

Prerequisite Charms: Faithful Servant Methods

The Exalted master of beasts is able to train her charges beyond their natural limitations, gracing them with fragments of her own divinity. When training a familiar with Soul-Enlightening Dragon Discipline, the Dragon-

Blood can pay 2xp to train something other than a Latent ability, chosen from the following list:

- A Magical ability.
- A -2 health level. Once only, can be retrained for an additional -2 health level at Essence 4+.
- Two points of soak. Once only.
- +1 to any of the familiar's dice pools. Once per dice pool.



When a familiar gains a health level or soak, she may choose to increase its size by 10%. If the familiar the Exalt is training belongs to someone else, they can pay the experience point cost in her stead. The first time she trains one of her own familiars with this Charm, the experience point cost is waived.

Land Bows Before Princes

Cost: 5m, 1a; **Mins:** Survival 4, Essence 3

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Forgiveness-of-Nature
Prana, Nature's Healing Bounty

Faced with a natural environmental hazard, the Exalt can roll her (Stamina + Survival) with (Essence) automatic successes against the target

difficulty instead of her Resistance. If she is successful in resisting the hazard, it is absorbed into her anima. All expressions of the hazard within short range are absorbed and snuffed out. Instead, for the remainder of the scene, anyone within close range of the Dragon-Blood that she designates suffers the effects of the hazard providing her anima is at glowing level or higher. She creates a phantasmal replica of the hazard with her anima and uses it to lash out at her foes.



At *Essence 4+*, the Dragon-Blood can absorb the effects of artificial or magical hazards that bear a similarity to her elemental aspect. For example, a Wood aspect can absorb the acidic vapours from the breath of an angry forest spirit, and a Fire Aspect can absorb the magical blaze resulting from the detonation of a Flight of the Brilliant Raptor.

Grass-Sowing Dragon's Blessing

Cost: -; **Mins:** Survival 4, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Wild Master's Call, Land Bows Before Princes

He Who Hath Strewn Much Grass was the most empathetic of the Immaculate Dragons, a paragon of compassion unequalled in history. Those Dragons that remember his lessons can emulate some measure of his abiding wisdom. The Dragon-Blood gains a minor tie of love towards Creation that cannot be eliminated by any means. Her Survival rolls and any social influence made through Tongues of Bird and Beast gain a number of bonus dice equal to the strength of that intimacy.

Well-Tended Garden of the Soul

Cost: -; **Mins:** Survival 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Grass-Sowing Dragon's Blessing

One with the land in spirit, the Exalt's soul strains against the threshold of enlightenment, and the natural world recognizes her as the bodhisattva she is. For as long as she maintains the intimacy of Grass-Sowing Dragon's Blessing at major or defining strength, the intimacy animals bear towards her from Forgiveness-of-Nature Prana is upgraded to major strength, and even non-familiar domesticated animals gain a minor tie. Elementals and spirits of the wilderness are also inclined to treat her favourably and receive her as an equal, and mortals intuitively understand her to be a wise and holy person, though she receives no mechanical advantage in this regard.

As an additional benefit, for as long as the intimacy is maintained at a defining level and the Dragon-Blood enjoys a simple, humble life in harmony with nature, the deleterious effects of advancing age are severely reduced, and she may enjoy a healthy natural lifespan of four centuries or more. The exact effect of this increased longevity is up to the Storyteller to determine.

By the Grace of the Dragons

Cost: -; **Mins:** Survival 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Tiger-Dragon Ascension

The wise dragon raises up the faithful creature that attends her, remaking its very soul through the cycle of enlightenment. Upon learning this Charm, one of the Exalt's familiars is permanently transformed into an elemental spirit matching her aspect. The newborn spirit transforms into a form fitting to its new stature, gaining a mane of living fire, iron claws, glowing eyes or other obviously supernatural traits. The familiar gains a -1 health level, two permanent points of Willpower, an Essence of 2 and a mote pool of 70. The player and Storyteller should work together to create a suitable selection of unique Merits and Charms to reflect the familiar's new form. The familiar retains all the abilities, Merits and traits of its animal self. Optionally, the change may cause the familiar to grow up to 20% larger and gain the ability to speak in a language the Dragon-Blood knows.

Should the elemental familiar die, the Dragon-Blood can select another familiar to endow with this power after a season has passed in remembrance of the faithful servant.

Air Survival

Seven Seas Wind-Luring Chanty

Cost: 5m; **Mins:** Survival 2, Essence 1

Type: Simple

Keywords: Branching: Sail

Duration: One hour

Prerequisite Charms: None

With a whistle, the Dragon-Blood calls up a favourable wind to aid her sails and hinder her foes. If she chooses to fill the sails of her vessel, it gains +1 speed for the next hour. This benefit can also be bestowed on any ship the Dragon-Blood can see within long range. This bonus can grant a ship limited mobility even if it would otherwise be becalmed. Alternatively, the Terrestrial captain can inflict a countervailing wind upon a ship, inflicting a speed penalty of -1. She can conjure only a single bonus or penalty at a time.

Seven Seas Wind-Luring Chanty can be used whenever the Dragon-Blood is under open sky to summon a swift breeze in a direction she chooses. It is not potent enough on its own to offer non-naval benefits and penalties, but

might be used to clear a smoke screen or for some other inventive purpose.

Harmonious Wind-Luring Stance

Cost: 3m; **Mins:** Survival 2, Essence 1

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: None

The Dragons are blessed in all things, and the weather is no exception. Within an hour of using this Charm, all foul weather abates to be replaced with pleasant sunshine, brief, cooling showers and light breezes. All environmental penalties from high winds, rain and other weather effects ceases within a mile of her location. This Charm can dissipate weather conjured by magic only if it originates from someone with an Essence lower than the Dragon-Blood's.

Stormwind Calling Technique

Cost: 5m, 1wp; **Mins:** Survival 3, Essence 2

Type: Simple

Keywords: None

Duration: One hour

Prerequisite Charms: Harmonious Wind-Luring Stance

The inverse of its prerequisite, the Dragon-Blood calls up a storm suitable to her locale; a sandstorm in a desert, a thunderstorm at sea, a blizzard from the tundra. The storm builds over the course of an hour and unleashes its fury equally on everyone within a mile of the Dragon-Blood, inflicting a -3 penalty to visibility, balance and ranged attacks. At the Storyteller's option, those in the midst of the storm may suffer environmental hazards, such as avalanches or lightning strikes, depending on the terrain. The storm rages for the remainder of the day. It is only nominally under the Exalt's control and she is not immune to its penalties, but she can always dissipate her own storm using Harmonious Wind-Luring Stance.

Earth Survival

Tireless Caravan Prana

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

Under the guidance of the Earth Dragons, troops march and beasts pull wagons for days or weeks on end without slowing or tiring. Any group that follows the Dragon-Blood can maintain a constant speed of at least 10 miles per day across any terrain, or 20 miles along roads, and never suffer fatigue from long travel as long as they rest at least six hours a day.

Ration-Enhancing Method

Cost: -; **Mins:** Survival 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Tireless Caravan Prana

The Dragon-Blood provides the bounty of the earth for her followers. While Tireless Caravan Prana is active, her wise advice and leadership in expeditions ensure that she can always provide food and water for all who follow her by hunt or forage. Each leg of the journey she must make a (Wits + Survival) check at a Difficulty determined by the Storyteller, with a difficulty of 1 in areas where wildlife and forage is abundant and 5 or higher in extremely barren or otherwise hostile environments. The Dragon-Blood and her party always succeed in finding enough to subsist, but a failure on the roll indicates that they have incurred some kind of complication decided by the Storyteller in doing so. Perhaps in digging a well they released a malicious water spirit, accidentally killed the sacred animal of a local tribe, or attracted the ire of a regional superpredator.

Hostile Environment Preparation Method

Cost: -; **Mins:** Survival 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Tireless Caravan Prana

The Dragon-Blood's intuitive knowledge of how to survive in difficult climes allows her to protect her fellows in all but the harshest conditions. While using Tireless Caravan Prana, the Dragon-Blood and her followers suffer no penalties from adverse climates, weather or terrain. Like Ration-Enhancing Method, the Dragon-Blood must make a (Wits + Survival) check at a Difficulty determined by the Storyteller when travelling through particularly perilous environments, with a failure indicating that their passage has been met with complications; the ire of a storm mother or forest king, being diverted miles off course to an unfamiliar land, straying into a shadowland or wyld zone and so on.

Hostile Environment Preparation Method does not protect the Exalt or her caravan against uses of Stormwind Calling Technique and other weather-working Charms by herself or other Dragon-Bloods.

THROWN

Air Thrown



Elemental Bolt Attack

Cost: 4m+, 1a; **Mins:** Thrown 1, Essence 1

Type: Simple

Keywords: Decisive-Only, Branching: Lore

Duration: Instant

Prerequisite Charms: None

Feared by the enemies of the Dragon-Blooded across Creation, the "Dragon's Claw" is a deadly blast of coruscating elemental Essence gathered directly from the Exalt's anima and hurled at her foes. This Charm forms a **decisive** attack at an enemy up to short range, targeted with (Dexterity + [Any combat Ability]). Each mote spent after the fourth on Elemental Bolt Attack increases the attack's raw damage by one, to a maximum increase of her (current initiative or Essence) in bonus damage, whichever is lower. The damage roll also benefits from double 10s. This Charm cannot be combined with other Charms except for excellencies

Up to four additional Dragon-Bloods within short range can contribute Reflexively to an Elemental Bolt Attack as it is being formed. Each participant pays an anima level

and a single mote to increase the damage by one. Additional damage added by allies can increase the total damage bonus beyond the attacker's Essence, but not beyond her current initiative. Participating allies do not need to know Elemental Bolt Attack.

At Essence 3+, the Exalt can pay an additional 2m to increase the range to medium.

Wind-Blade Chakram

Cost: 1a (+1m); **Mins:** Thrown 2, Essence 1

Type: Reflexive

Keywords: Dual

Duration: One turn

Prerequisite Charms: [Elemental Bolt Attack](#)

The Exalt binds her anima around her weapon, extending its edge with a translucent blade of cutting wind. By expending an anima level, the Dragon-Blood's attack increases its raw **withering** damage by her Essence and its **decisive** damage by one. Weapons with the Subtle



tag enhanced in this way can do damage as though they lack it.

Alternatively, the Exalt can use Wind-Blade Chakram to create a weapon of focused air. She pays an additional mote to create any mundane thrown weapon enhanced with the same properties. The weapon vanishes at the end of the turn.

Seeking Throw Technique

Cost: 1m+, 1i; **Mins:** Thrown 1, Essence 1

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: None

With subtle technique and control of air, the Dragon-Blood guides her weapon in flight. After making an attack roll, the Dragon-Blood can expend one Initiative to add dice using the Thrown excellency after the initial roll. If she spent Willpower to activate the rerolls of the Thrown excellency before using this Charm, the Initiative cost and the Perilous keyword are waived.

Loyal Weapon

Cost: 1m; **Mins:** Thrown 2, Essence 1

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

The Exalt's weapon swoops like a raptor in flight and courses through the air to return faithfully to her hand. After hitting or missing with a Thrown attack, the Dragon-Blood can use this Charm to have the weapon unerringly dart back into her grasp, ready to be used again. Inventive characters might find unconventional uses for a weapon that magically returns to hand, like having it loop a piece of rope tied to it around a distant flagpole or skewering an incriminating letter and carrying it back.

If the Dragon-Blood uses Loyal Weapon to recall a weapon created or enhanced with Wind-Blade Chakram after a successful attack, she regains the anima level spent on creating it. She can also recall a successful Elemental Bolt Attack for the same bonus if it attacked using Thrown, an exception to its normal Charm combination rules.

Diamond and Thunderbolt Method

Cost: 2m; **Mins:** Thrown 3, Essence 1

Type: Supplemental

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

The legendary weapons of Mela go largely undescribed in the Immaculate Texts, but are attributed with the durability of diamond and irresistible speed and force of a thunderbolt. The Dragon-Blood ignores a number of points of her target's armoured soak or hardness equal to the amount by which her Initiative is greater than her target's, to a maximum of her Thrown. If she defeats a ranged clash attack with this Charm and her opponent's missile is not an Artifact, her weapon shatters it in midair.

Storm Hammer Style

Cost: 2m; **Mins:** Thrown 3, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Loyal Weapon

The Air Dragons can imbue their weapon with the lightness of air, the swiftness of wind and the fury of storms, the better to strike down their opponents from afar. With this Charm, the Dragon can make a Thrown attack at short range with a weapon that lacks the Thrown tag, treating it as a throwing weapon of the equivalent weight (light, medium or heavy) and type (mundane or artifact).

If the Dragon-Blood goes on to use Charms that let her make multiple Thrown attacks with the weapon, such as Persistent Hornet Attack, it is treated as having the Thrown tag until it returns to her grasp.

Darting Dragon Strike

Cost: 3m, 1i; **Mins:** Thrown 3, Essence 1

Type: Reflexive

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Loyal Weapon

The Dragon-Blood's weapon takes on a life of its own in flight, twisting to arc back towards an opponent. After the Dragon-Blood crashes an opponent with a **withering** Thrown attack, she can use this Charm to make a **decisive** Thrown attack against the same opponent with the same weapon. Once per scene unless reset by landing another **decisive** attack and building back to Initiative 10+.

Crosswind Offense

Cost: 1m; **Mins:** Thrown 2, Essence 1

Type: Reflexive

Keywords: Dual, Stackable, Perilous

Duration: One scene

Prerequisite Charms: None

After a successful **withering** thrown attack, the Dragon-Blood can use Crosswind Offense to increase her effective Initiative by two for the purposes of turn order



only. This effect can be stacked a number of times equal to her Thrown over successive **withering** attacks. After resetting to base on a successful **decisive** attack, the Dragon-Blood can roll a number of dice equal to the currently active stacks of Crosswind Offense and regain a number of motes equal to her successes, whereupon the Charm ends. If the Dragon-Blood is crashed, the Charm ends without this benefit.

Hailstorm Vector Focus

Cost: 1m, 2i; **Mins:** Thrown 3, Essence 2

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Crosswind Offence

Immediately after hitting an opponent with a **withering** Thrown attack, the Dragon-Blood can make a reflexive Aim action against the same opponent. The aim can benefit an attack of any Ability.

Path of the Quiet Breeze

Cost: 2m, 1i (+1a); **Mins:** Thrown 3, Essence 2

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Crosswind Offence

Air permeates all things, and few obstacles can adequately avert its path. The Exalt's weapon arcs impossibly through the air, weaving around obstacles to strike her foe. This Charm supplements an attack made after an Aim action, removing the benefits of light and heavy cover. If the target is behind full cover, the Exalt can expend an anima level to have her weapon change course drastically in flight and strike from any angle, attacking her foe as though he were merely in heavy cover provided there is some path through which her attack might have struck.

Persistent Hornet Attack

Cost: 4m, 1wp; **Mins:** Thrown 3, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: One turn

Prerequisite Charms: Darting Dragon Strike

The Dragon-Blood's opponent believes he has escaped her attack, but he has only delayed the inevitable. After missing an opponent with a Thrown attack the weapon begins slowly circling back towards him like a boomerang. At the start of the Dragon-Blood's following turn, she can make a second, reflexive **decisive** Thrown attack using the same weapon. If the Dragon-Blood's Initiative was greater than her opponent's when she made her initial attack but it is now lower, the second

attack is a surprise attack. This does not consume her action for the turn. Once per scene.

If Persistent Hornet Attack is used in conjunction with Wind-Blade Chakram, it increases the duration of that Charm by another turn.

Dance of the Ichneumon

Cost: 3m, 1wp; **Mins:** Thrown 4, Essence 2

Type: Supplemental

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms: Darting Dragon Strike

Following an invisible ribbon of air, the Exalt's weapon courses an impossible path in flight to strike more than one opponent. The Dragon-Blood rolls two **decisive** attacks against separate opponents within range, attacking them with the same weapon. Her Initiative is divided in two and rounded up before damage is resolved on successful attacks. If this Charm is used to enhance the **decisive** attack offered by its prerequisite, she can choose to target opponents who were not the target of the original **withering** attack.

At Thrown 5+, Essence 3+, the Dragon-Blood can attack three opponents using Dance of the Ichneumon, dividing her Initiative by three before rounding up.

Ice Reflects the Sky

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

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Hailstorm Vector Focus

The Terrestrial's hurled weapon vanishes in flight, concealed by a wisp of mist or turning transparent as flawless ice. Before the attack, she makes a contested (Dexterity + Thrown) roll against a target's (Perception + Awareness). If she is successful, the target does not see the attack coming; if her attack is made from stealth, it does not give away her position and she does not break concealment. If her attack is made from plain view, it is nonetheless a surprise attack. Once per scene.

Lightning-Taming Style

Cost: 4m, 1wp (+1a); **Mins:** Thrown 3, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-Only

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

The Exalt matches flashing lightning and a hail of blades against that which besets her. She can reflexively clash a decisive attack, regardless of her position in the turn order. The clash attack granted by this Charm counts as

her action for the round, and she cannot make another. If she has already acted this round, then it counts as her action for her next turn. Alternatively, this Charm can be used to resist an elemental hazard, rolling (Dexterity + Thrown) in place of (Stamina + Resistance) and gaining (Essence) non-Charm bonus dice. This use of the Charm requires the additional expenditure of an Anima level as she lashes out with her aura to disrupt the hazard, but does not count as her action for the turn. If the Exalt successfully clashes an elemental attack or diverts a hazard that conforms to her aspect, she can wrest control of it; on her next Thrown attack made during the scene, the anima level cost and mote cost of each Charm is reduced by one, to a minimum of zero. This bonus can benefit Elemental Bolt Attack.

Deadly Blades of the Five Dragons

Cost: 2m, 2a, 1wp; **Mins:** Thrown 4, Essence 3

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Lightning-Taming Style, Wind-Blade Chakram

The Dragon-Blood summons up lethal expressions of her anima and hurls them at her foes. She creates twin elemental weapons identical to those created with the second function of Wind-Blade Chakram, incompatible with the use of that Charm. The weapons are thrown together as a single attack. A **withering** attack using this Charm adds (Essence +2) to the raw damage of the attack, a **decisive** attack adds 2 raw damage. If the weapons created with this Charm are used to make additional attacks through Charms such as Loyal Weapon, they count as a single weapon created with Wind-Blade Chakram.

At Thrown 5+, Essence 4+, the Dragon-Blood can generate three weapons using this Charm at a cost of 3m, 3a, 1wp. A **withering** attack adds (Essence +5) damage, a **decisive** attack adds 3 raw damage.

Tempest-Gathering Arsenal

Cost: 1wp; **Mins:** Thrown 4, Essence 3

Type: Reflexive

Keywords: Dual

Duration: One turn

Prerequisite Charms: Dance of the Ichneumon

The Exalt grasps the flowing currents of the wind and uses them to drive her weapons home with effortless precision. Until the Dragon-Blood's next turn, the cost of adding or rerolling dice with the Thrown excellency is reduced to two dice per mote spent. Each time she hits an opponent with a **withering** attack she gains a bonus

point of Initiative, and each time she hits an opponent with a **decisive** attack she regains a mote. The reflexive attack at the start of the Dragon-Blood's turn offered by Persistent Hornet Attack can benefit from this bonus if the Dragon-Blood activated both Charms on her previous turn.

Vengeful Gust Counterattack

Cost: 4m, 1a; **Mins:** Thrown 4, Essence 3

Type: Simple

Keywords: Counterattack, Perilous

Duration: Until next turn

Prerequisite Charms: Persistent Hornet Attack, Crosswind Offence

The Terrestrial cloaks herself in a vortex of power, lashing out with deadly flurries of weapons to match the ferocity of her foes. She can respond to any failed rush attempt or missed ranged attacks during the turn with a Thrown **decisive** counterattack. Each successful **decisive** attack costs Initiative as though it were a failed attack (3 Initiative if the attack is made at 11+, 2 Initiative otherwise), but does not reset the Dragon-Blood to base until her next turn. Her counterattacks must target the opponent that initiated the attack or rush, so they cannot be enhanced with Dance of the Ichneumon.

South Wind Whispers Sweetly

Cost: 3m; **Mins:** Thrown 4, Essence 3

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Tempest-Gathering Arsenal

The circular motion of the Exalt's weapon in flight draws the very wind into its flight, pulling it into a localized dust devil which hurls the unfortunate target away. After a successful **withering** attack by this Charm, the target is hurled back one range band. If he is crashed by the attack, he is also knocked prone. Alternatively, South Wind Whispers Sweetly can be used to enhance a **decisive** gambit to disarm an opponent with a thrown attack. If successful, the weapon is torn from the target's grip by the dust devil and carried away to medium range from him. If the Dragon-Blood also uses Loyal Weapon after this successful disarm, she can carry both weapons back to her hand.

North Wind Bears the Storm

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

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: South Wind Whispers Sweetly



After disarming or crashing an opponent with South Wind Whispers Sweetly, she can use North Wind Bears the Storm to launch an immediate **decisive** attack using any Ability. This Charm can generate a reflexive use of Elemental Bolt Attack. Once per scene unless reset by building up to 15+ Initiative and landing another **decisive** attack.

Hurricane Hand Gestures

Cost: -; **Mins:** Thrown 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: South Wind Whispers Sweetly

The Dragon-Blood masters the secrets of the five winds and can bend them to her will. When making a **decisive** attack enhanced by South Wind Whispers Sweetly, the Dragon-Blood can use it to activate the following special gambits:

- **World-Turning Updraft (Difficulty 4):** A concentrated hurricane-force blast of wind hurls the target one range band in any direction, including straight up. The victim takes falling damage as though he fell from short range regardless of which direction he is thrown in.
- **Prince-Humbling Gale (Difficulty 2):** An irresistible downdraft forces the target to his knees or flat on the ground. The target is knocked prone and requires a Difficulty 2 (Dexterity + Dodge) roll to rise as though an opponent is at close range with him.
- **Chill of the Bitter North (Difficulty 5):** A frigid wind drops the temperature surrounding the target in a heartbeat, creating a snap frost that chills even the warmest climes of the South. The target is partially frozen, and suffers a -2 mobility penalty until the end of his next turn. Additionally he loses the Dragon-Blood's Essence in Initiative from the numbing cold, plus one Initiative on every turn that follows during the scene. This effect ends if the victim can find a way to significantly warm himself, such as plunging into a hot spring or grappling a Fire Aspect.

North Wind Bears the Storm cannot be used to make a **decisive** attack after these gambits.

Thunder Follows

Cost: 6m; **Mins:** Thrown 4, Essence 4

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Tempest-Gathering Arsenal, Vengeful Gust Counterattack

As the Exalt's weapon strikes home, it releases a deafening peal of thunder across the battlefield. After doing damage with a **decisive** Thrown attack, she can activate this thunderous aftershock, dealing (Essence) dice of unsoakable withering damage to the initial target and every other enemy within close range of that point. The blast may shatter glass and other fragile objects. The initial target and any crashed enemies subject to the peal of thunder, including those crashed by the withering damage of the Charm, suffer a -1 penalty on all actions and defences until the Dragon-Blood's next turn as they are disoriented by the blast. The Dragon-Blood gains none of the Initiative from this attack and resets to base as normal. Once per scene.

Dragon Scours the Heavens

Cost: 5m, 3a; **Mins:** Thrown 5, Essence 5

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Thunder Follows

Grasping at the coursing Essence of the sky, the Dragon-Blood calls thundering levinbolts down to smite her foes. This Charm can only be used under an open sky, which immediately becomes stormy and crackles with lightning as the Exalt's furious anima streams into the air. For the remainder of the scene, the Exalt can make Thrown attacks with lightning strikes as a weapon she can reflexively ready as long as she remains outside, either drawing them to her hand to launch like a spear or hurling them directly from the sky. Lightning strikes count as Thrown medium artifact weapons with the Lethal, Thrown (Extreme), Piercing, Smashing and Mounted tags. While using these levinbolts, the Initiative costs of Air Thrown Charms are waived and Thunder Follows ignores its once per scene restriction.

Wood Thrown

The Unexpected Thorn

Cost: 1m; **Mins:** Thrown 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood hurls an unlikely weapon at her foe with lethal force. This Charm can enhance an attack made with any object small enough to hold in one hand, such as a willow leaf, origami crane, wine cork, twig or letter of resignation. She can ready such a weapon reflexively and make a **withering** or **decisive** attack, treating it as a mundane knife. If she opens hostilities by using this technique and wins join battle, she can make a

withering or **decisive** surprise attack from plain view, and adds the stunt value of the attack to its raw damage.

Cull the Crimson Blossom

Cost: 3m; **Mins:** Thrown 2, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: None

The Exalted assassin holds mastery over the techniques of death, the many applications of poison not least among them. When making a **decisive** attack with a poisoned Thrown weapon, the Exalt can make a special gambit with a Difficulty of up to a maximum of her Essence. On a success, the attack does no damage, but the victim must resist the poison with its Duration increased by the Difficulty of the gambit.

Heart-Blighting Bloom Technique

Cost: (1wp); **Mins:** Thrown 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Cull the Crimson Blossom

The Exalt's deadly needles sting at the meridians of her foe, flooding his body with a deadly venom that lies in wait to strike from within. When the Dragon-Blood uses Cull the Crimson Blossom, she can increase the Difficulty of the gambit by 2 to delay the effect. The victim does not suffer the effects of the poison immediately. At any point during the following scene, she can spend a point of Willpower to catalyse the reaction, inflicting a roll to resist the poison as per Cull the Crimson Blossom.

Swallow Flies by Midnight

Cost: 4m, 1wp; **Mins:** Thrown 3, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Cull the Crimson Blossom

When the Exalt joins battle with an ambush **decisive** thrown attack using a weapon with the Subtle tag, she can roll her (Manipulation + Thrown) against the (Perception + Awareness) of all onlookers. If she beats the rolls of all witnesses nobody realizes that she even made an attack. If there was no other reason for hostilities, combat ends. Once per scene.

Fire Thrown

Red Steel Herald Style

Cost: 1m; **Mins:** Thrown 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Whenever she succeeds on a rush action against a target or reflexively moves towards an opponent thanks to the rush action, the Dragon-Blood can use this Charm to make a reflexive Aim action against her target. The Aim is wasted if it is not used to make a Thrown attack before the end of her next turn.

Burning Backdraft Strike

Cost: 2m; **Mins:** Thrown 2, Essence 1

Type: Supplemental

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Red Steel Herald Style

This Charm can be used to enhance a **withering** attack upon an enemy at short or medium range with whom the Dragon-Blood was within close range of during her previous turn. The attack uses the accuracy bonus for close range, and if the target is at medium range, it requires no aim action. If the Dragon-Blood used an effect that let her move away from her opponent without contest on her current or previous turn, such as Hopping Firecracker Evasion or Momentum-Surging Flare, this Charm costs only 1m.

Sparks and Cinders Method

Cost: 2m; **Mins:** Thrown 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Exalt attacks unrelentingly with the ferocity of flame. After resetting to base with a successful **decisive** attack at 15+ Initiative using any Ability, the Dragon-Blood can immediately make a second **decisive** attack using Thrown.

Meteor Javelin Bombardment

Cost: -; **Mins:** Thrown 3, Essence 2

Type: Permanent

Keywords: Withering-only

Duration: Permanent

Prerequisite Charms: Burning Backdraft Strike

Taking advantage of her superior position, the Fire Dragon unleashes a terrible cascade of missiles on her foe. When making a **withering** Thrown attack from at least one range band elevated above an opponent, the Dragon-Blood can activate the rerolls of the excellency without spending Willpower and each success on a rerolled die grants her an additional point of Initiative if the attack hits.

Earth Thrown



Boulder-Hurling Gigant Style

Cost: 2m; **Mins:** Thrown 2, Essence 1

Type: Simple

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: None

The might of the Earth Dragons can bring terrible displays of power to bear on their foes. While lifting a large object with a feat of strength initiated in a previous action, the Exalt can make a **withering** attack to hurl it as a heavy mundane weapon with the Thrown (Medium) and Improvised tags, adding bonus damage equal to half the Difficulty that was required to lift it. This attack is incompatible with other Thrown Charms aside from the Excellency, which are typically used to enhance more delicate tools.

WAR

Earth War

Excellence of the Dutiful Hero

Cost: 1m; **Mins:** War 1, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

When a battle group crashes an individual with an attack commanded by the Dragon-Blood, she may use this Charm to gain the crash bonus as though she crashed the target with her own attack. This bonus can only be gained once per turn. Conversely, when she deals damage to an enemy battle group with her own attack, she can use this Charm to increase the Initiative track of a friendly battle group within close range by half the magnitude damage she caused.

Tireless Footfalls Cadence

Cost: 3m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Excellence of the Dutiful Hero

The Exalt's familiar orders and drills fill her weary legionnaires with the resolve to press on, executing their maneuvers with long-practiced precision. When acting under a command action enhanced by this Charm, a battle group ignores any penalties of fatigue, exhaustion or deprivation, and enjoy double 9s on all movement rolls, including rush and disengage rolls.

Enfolded in the Dragon's Wings

Cost: -; **Mins:** War 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The legions train to support their Dragon-Blooded officers, and the officers train to support the legions in turn. Friendly battlegroups are immune to damage from the Dragon-Blood's anima flux. If she is directing a battlegroup with whom she has trained for at least a day during the season, she adds her current anima level in bonus dice to any command action she makes as her banner marks her as a familiar icon on the battlefield.

Iron Fortress Method

Cost: 2m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Until move

Prerequisite Charms: Enfolded in the Dragon's Wings

Natural masters of siege and fortification, the Earth Dragons are adept in organizing their soldiers to take advantage of terrain. This Charm supplements an order made to a friendly battle group. Until the battle group next moves from its current position, the defence bonus that they derive from cover increases by one.

Every Dragon and His Brother

Cost: 5m; **Mins:** War 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

As the battle begins, the Dragon-Blood calls her allies to well-rehearsed drills, organizing them immediately into efficacious formation. This Charm is used immediately after Join Battle is rolled but before the first round. The Exalt forgoes her first action, but in return each of her allies or friendly battle groups within close range of her can immediately make a Reflexive Aim, Full Defence or Defend Other action of their choice. No character can benefit from more than one activation of this Charm, nor can a character that used it benefit from a reflexive action from someone else using it.

Legion-Raising Spirit

Cost: 8m; **Mins:** War 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Excellence of the Dutiful Hero

The Imperial Legions are the most feared fighting force of Creation, the shield that defends the Realm, the boot that grinds her foes beneath its heel, the gauntleted fist that keeps her subjects in line. After training with a

battle group for a month, the Exalt can use this Charm to raise their Drill to Average and grant them the statistics of Battle-Ready Troops. Their most important lesson is their training in concert with their Dragon-Blooded officers; command rolls by Dragon-Blooded officers towards this battle group reroll 6s until they fail to appear. The Exalt can train with an already experienced unit of average or greater drill for a week in order to impart this latter benefit.

Glorious Five Dragon Army

Cost: 4m, 1a; **Mins:** War 3, Essence 2

Type: Simple

Keywords: Aspected, Bridge

Duration: One scene

Prerequisite Charms: Legion-Raising Spirit OR any two War Charms of another Aspect

Together, the legions and their Dragon-Blooded officers can perform feats of martial valor that neither could alone. The Exalt's elemental anima erupts outwards and settles over a battle group within short range, sparking on unsheathed blades, quickening steps and emboldening hearts. As long as the battle group remains within short range of the Dragon-Blood, they are symbiotically linked with the supernal power of her blood. They gain a Might rating of 1 if they would otherwise lack it. Additionally, they gain any features of her anima banner that do not require the expenditure of motes, such as the Fire Dragon's passive resistance to fire or the Water Dragon's ability to act freely underwater.

With One Mind

Cost: 4m, 1wp; **Mins:** War 3, Essence 2

Type: Simple

Keywords: Perilous, Brotherhood

Duration: One scene

Prerequisite Charms: Every Dragon And His Brother

The Exalt unifies her allies in battle, coordinating their movements with such precision that they work together as flawlessly as fingers of the same hand. When this Charm is activated and at the start of each combat round thereafter, the Dragon-Blood and up to (Essence) allies gain a pool of two bonus dice. These dice can be used for the following purposes:

- Dice can be expended to add to any attack against a target who is currently suffering onslaught penalty from an ally affected by this Charm, or who is being attacked by an affected ally during the same tick. Affected Dragon-Bloods can expend these bonus dice to reroll dice using the excellency instead, and they do not count towards the cap of (Essence) rerolled dice.

- Both dice can be expended to add one to any defence while performing or benefitting from a defend other action in coordination with an ally.
- Any dice unused at the end of a turn can be used to transfer one point of Initiative each to an ally affected by the Charm, provided they are not crashed. Any remaining dice vanish when the ally receives new bonus dice at the start of the turn.

This Charm requires intense concentration on the part of the Dragon-Blood who initiated it, and it ends if she suffers Initiative crash. A character can only benefit from one use of With One Mind at a time.

Brotherhood: Uniting a group that consists only of members of the Dragon-Blood's sworn brothers costs only 3m and no Willpower.

Shields-as-Scales Technique

Cost: 4m; **Mins:** War 3, Essence 2

Type: Simple

Keywords: None

Duration: One action

Prerequisite Charms: Iron Fortress Method

At the Exalt's clarion call, shields and weapons raise in unison against the oncoming assault, an invulnerable bulwark. A battle group within close range immediately performs a Full Defence action and counts as taking Defend Other actions on all allied units within close range. This consumes the battle group's action for the round, or for the next round if they have already acted.

Demon-Hunting Dragon Tactics

Cost: 6m, 1wp Mins: War 4, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Legion-Raising Spirit

The skilled strategos knows that even the mightiest behemoth or Anathema will fall when hounded by the Ten-Thousand Dragons and their legions. After using this Charm, the Earth Dragon may select a special stratagem called "Demon-Hunting Dragon Tactics" with a threshold of 2. All battle groups under her command gain the following benefits:

- They do not suffer a difficulty increase to their rout checks for suffering from supernatural assaults or the frightening presence of Anathema, demon-princes or other horrors.
- They are considered to have might 1 if they do not already possess might, but only against single characters, not against other battle groups.



- They may focus their entire attention upon a single foe, forgoing their usual area attack to instead gain (Exalt's Essence) to both their attack and their damage.

From Eggs to Dragons

Cost: 8m, 1wp; **Mins:** War 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Legion-Raising Spirit

Through the perils of war, the Exalt and her legion stand together, tempering their combined skills to lethal precision. After actively campaigning with a unit of Average drill for a season, the Dragon-Blood can use this Charm to enhance the unit to Elite drill and grant them the statistics of Elite Troops. The mote cost of any Supplemental War Charms the Dragon-Blood uses to enhance orders given to the unit are discounted by one mote, to a minimum of one. Once per season.

Ten Thousand Spears Together

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Shields-as-Scales Technique

In response to an attack against a friendly battle group, the Exalt can call them to answer in kind, initiating a reflexive clash between the battle group and the attacker. She makes a reflexive command action to

enhance the battle group's clash. This uses the battle group's action for the turn, and they cannot make another. If they have already acted on the turn, it uses their action for next turn.

Host-Mastering Method

Cost: 5m; **Mins:** War 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Legion-Raising Spirit, Every Dragon and His Brother

As the Dragon-Blood makes a command action to direct a battle group, her fellows act in concert with her, coordinating in masterful strategic execution. Up to (Essence) individual characters on the battlefield immediately gain the opportunity to make reflexive command actions of their own directed at separate battle groups. If the Exalt enhanced her own roll by spending Willpower to activate the rerolls of the War excellency, fellow Dragon-Blooded officers can use their own rerolls without spending Willpower.

Dragon-Seared Battlefield

Cost: 8m, 3a; **Mins:** War 4, Essence 3

Type: Simple

Keywords: None

Duration: One turn

Prerequisite Charms: Glorious Five-Dragon Army

The Terrestrial warlord wields not only armies, but the very battlefield itself. Her anima expands across the field



in a torrent of elemental power. Clouds of sand or mist rise from the trembling ground and the air is filled with the sound of splintering rock and roaring flame. This display inflicts a blindness penalty on everyone within medium range during the turn, including the Dragon-Blood herself, and all battle groups within range also take difficult terrain penalties. At the end of the turn, the effect recedes, revealing the Dragon-Blood's strategic skill as a match for her elemental power. She rolls (War + Essence) dice and can describe a stunt to enact a stratagem of a difficulty equal or lower than her successes. The driving rain or blinding fire of her anima might have concealed her units moving into ambush, jagged rocks or new-grown trees might form advantageous fortifications, and so on. An Exalt can only implement a single stratagem using this Charm at a time, though she can change her current stratagem with subsequent uses.

With an Essence 5+ repurchase, the Dragon-Blood can call the mightiest expressions of her element to war. She can devise unique elemental stratagems that can only be implemented with Dragon-Seared Battlefield, such as guarding her forces from ranged attack with directed gales or dividing the enemy forces with a diverted river. These elemental stratagems cannot be countered by magic that would normally allow an opposing commander to do so unless the Dragon-Blood is incapacitated.

Five Seasons Convocation Council

Cost: 6m; **Mins:** War 5, Essence 4

Type: Simple

Keywords: Brotherhood

Duration: One day

Prerequisite Charms: Host-Mastering Method

On the eve of battle, the Exalt summons her war council. Seasoned commanders and strategists offer their insights, those ignorant of warcraft listen and learn. Tomorrow, together, they will be the equal of whatever horrors their foes can unleash. Individual characters of the Exalt's army, including player characters and any important npcs, gather and discuss strategy. They gain these benefits for the following day:

- All who attend the council gain the War specialities of all other councilors.
- Each councilor with a War rating of 2+ or who is able to stunt a meaningful contribution to the strategic discussion adds one non-Charm die to the commander's Strategic Maneuver rolls, to a maximum of her (Essence).

- Any councilor without a War rating gains a rating of 1. Dragon-Blooded councilors also gain the War excellency if they otherwise lack it.

Brotherhood: Dragon-Blooded sworn brothers who know no War Charms each temporarily gain one appropriate to their Aspect. They must select a Charm for which they meet the trait minimums, including the single point of War granted by this Charm.

Eternal Mountain Shogun Style

Cost: -; **Mins:** War 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: With One Mind, Five Seasons Convocation Council

The Exalt stands at the pinnacle of a mighty military machine, her will is iron, her words law. But the power she wields is not hers alone; she is carried on the shoulders of her brothers, and they on the shoulders of all who would do their bidding, united against a world of misrule and disorder. Purchasing this Charm permanently enhances With One Mind. When coordinated with other Dragon-Bloods, all participants can freely use the War Charms of all other participants provided they meet the Essence and War minimums. Additionally, participants can freely contribute to mote and Willpower costs in part or whole when one of their fellows activates a War Charm.

Fire War

Roaring Dragon Method

Cost: 1m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: Branching: Performance

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's voice booms over the chatter of crowds and the clamour of the battlefield, ideal for commanding a legion or a debating floor. This Charm can supplement any vocal action made with any Ability, including but not limited to all vocal social influence and the command action. She eliminates any penalties for background noise and can be heard clearly at long range. If used to enhance a threaten action within normal vocal range, she increases the number of failed dice that can be rerolled with the excellency by one.

Army to Mob Assault

Cost: 3m **Mins:** War 1, Essence 1

Type: Reflexive

Keywords: None



Duration: Instant
Prerequisite Charms: None

So fearsome are the Children of Hesiesh on the battlefield that only the steeliest of foes can stand before them. This Charm is used when an opposing battlegroup rolls for rout, adding one additional point of Difficulty, plus another for every level of size loss inflicted by the Dragon-Blood's own attacks or those made by battle groups on her orders during the scene.

Glory and Terror Mantle

Cost: 1m **Mins:** War 3, Essence 1
Type: Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Roaring Dragon Method, Army to Mob Assault

When the Dragon-Blood makes a threaten or inspire action on the battlefield, she can use her War specialities as though they were specialities of the relevant Ability, and gains bonus dice equal to the (Size + Might) of the largest battle group accompanying her. This Charm can be used in conjunction with those of other Abilities.

Courageous Swordsman Inspiration

Cost: 3m; **Mins:** War 2, Essence 1
Type: Supplemental
Keywords: Uniform
Duration: Instant
Prerequisite Charms: None

A true Exalted officer leads from the fore. This Charm enhances an attack of any Ability, and allows it to be placed in a flurry with a command order to attack the same target. If the attack is successful, the command attempt gains an automatic success and can activate the rerolls of the excellency without spending Willpower.

Phantom-Warrior Horde

Cost: 3m, 1a; **Mins:** War 3, Essence 1
Type: Supplemental
Keywords: None
Duration: One scene
Prerequisite Charms: Glory and Terror Mantle

This Charm enhances a roll to rally for numbers. The rejuvenated unit is bolstered by fiery silhouettes that spring from the Exalt's anima. These phantom warriors are illusory, but fill out the ranks and bolster the resolve of the unit; they gain +3 soak and ignore one +1 to their rout check for having lost a point of Size. The unit also adds one success to threaten actions made with Glory and Terror Mantle. The phantoms dissipate and the Charm ends if the unit loses another point of Size.

Blessed Dragon Champion

Cost: 5m; **Mins:** War 3, Essence 2
Type: Supplemental
Keywords: Uniform
Duration: Instant
Prerequisite Charms: Army to Mob Assault, Courageous Swordsman Inspiration

With her loyal forces at her back empowering her will, the Exalt is a glorious champion whose blade can slay the most insurmountable of foes and change the course of nations. She makes a **withering** or **decisive** attack with any Ability which benefits from the accuracy and damage bonuses of the Size and Drill traits of a friendly battle group within close range. The battle group cannot make another action during the turn.

Deadly Wildfire Legion

Cost: (+3m); **Mins:** War 4, Essence 3
Type: Supplemental
Keywords: None
Duration: Instant
Prerequisite Charms: Blessed Dragon Champion

When the blades of the legions spark with fire, the foes of the Realm quake with fear. When making a command action to direct a battlegroup to attack an enemy, the Dragon-Blood can enhance their subsequent attack with any Supplemental type Charm of the appropriate Ability that she knows except for the excellency. The attack counts as being **Decisive** for the purposes of interacting with the Exalt's Charms.

Wood War

Leading from Below

Cost: 3m; **Mins:** War 1, Essence 1
Type: Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

A glance and a reassuring nod are all that the Wood Dragons need to fill their brethren with resolve. The Dragon-Blood can make a reflexive roll to rally or rally for numbers, activating the rerolls of the Excellency without spending Willpower and increasing the number of dice that can be rerolled by the strongest positive intimacy the battle group feels towards her.

Fanglord's Legion Method

Cost: 2m (+1hl); **Mins:** War 2, Essence 1
Type: Reflexive
Keywords: None
Duration: Instant
Prerequisite Charms: None

The Wood Dragon's soldiers can always rely on her to see them through adversity. When an allied battle group within short range of the Dragon-Blood is subject to an attack, she may spend 2m to raise the group's soak by the strongest positive intimacy it feels towards her. Optionally, she may then sacrifice a single health level after damage has been rolled to negate a number of levels of magnitude damage equal to her War rating, suffering on behalf of her loyal followers.

Thorns-Guard-Blossoms Volley

Cost: 4m; **Mins:** War 3, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Fanglord's Legion Method

Though they are the most compassionate of the Exalted, the Wood Dragons do not hesitate to sow blood on the battlefield when the occasion calls for it. This Charm enhances an order made to initiate a ranged attack. The subsequent area attack strikes only foes; any allies within the area of effect are miraculously unharmed as dozens of arrows pepper the ground around them.

Flight Returns By Spring

Cost: 4m; **Mins:** War 3, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Leading From Below

After making a rally for numbers, the Dragon-Blood can activate this Charm. At the start of any subsequent turn that her Initiative is at 10+, the battle group regains a single point of magnitude damage as routed soldiers return to her victorious banner and the wounded stand to fight on. As with the rally for numbers action itself, this bonus cannot restore a lost point of Size.

Water War

Black Ocean Mirror Tactics

Cost: 3m; **Mins:** War 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

During battle, the Dragon-Blood can make a (Perception + War) based Read Intentions action on an enemy. On a success, the Storyteller should reveal a relevant fact about the tactics or capabilities of the Exalt's opponent. Once during the subsequent scene, the Exalt can describe a stunt which exploits this knowledge to gain a bonus non-Charm success on an attack against the opponent, an opposed roll such as a rush or disengage

against the opponent, or a command to a battle group to perform one of these actions. Alternatively, the Exalt can communicate her tactics to an ally, allowing them to gain this bonus instead. The Dragon-Blood can even call advice to allies engaged in a combat that she is not participating in directly. This Charm cannot be used again on the same opponent during a scene unless their tactics and capabilities meaningfully change.

Steel Leviathan Coils

Cost: 4m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The armies of the Water Dragon move like the ocean, flowing around her foes and breaking them against a wave of steel. When the Dragon-Blood orders a unit to engage, the control roll gains double 8s, and the battle group becomes able to drag and engage or throw their opponents as though they were performing a normal grapple.

Receding Tide Maneuver

Cost: 2m; **Mins:** War 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Steel Leviathan Coils

As the tide of battle turns, the Exalt's forces slip away from the melee like water running through fingers. The Dragon-Blood can make a reflexive command to a currently engaged unit to disengage. The battle group's attempt gains a number of successes equal to the rounds of control remaining in the engagement.

Blood in the Water Method

Cost: 2m, 1wp; **Mins:** War 3, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Black Ocean Mirror Tactics

Masters of deception and disruption, the Water Dragons hone their tactics well on the battlefield. The Exalt makes a (Wits + War) **decisive** gambit against a battle group within close range at a Difficulty no higher than her War rating in an effort to disrupt their command structure. If successful, any attempt to command the unit suffers a dice penalty equal to the gambit's Difficulty. This penalty persists until the battle group is subject to a successful rally or rally for numbers in spite of the penalty.



Thousand Blade Maelstrom

Cost: 2m; **Mins:** War 3, Essence 2

Type: Supplemental

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Steel Leviathan Coils

Surrounded by the blades of her forces, the Exalt takes her foes apart. A **withering** or **decisive** attack made with any Ability against an opponent engaged by a friendly battle group rerolls 6s until they fail to appear. A **withering** attack also gains bonus damage equal to the number of rounds remaining in the engagement.

Air War

Thousand Correct Actions

Cost: 1m; **Mins:** War 1, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The might of Fire and the discipline of Earth have long protected the borders of the Scarlet Empire, but it is the learned strategy of Air that has led it to victory in war time and again. On her Strategic Maneuvering roll, the Dragon-Blood can always make a stunt to describe her studies of the past strategies of the opposing general for the bonus die, provided she is not suffering the penalty for being unfamiliar with him. She can apply a speciality from any Ability on the roll as though it were a War speciality. Alternatively, she can use this Charm to enhance a roll by an ally by offering insightful strategic advice.

Shadow Strategos Methodology

Cost: 2m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Thousand Correct Actions

Air is the subtlest of elements, and the Children of Mela show this subtlety well in their stratagems, undermining the maneuvers of their foes and forcing them to second-guess their every move. When the Dragon-Blood's Strategic Maneuver roll benefits from spies or traitors in the enemy ranks, the dice bonus is converted to non-Charm successes, the excellency rerolls can be activated without spending a point of Willpower, and the number of dice that can be rerolled are increased by the number of 1s on the opposing general's roll. As with Thousand Correct Actions, this Charm can enhance a roll by an ally, though the reroll bonus can only benefit a Dragon-Blooded general.

Seven Thunders Stratagem

Cost: 3m; **Mins:** War 3, Essence 2

Type: Reflexive

Keywords: Brotherhood

Duration: One scene

Prerequisite Charms: Thousand Correct Actions

After succeeding on a Strategic Maneuvering roll, the Dragon-Blood can expend 3m to save her threshold successes over the difficulty of her stratagem as a special command pool. Whenever she makes a command action in the coming battle, she can spend these additional successes as automatic successes on the roll. If she enhanced an ally's roll using Thousand Correct Actions or Shadow Strategos Methodology, she can activate this Charm to gain this success pool as though she rolled herself.

Brotherhood: A Dragon-Blood who is part of a brotherhood can share this pool of successes among her brothers. Any member of the brotherhood can draw from it during the battle to add to his command roll.

Coming Soon to A Clutch of Dragons
Martial Arts

